

Comprehensive Chess Endings

Rook Endings



Y. Averbakh & N. Kopayev

Pergamon Press

2460

Comprehensive Chess Endings

General Editor: YURI AVERBAKH

Volume 5

Rook Endings

PERGAMON RUSSIAN CHESS SERIES

General Editor:

Kenneth P. Neat

Executive Editor:

Catherine Shephard

AVERBAKH, Y.

Chess Endings: Essential Knowledge

Comprehensive Chess Endings

Volume 1: Bishop Endings, Knight Endings

Volume 2: Bishop against Knight Endings, Rook against Minor Piece Endings

Volume 3: Queen and Pawn Endings, Queen against Rook Endings, Queen against Minor Piece Endings

Volume 4: Pawn Endings

Volume 5: Rook Endings

BOTVINNIK, M. M.

Achieving the Aim

Anatoly Karpov: His Road to the World Championship

Half a Century of Chess

Selected Games 1967-70

BRONSTEIN, D. & SMOLYAN, Y.

Chess in the Eighties

ESTRIN, Y. & PANOV, V. N.

Comprehensive Chess Openings

GELLER, E. P.

The Application of Chess Theory

KARPOV, A.

Chess at the Top 1979-1984

KARPOV, A. & BATURINSKY, V.

From Baguio to Merano

KARPOV, A. & GIK, Y.

Chess Kaleidoscope

KARPOV, A. & ROSHAL, A.

Anatoly Karpov: Chess is My Life

KASPAROV, G.

New World Chess Champion

The Test of Time

LIVSHITZ, A.

Test Your Chess IQ, Books 1 & 2

NEISHTADT, Y.

Catastrophe in the Opening

Paul Keres Chess Master Class

POLUGAYEVSKY, L.

Grandmaster Performance

Grandmaster Preparation

SHERESHEVSKY, M. I.

Endgame Strategy

SMYSLOV, V.

125 Selected Games

SUETIN, A. S.

Modern Chess Opening Theory

Three Steps to Chess Mastery

TAL, M., CHEPIZHNY, V. & ROSHAL, A.

Montreal 1975: Tournament of Stars

VAINSTEIN, B. S.

David Bronstein: Chess Improviser

Comprehensive Chess Endings

Volume 5

Rook Endings

by

YURI AVERBAKH

and

NIKOLAI KOPAYEV

Translated by

KENNETH P. NEAT



PERGAMON PRESS

OXFORD · NEW YORK · BEIJING · FRANKFURT
SÃO PAULO · SYDNEY · TOKYO · TORONTO

U.K.	Pergamon Press, Headington Hill Hall, Oxford OX3 0BW, England
U.S.A.	Pergamon Press, Maxwell House, Fairview Park, Elmsford, New York 10523, U.S.A.
PEOPLE'S REPUBLIC OF CHINA	Pergamon Press, Room 4037, Qianmen Hotel, Beijing, People's Republic of China
FEDERAL REPUBLIC OF GERMANY	Pergamon Press, Hammerweg 6, D-6242 Kronberg, Federal Republic of Germany
BRAZIL	Pergamon Editora, Rua Eça de Queiros, 346, CEP 04011, Paraiso, São Paulo, Brazil
AUSTRALIA	Pergamon Press Australia, P.O. Box 544, Potts Point, N.S.W. 2011, Australia
JAPAN	Pergamon Press, 8th Floor, Matsuoka Central Building, 1-7-1 Nishishinjuku, Shinjuku-ku, Tokyo 160, Japan
CANADA	Pergamon Press Canada, Suite No. 271, 253 College Street, Toronto, Ontario, Canada M5T 1R5

English translation copyright © 1987 K. P. Neat

All Rights Reserved. No part of this publication may be reproduced, stored in a retrieval system or transmitted in any form or by any means: electronic, electrostatic, magnetic tape, mechanical, photocopying, recording or otherwise, without permission in writing from the publishers.

First edition 1987

Library of Congress Cataloging in Publication Data

Shakhmatnye okonchaniia. English.
Comprehensive chess endings.
(Pergamon Russian chess series)
Translation of: Shakhmatnye okonchaniia. 2. izd. dop.
Includes indexes.
Contents: v. 1. Bishop endings/Yuri Averbakh.
Knight endings/Yuri Averbakh, Vitaly Chekhover —
[etc.] — v. 3. Queen and pawn endings/
Yuri Averbakh. Queen against rook endings/
Viktor Henkin. Queen against minor piece endings/
Yuri Averbakh & Vitaly Chekhover — v. 4 Pawn Endings/
Yuri Averbakh & Ilya Maizelis — v. 5. Rook endings/
by Yuri Averbakh & Nikolii Kopayev.
1. Chess—End games—Collected works. 2. Chess—
Collections of games—Collected works.
I. Averbakh, Iŭ (Iuriĭ) II. Title. III. Series.
GV1450.7.S513 1983 794.1'24 81-23428

British Library Cataloguing in Publication Data

Comprehensive chess endings.—(Pergamon
Russian chess series)
Vol. 5: Rook endings
1. Chess—End games
I. Averbakh, Iŭ II. Kopaev, Nikolii
III. Shakhmatnye okonchaniia. *English*
794.1'24 GV1450.7
ISBN 0-08-026908-7 Hardcover
ISBN 0-08-032048-1 Flexicover

This edition is a translation of the Russian book *Shakhmatnye Okonchaniya* 1984, published by Fizkultura i Sport.

Contents

<i>Preface</i>	vii
PART I ROOK AGAINST PAWNS	1
1. ROOK AGAINST PAWN	3
1.1 Pawn other than rook's pawn	3
1.2 Rook's pawn	13
1.3 Exceptional positions	17
2. ROOK AGAINST TWO PAWNS	20
2.1 Connected pawns	20
2.2 Isolated pawns	39
2.3 Doubled pawns	50
3. ROOK AGAINST THREE OR MORE PAWNS	55
3.1 Connected pawns	55
3.2 Two of the three pawns connected	72
3.3 Isolated pawns	80
3.4 Four or more pawns	88
4. ROOK AND PAWNS AGAINST PAWNS	94
4.1 The rook is stronger than the pawns	94
4.2 The rook is stronger than the pawns, but—draw	101
4.3 The pawns are stronger than the rook	104
4.4 The pawns are stronger than the rook, but—draw	108
PART II ROOK AGAINST ROOK (WITH PAWNS)	113
5. ROOK AND PAWN AGAINST ROOK (EXCEPT ROOK'S PAWN)	115
5.1 Basic methods of attack and defence	115
5.2 Pawn on the 7th rank	118
5.3 Pawn on the 6th rank	125
5.4 Pawn on the 5th rank	131
5.5 Pawn on the 4th rank	137
5.6 Pawn on the 3rd rank	141
5.7 Pawn on the 2nd rank	147

Contents

6. ROOK AND ROOK'S PAWN AGAINST ROOK	150
7. ROOK AND TWO PAWNS AGAINST ROOK	164
7.1 Connected pawns	164
7.11 Pawns in diagonal formation	167
7.12 Pawns on the same rank	181
7.2 Isolated pawns	185
7.3 Isolated f- and h-pawns	198
7.4 Doubled pawns	211
8. ROOK AND PAWN AGAINST ROOK AND PAWN	214
8.1 The pawns are not passed	214
8.2 The pawns are passed	217
9. ROOK AND TWO PAWNS AGAINST ROOK AND PAWN	236
9.1 Connected pawns, no passed pawn	236
9.2 Connected pawns, one passed	240
9.3 Connected pawns, both passed	244
9.4 Isolated pawns, no passed pawn	250
9.5 Isolated pawns, one passed	251
9.6 Isolated pawns, both passed	259
10. ROOK AND TWO PAWNS AGAINST ROOK AND TWO PAWNS	267
10.1 Endings without passed pawns	267
10.11 Blocked pawns	267
10.12 Pawns on adjacent files	270
10.2 Endings with passed pawns	271
10.21 One side has a passed pawn	271
10.22 Both sides have passed pawns	272
10.23 All the pawns are passed	274
11. ENDINGS WITH SEVERAL PAWNS (MATERIAL ADVANTAGE)	278
11.1 Extra passed pawn	278
11.2 Pawns on one wing	299
11.3 Both sides have passed pawns	305
12. ENDINGS WITH SEVERAL PAWNS (POSITIONAL ADVANTAGE)	309
12.1 Outside passed pawn	309
12.2 Weaknesses in the opponent's pawn formation	313
12.3 Active rook	317
12.4 Better king position	320
<i>Index of players and analysts</i>	323

Preface

In the series *Comprehensive Chess Endings* this book is the fifth. Four have already been published. As a whole this fundamental study covers all basic types of endings: pawn, knight, bishop, bishop against knight, rook against minor piece, rook, and queen endings. The work is basically restricted to endings in which, apart from the king, each side has not more than one piece.

This five-volume series is essentially a greatly expanded and corrected edition of the three-volume Russian edition which was published in the 1950s. The small team which worked on this consisted of the Soviet masters Vitaly Chekhover, Nikolai Kopayev and Viktor Henkin, the great endgame expert Ilya Maizelis and the author of these lines, who was also the overall editor. The creation of this encyclopaedia on the endgame demanded a great deal of work. It was published over a six-year period, from 1956 to 1962.

When several years ago the question of a new edition was raised, it transpired that the books required not only correction and the addition of material, but also considerable revision: during the years since the first edition was published, both the theory and practice of the endgame have made great advances.

Unfortunately, three of the authors with whom I began this work have passed away: Chekhover in 1965, Kopayev in 1978 and Maizelis in 1979, so that all the work on the correcting, adding and revising of material has had to be done without them.

This book is wholly devoted to rook endings. In the first edition the author of this section was an expert on it, Nikolai Kopayev, who worked on this theme for a long time, publishing a number of original analyses and beautiful, subtle studies. Much of Kopayev's work has stood the test of time, and is given in the present edition. In revising the book, while retaining everything of value from Kopayev's research, I set myself the task of presenting the modern state of rook endings, and showing what new achievements have been made by theory and practice during the past quarter of a century.

The first part has been completely rewritten: otherwise it would have been difficult to reflect the modern state of theory. In the second part radical alterations have been made to chapters five, six and eight, and also eleven and twelve. In the remaining chapters significant changes and additions have been made.

There is no need to talk about the importance of rook endings: they occur in practice more often than others, since in the middlegame it is usually easier for the minor pieces and also the queens to be exchanged. Also of importance is the fact that an advantage in a rook ending (be it material or positional) can be realized only with the pieces active, only with coordination of all the forces.

These two points lead to the conclusion that the ability to play rook endings is an important quality in a chess player.

Rook endings are also characterized by the fact that, along with strategy, there is always a place for tactics in them. You only have to look at the chapter of 'Rook and pawn against rook and pawn' to see that rook endings contain an extraordinary number of different possibilities and subtleties.

Preface

And now a few words on how to work with *Comprehensive Chess Endings*. These are in the first instance reference books, and therefore the material in them has been laid out on a single, strictly formal basis—depending on the number of pawns in the initial position. For a reference book such a classification is the most expedient: when analyzing an adjourned game or in correspondence play you can always try to find a similar position.

But of no less importance is the fact that *Comprehensive Chess Endings* can be used by coaches as a teaching aid. From the material in the books, lectures can be prepared on any basic types of ending.

When working independently on the endgame, the following method of study is a sensible one: after playing some ending, try to find a similar one in the book, and compare it. This so-called comparative method of studying the endgame has long been successfully employed by many strong players.

A term which is frequently employed in this book is the 'stronger side', by which is implied the player who has either a material, or a positional advantage.

In conclusion, I should like particularly to emphasize that the study of the endgame is an extremely complex problem, demanding time-consuming, scrupulous analysis, and genuinely mathematical accuracy. In carrying this out, it is practically impossible to avoid analytical mistakes. I say this from my own experience.

I therefore consider it my pleasant duty to thank all those readers who discovered mistakes in the 1st edition, and thus helped to improve the present one. I hope that this edition will receive an equally severe scrutiny. Any critical comments or reviews should be sent to the publisher.

YURI AVERBAKH

PART I

Rook against Pawns

1. Rook against Pawn

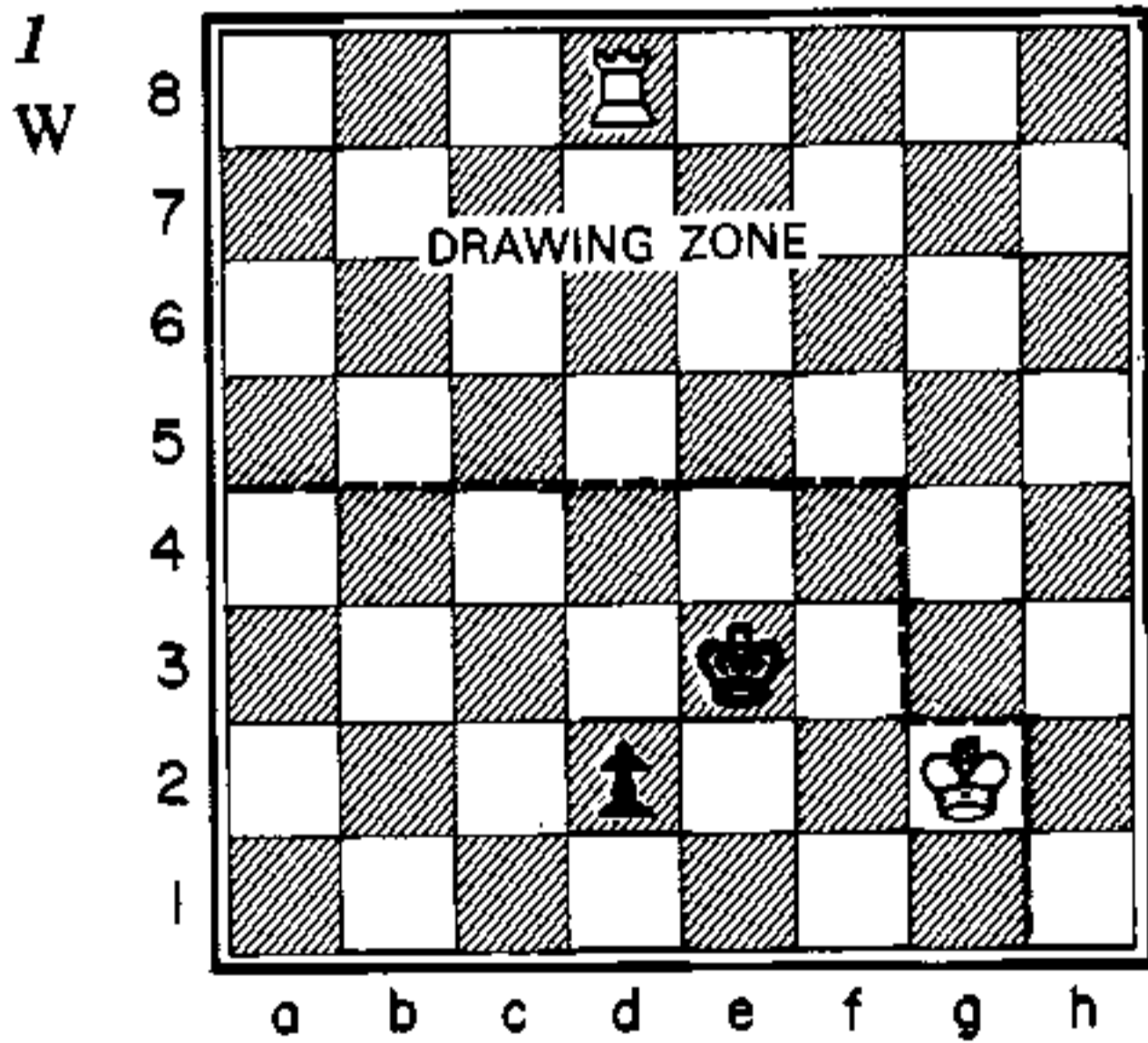
By the united efforts of king and rook it is usually easy to eliminate the enemy pawn, without allowing it to reach the queening square. Difficulties over realizing the advantage arise only when the king is at some distance from the pawn, and requires time to approach.

It will be expedient to divide the positions to be studied into three groups:

- 1.1 Pawn other than rook's pawn.
- 1.2 Rook's pawn.
- 1.3 Exceptional positions.

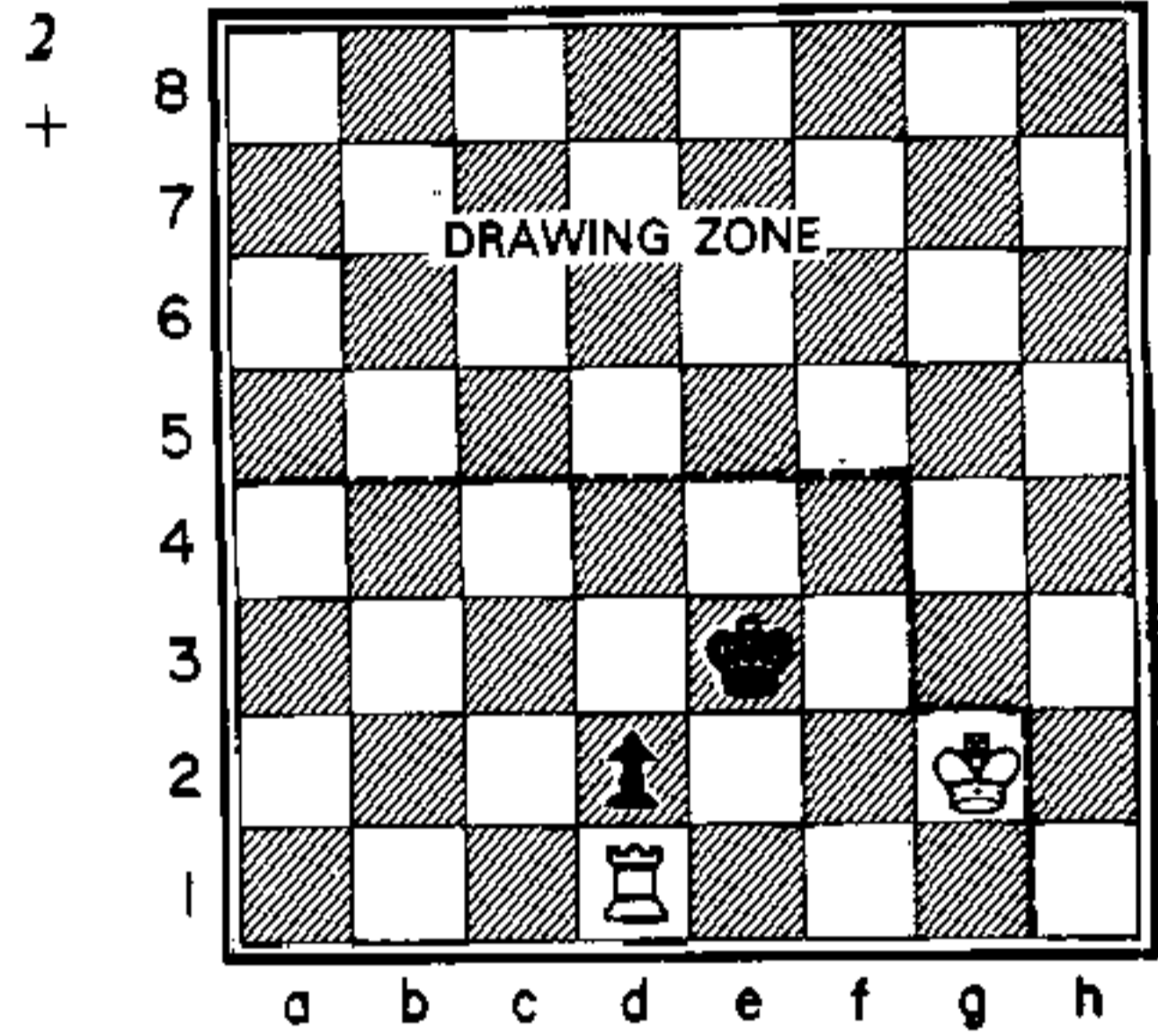
1.1 PAWN OTHER THAN ROOK'S PAWN

If the rook is controlling the pawn's queening square, the result depends upon whether or not the king can manage to support the rook. The following is a critical position.

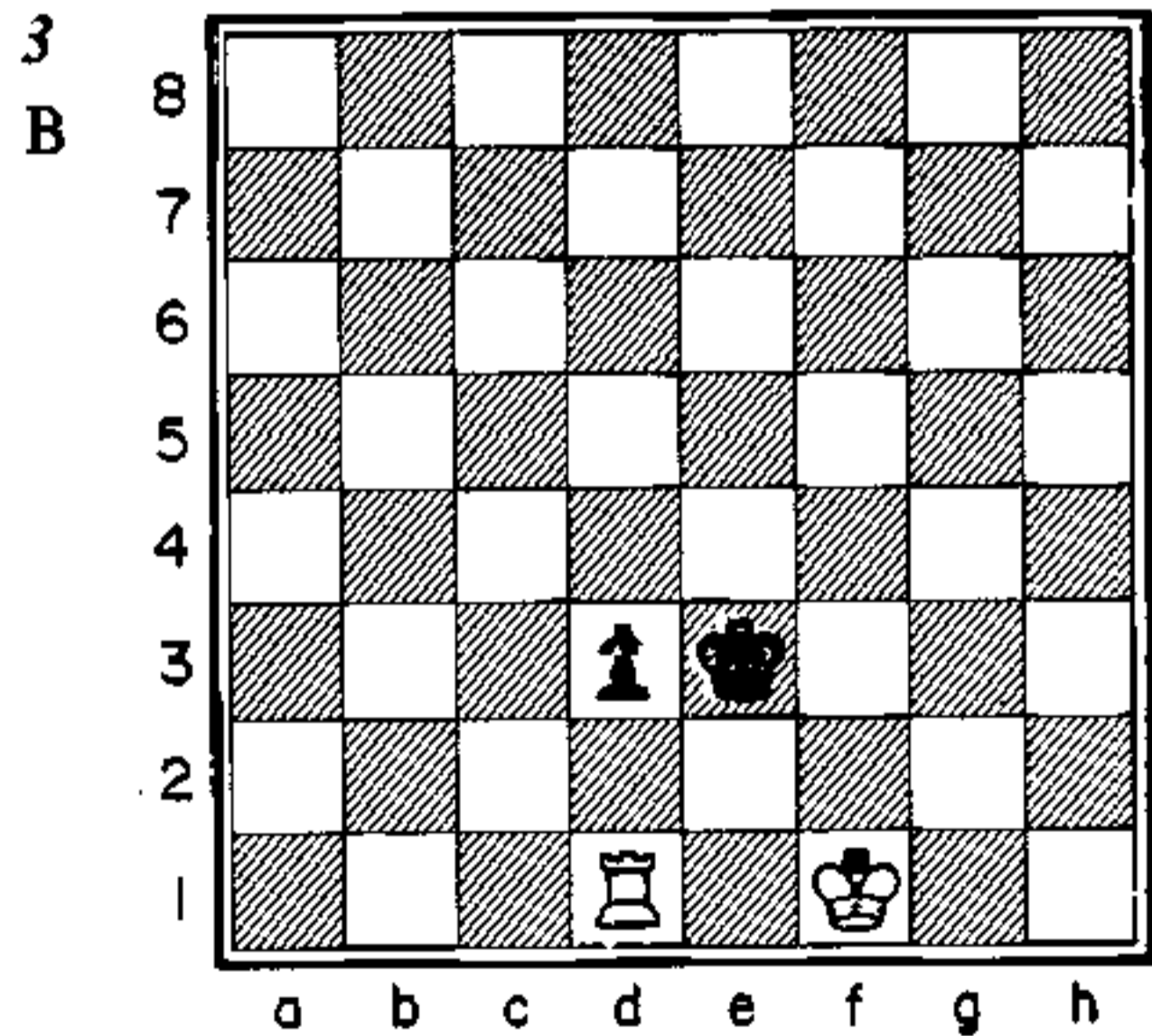


1. White wins if his king is inside the zone bounded by the line. For example, king at a4: 1 Kb3 Ke2 2 Kc2; king at g2 or g1: 1 Kf1, and Black loses his pawn. Note that the result is

not changed if the rook is at d1. In this case there is no difference in the placing of the rook.



2. After 1 Kf1 Kd3 2 Kf2 Kc2 3 Ke2 the game is decided.

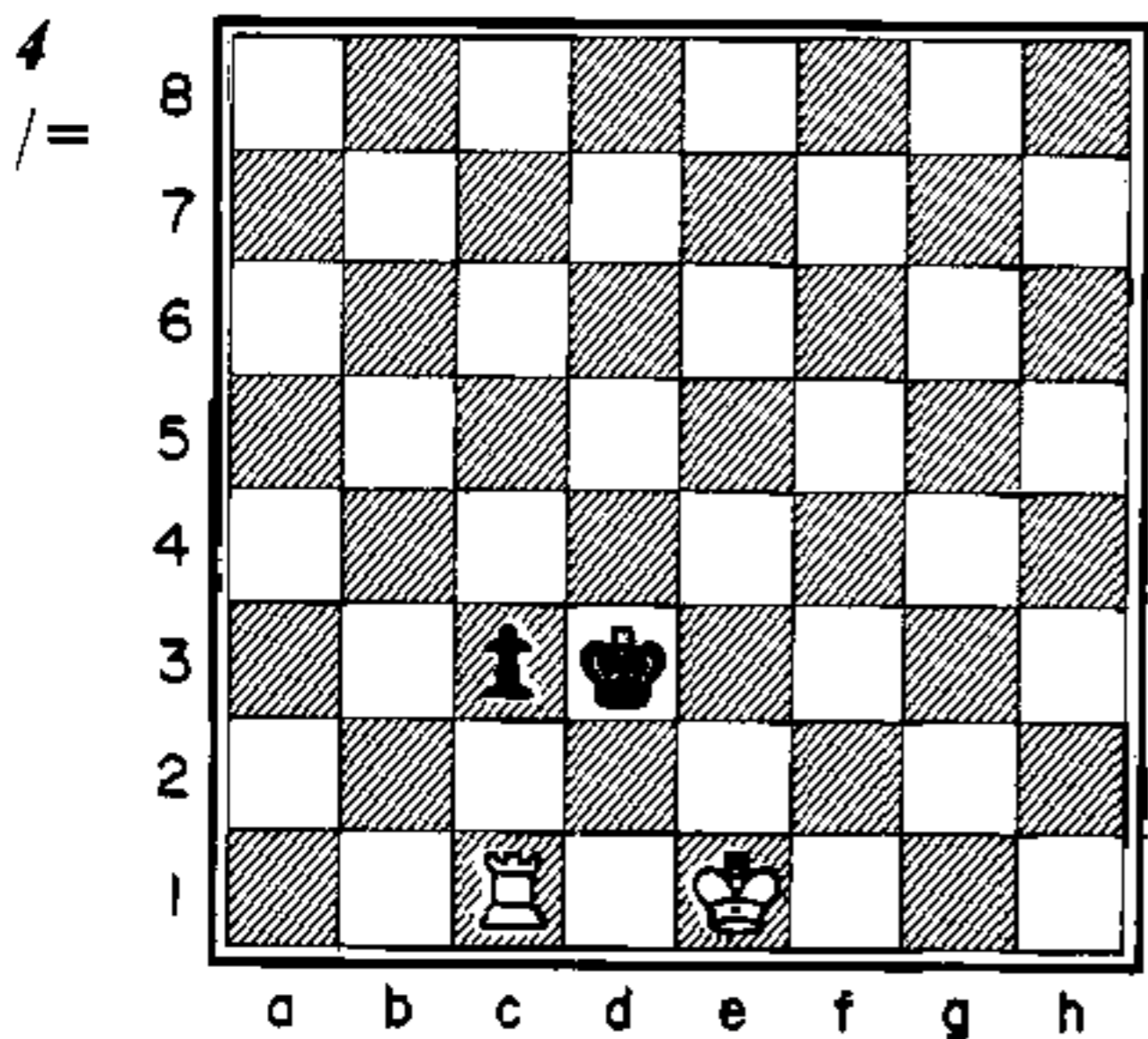


3. Here too White wins: 1 ... d2 2 Ra1 Kd3 3 Kf2 Kc2 4 Ke2.

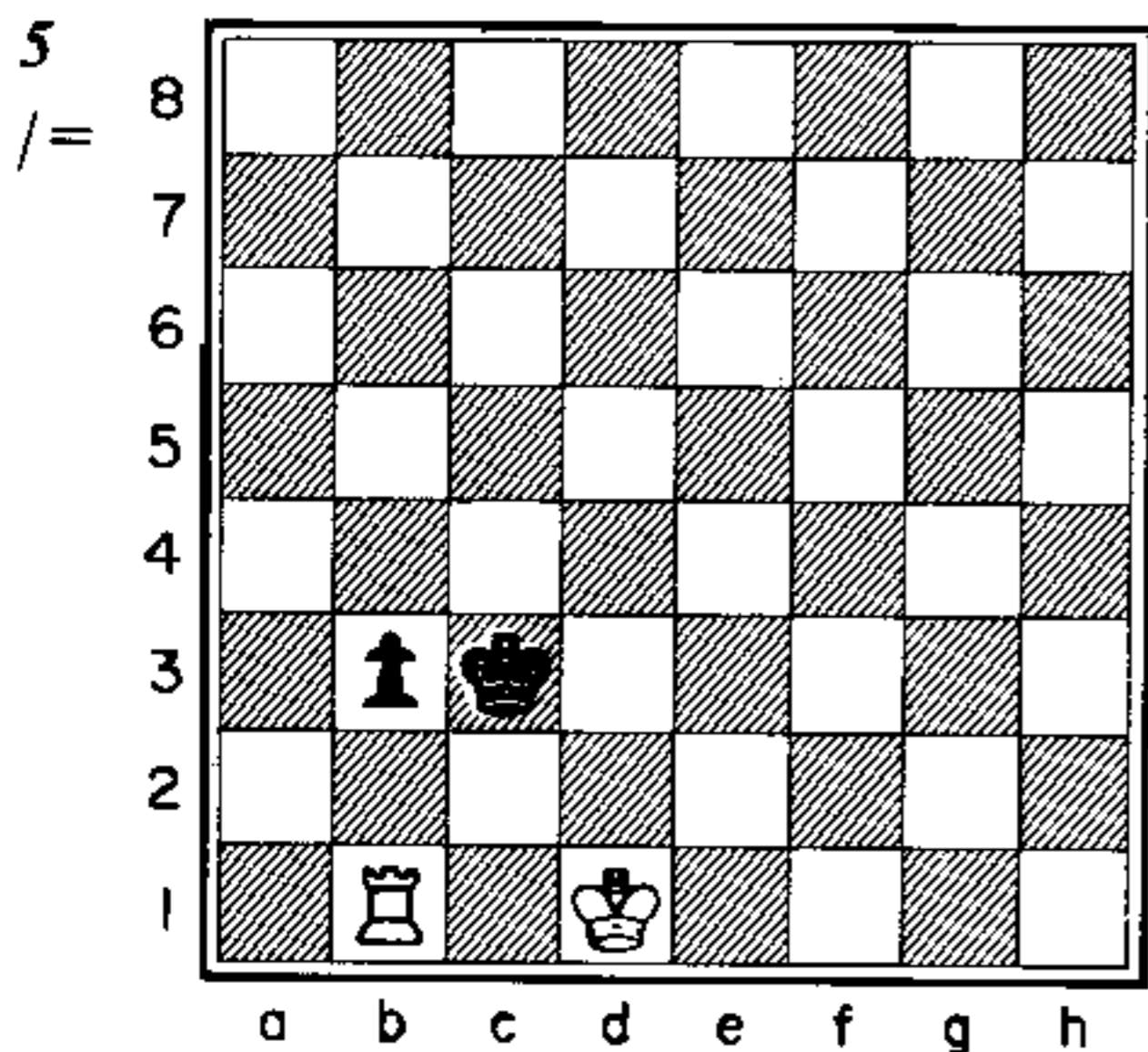
But if this position is moved one file to the

Rook against Pawn

left, the game ends in a draw, since the influence of the edge of the board becomes a factor.



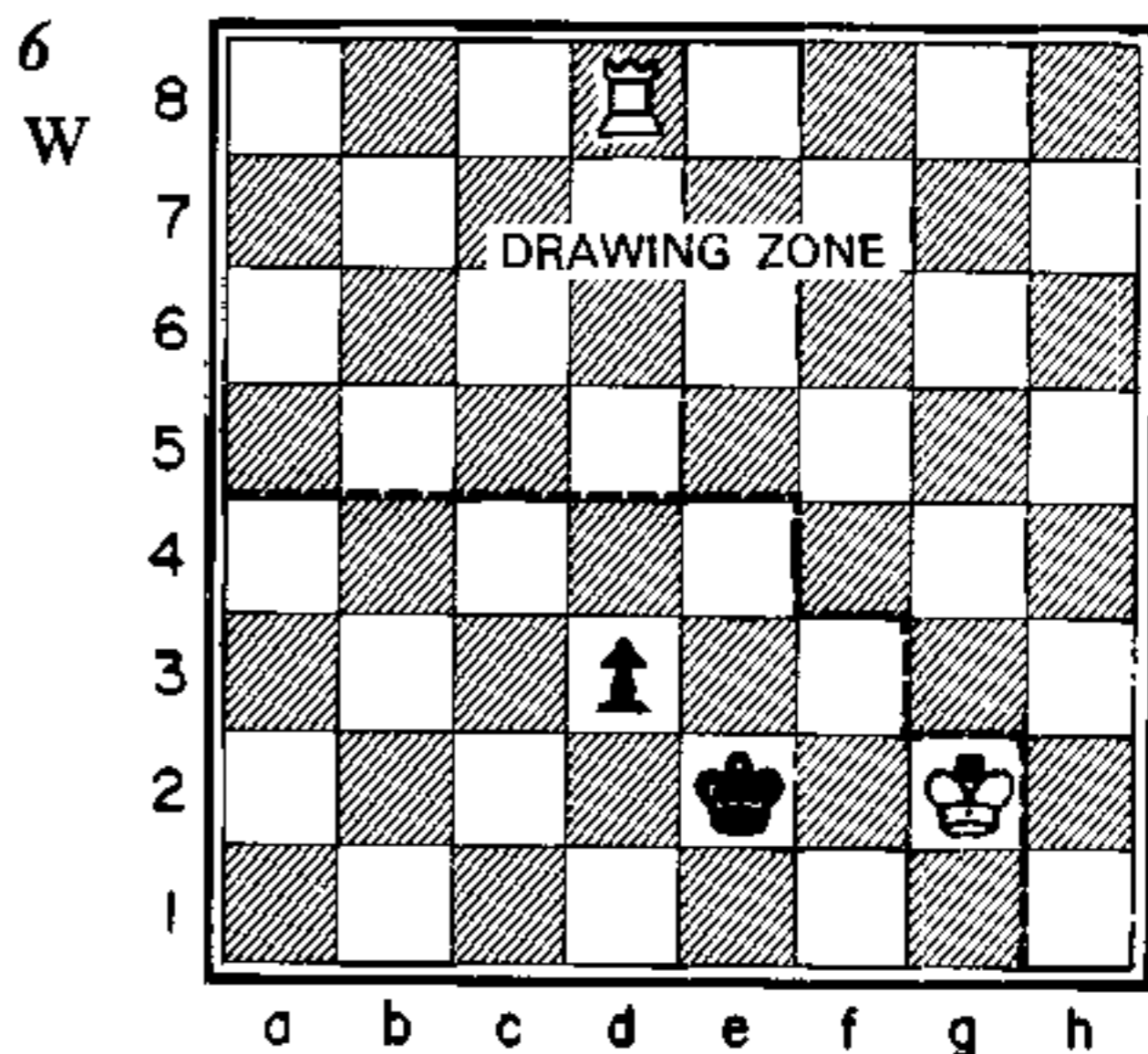
4. Here White is unable to win: 1 ... c2 2 Ra1 Kc3 3 Rc1 (3 ... Kb2 was threatened) 3 ... Kd3!, and White cannot achieve anything. It is the same with a knight's pawn.



5. After 1 ... b2 White is in zugzwang, and is forced to allow the king to go to c2.

A typical pushing-aside procedure, based on the opposition of the kings, is shown by the following example.

6. On the left side of the board the picture here is the same as in example 1, but to the right events develop differently.



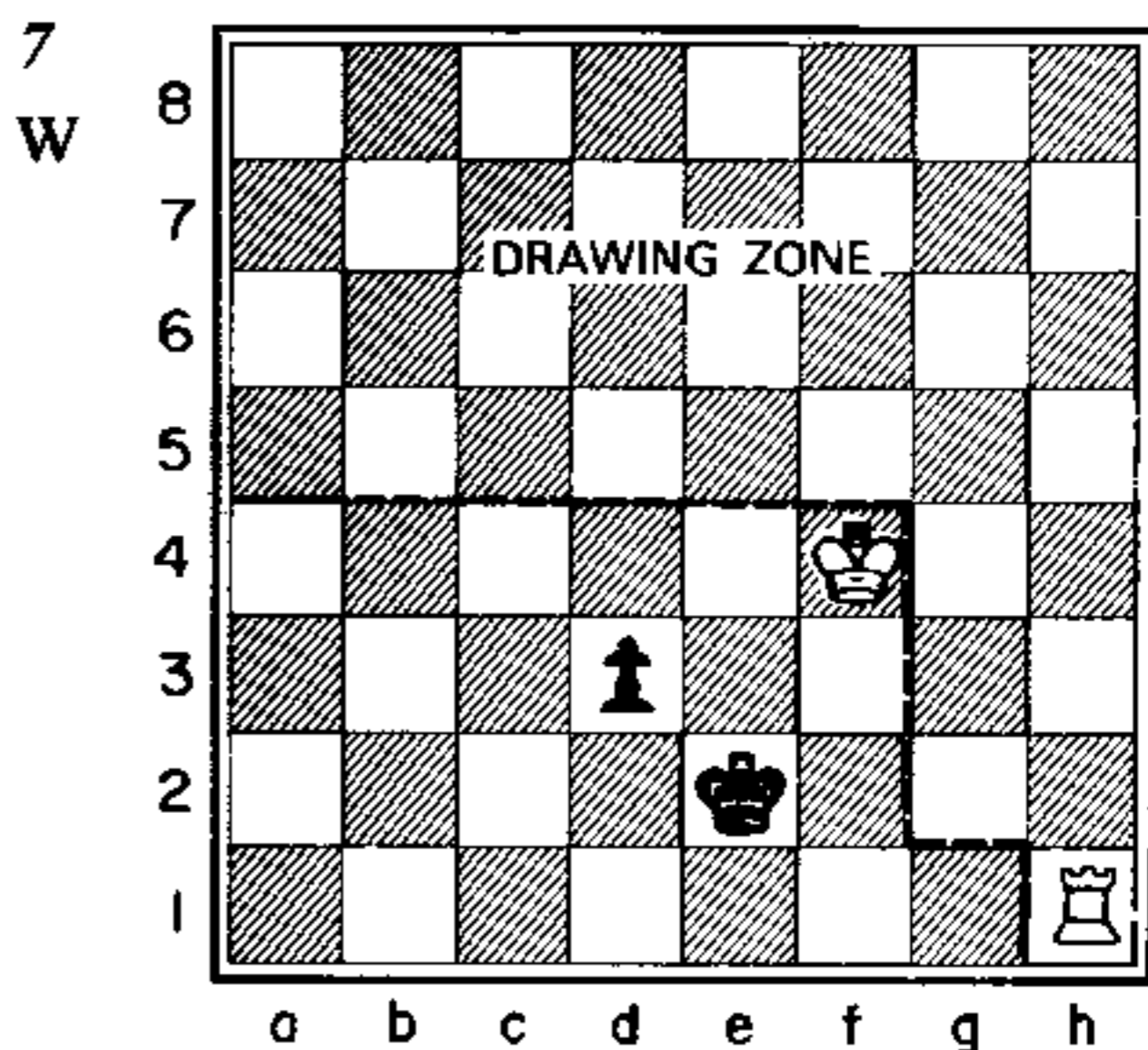
If, for example, the white king is at g2 (or g1), by checking with his rook White pushes aside the black king, and then approaches the pawn with his own king: 1 Re8+! Kd2 2 Kf2 Kc2 3 Ke3 d2 4 Rc8+ Kd1 5 Rd8.

With the king at g1: 1 Re8+ Kf3 2 Kf1! d2 3 Rd8 Ke3 4 Rd7 etc.

But with his king at g3 White is unable to win: 1 Re8+ Kf1! 2 Kf3 d2 3 Rd8 Ke1.

Note that the numbers of squares inside the winning zones are the same in diagrams 1 and 6.

Let us now consider a position where the rook is watching the pawn from the 1st rank.



7. Compared with the previous position, the winning zone is still the same size (15 squares for the king), but has slightly

Pawn other than Rook's Pawn

changed shape: f4 is now included, but g2 has dropped out. After **1 Rh2+ Ke1 2 Ke3** White wins.

But with the white king at g4 Black can save the game. To **1 Rh2+** he must reply **1... Ke3!**, 'shoulder-charging' the enemy king, whereas he loses after **1... Ke1 2 Kf3 d2 3 Rh1** mate.

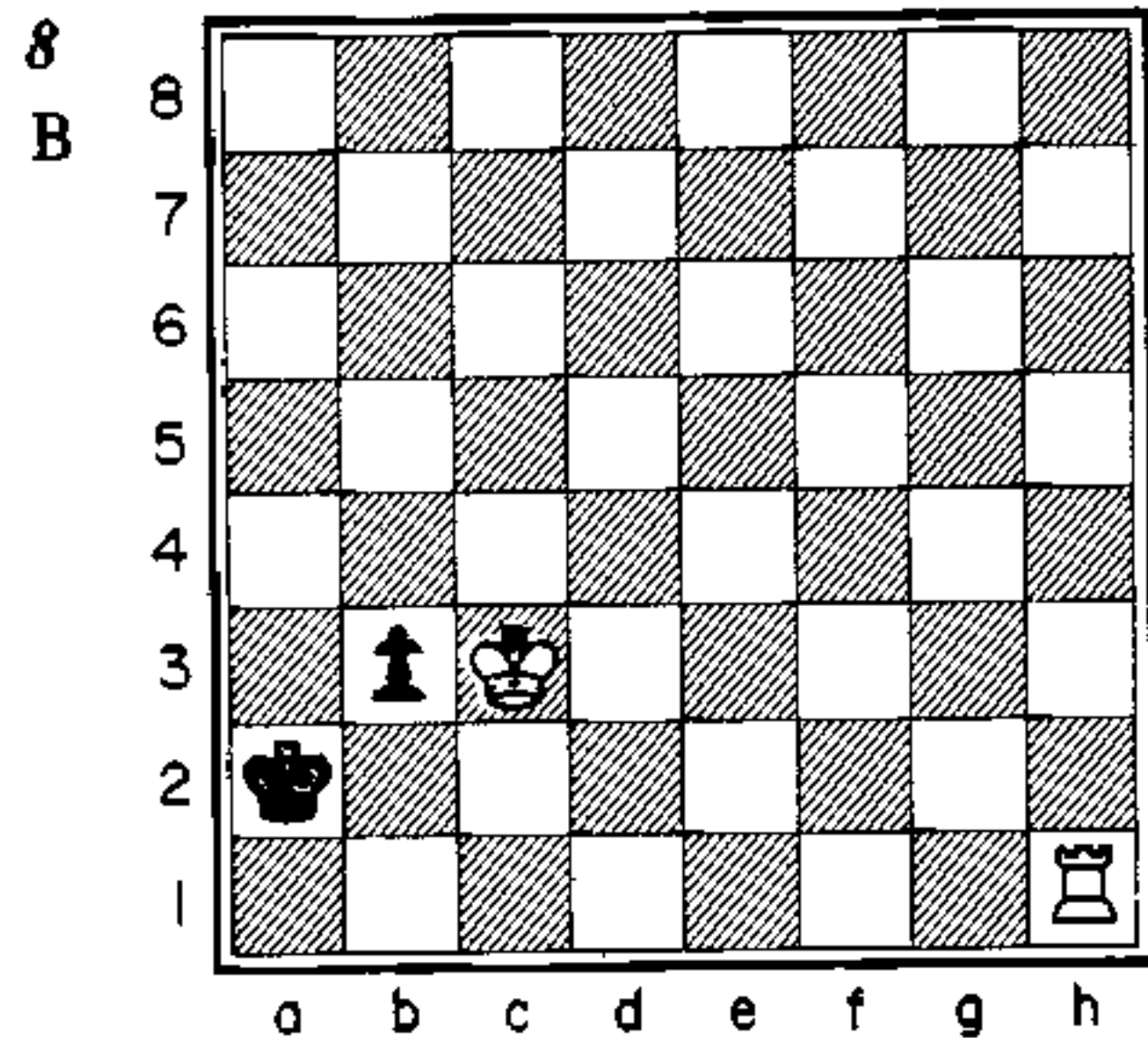
White also has no win with his king at g2 or g3. For example, with his king at g3: **1 Rh2+ Ke3!** (1... Ke1 loses to **2 Kf3**) **2 Rh8 d2** with a draw.

But with his king at g1 White wins: **1 Rh2+ Ke1** (1... Ke3 **2 Kf1 d2 3 Rh3+** and **4 Ke2**) **2 Rh8 Ke2** (2... d2 **3 Re8+ Kd1 4 Kf1**) **3 Re8+ Kf3 4 Kf1 d2 5 Rd8 Ke3 6 Rd7** etc.

It is also worth noting how the play develops with the white king at d5, e5 or f5. After **1 Ke4 d2 2 Rh2+ Ke1 3 Ke3** the only way to save the draw is by **3... d1=N+!**

The promotion of a pawn to a knight often occurs in such endings.

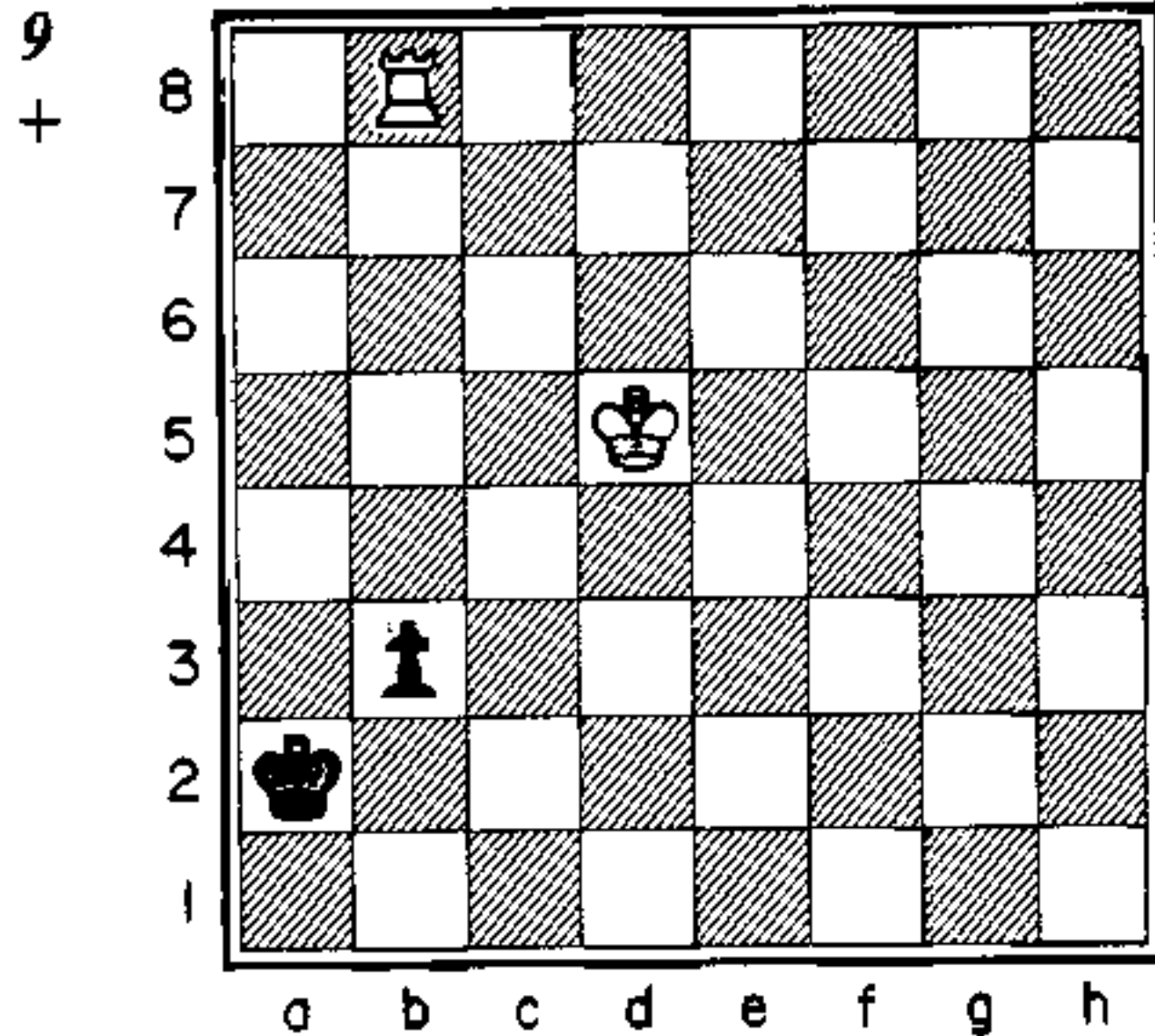
Certain features of positions with a knight's pawn should also be noted.



8. After **1... b2** only **2 Kc2** leads to a win. **2 Rh2** is a mistake due to **2... Ka1!**, when Black gains a draw.

Incidentally, if White's rook is at c1, he is no longer able to win: after **1... b2 2 Rc2 Ka1** Black forces a draw.

The following example shows how to overcome this sort of stalemate threat.



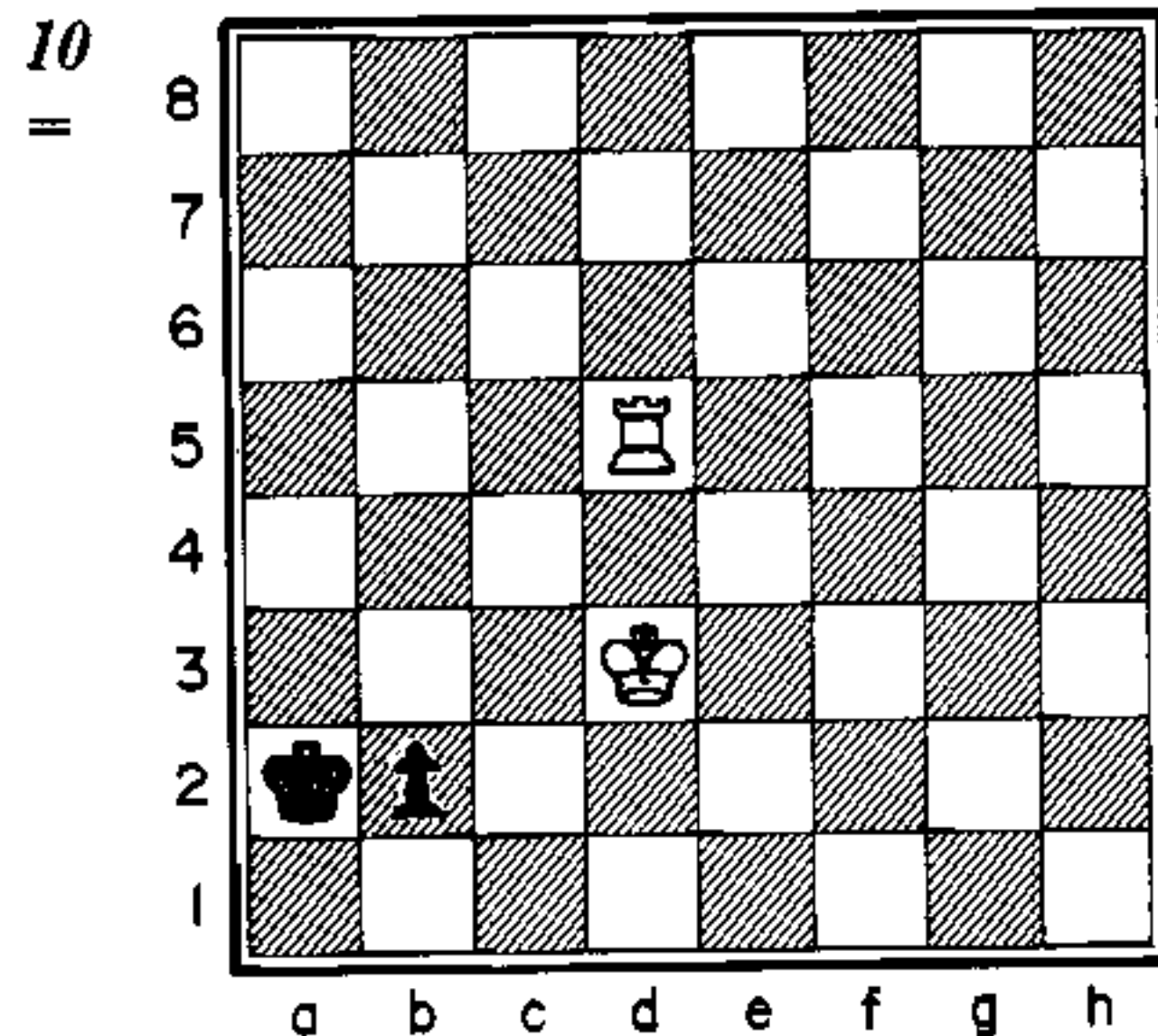
9. **1 Kc4!**

Only a draw results from **1 Ra8+ Kb2 2 Kc4 Kc2 3 Rh8 b2 4 Rh2+ Kb1 5 Kb3 Ka1!**

1... b2 2 Ra8+ (if **2 Kc3**, then **2... b1=N+**) **2... Kb1 3 Kb3 Kc1 4 Rc8+ Kb1 5 Rb8!** (5 Rc2? Ka1) **5... Kc1 6 Ka2** etc.

The following example is also of practical significance.

Maizelis, 1950



10. White is unable to win: **1 Ra5+** (1 Kc3 **b1=N+**) **1... Kb1!** (1... Kb3 **2 Rb5+ Ka2 3 Kc2**) **2 Rb5 Kc1 3 Rc5+ Kd1!** No better is **2 Ke2 Kc2** (2... Kc1? **3 Rc5+ Kb1 4 Kd2 Ka1 5 Ra5+ Kb1 6 Rb5**, and White wins) **3 Rc5+ Kb3!** with a draw.

After examining these critical positions,

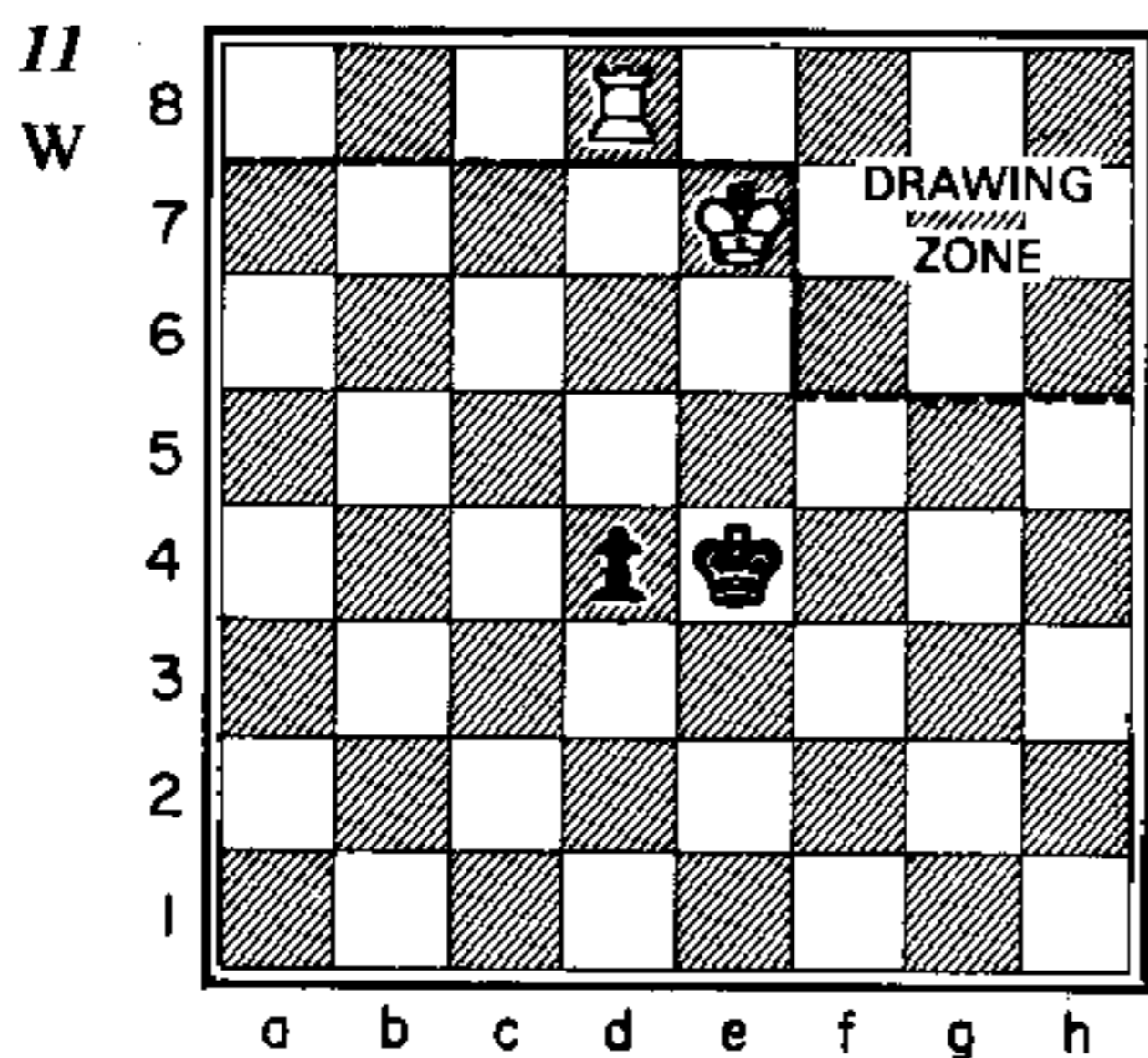
Rook against Pawn

with the pawn close to the queening square, we can start a systematic study of positions with the pawn on the 5th rank, and the opponent's king some distance away.

An analysis of the drawing zones in positions 1, 2, 6 and 7 shows that it is more favourable for the stronger side to approach with his king from the opposite side of the pawn to the enemy king. Approaching from the same side as the enemy king succeeds only if the opposition can be gained before the pawn reaches the penultimate rank (cf. example 6)*, or if the enemy king can be prevented from taking control of the queening square (3).

On the contrary, by using the 'shoulder-charge', the weaker side should aim to prevent the opponent's king from approaching the pawn.

Averbakh, 1984



11. The drawing zone has been indicated. From e7 or e6 the white king must make a bypassing manoeuvre: 1 Kd6! d3 2 Kc5 Ke3 3 Kc4 d2 4 Kc3.

If White's king is at h5 or g5, he wins by taking the opposition: 1 Kg4 Ke3 2 Kg3! d3 3 Re8+ etc.

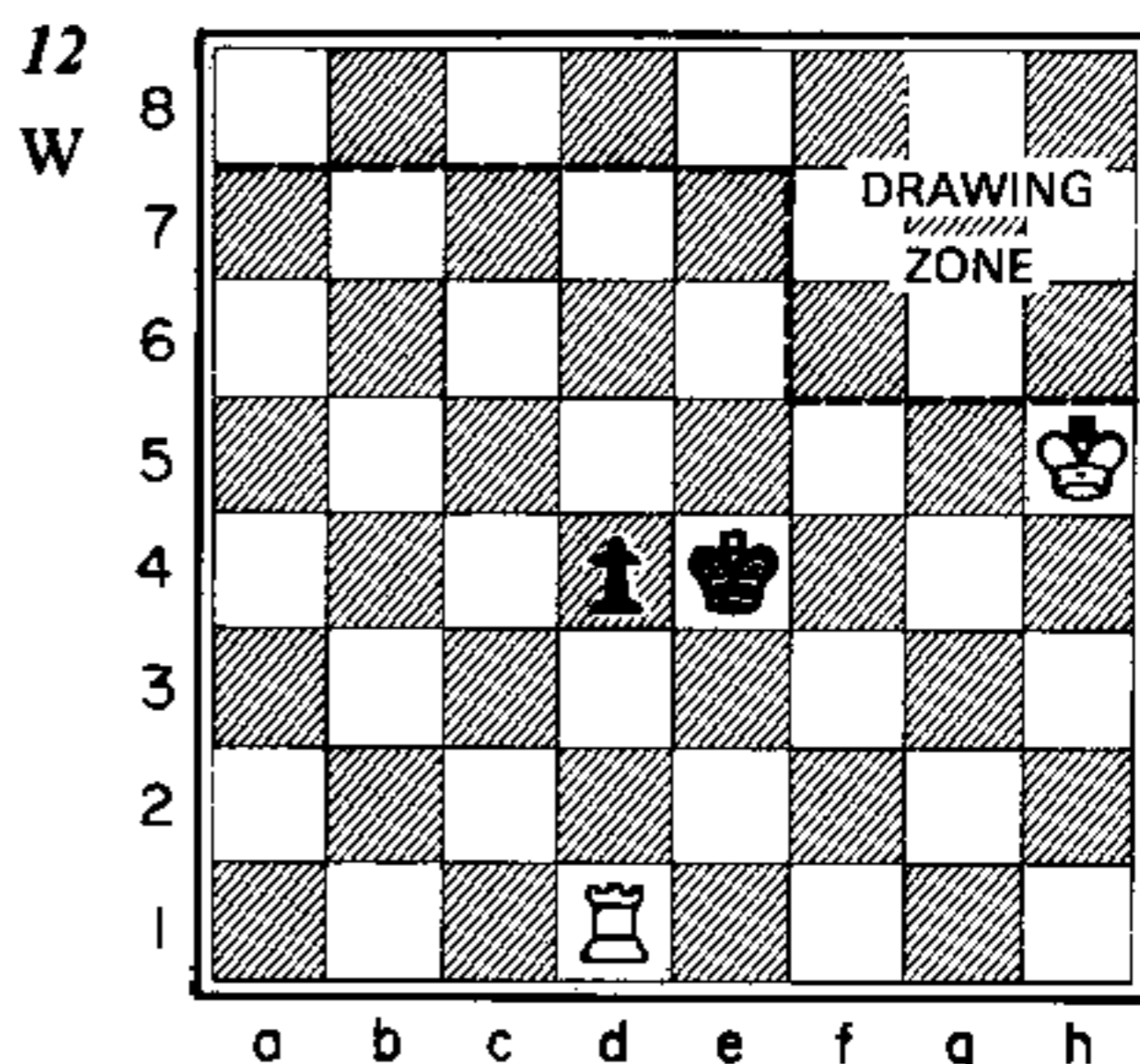
From f6 the white king can no longer reach

* Subsequently we will give in brackets only the number of a position to which reference is made.

anywhere: 1 Kg5 d3 2 Kg4 Ke3 3 Kg3 Ke2 4 Kg2 (4 Re8+ Kf1!) 4... d2 5 Re8+ Kd3 with a draw.

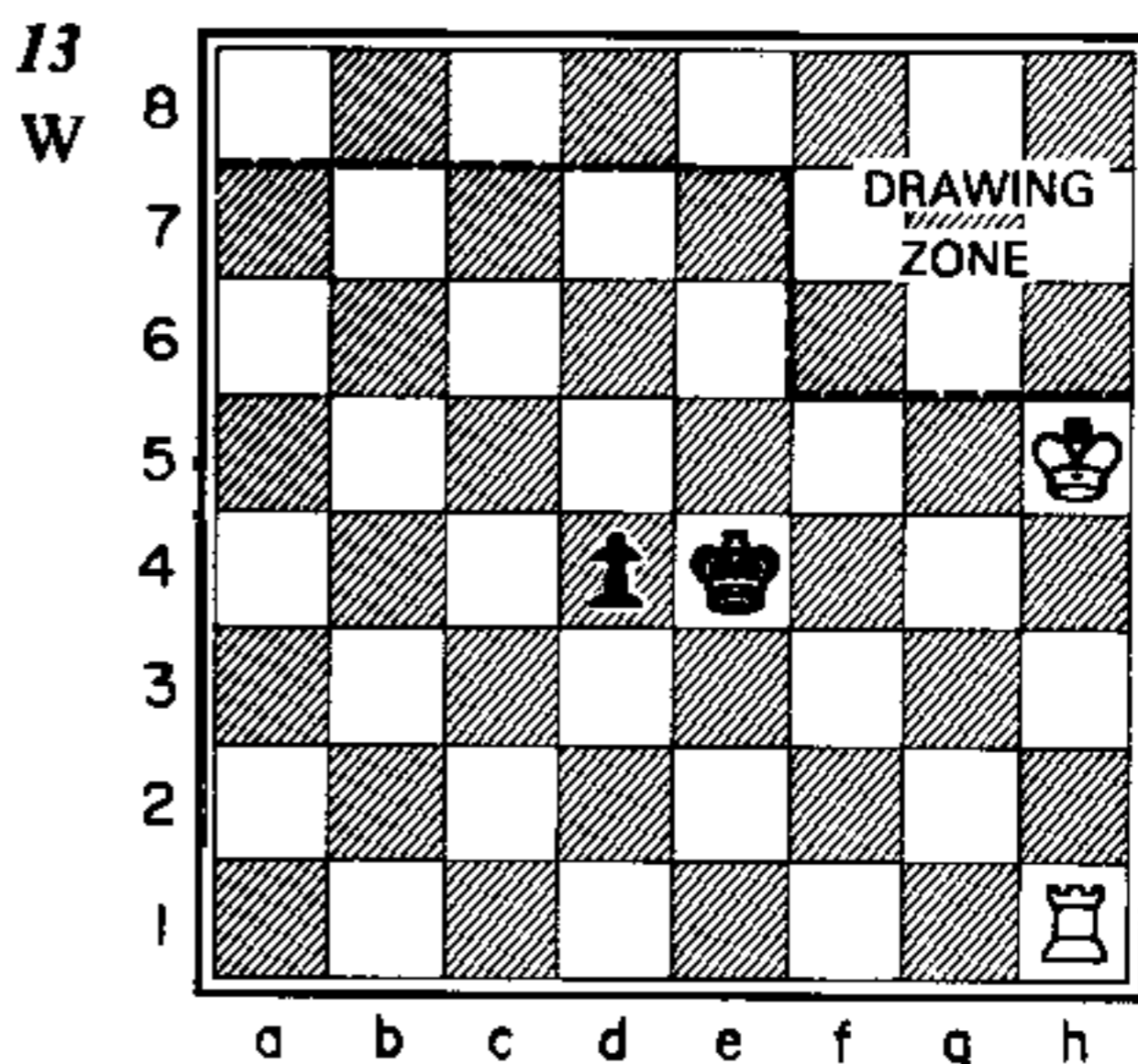
Curiously enough, nothing changes if the rook is at d1 or even h1.

Averbakh, 1984



12. As you see, the drawing zone here is exactly the same as in the previous example, e.g. 1 Kg4 Ke3 2 Kg3 d3 3 Re1+! (now the rook is switched to the rear of the pawn) 3... Kd2 4 Re8 Kc2 5 Kf2 d2 6 Rc8+ Kd1 7 Rd8 Kc2 8 Ke2, and White wins.

Averbakh, 1984



13. Here, it is true, the play has certain special features: 1 Kg4 Ke3 2 Re1+ (also possible is 2 Rh3+ Ke4 3 Rh8 Ke3 4 Kg3

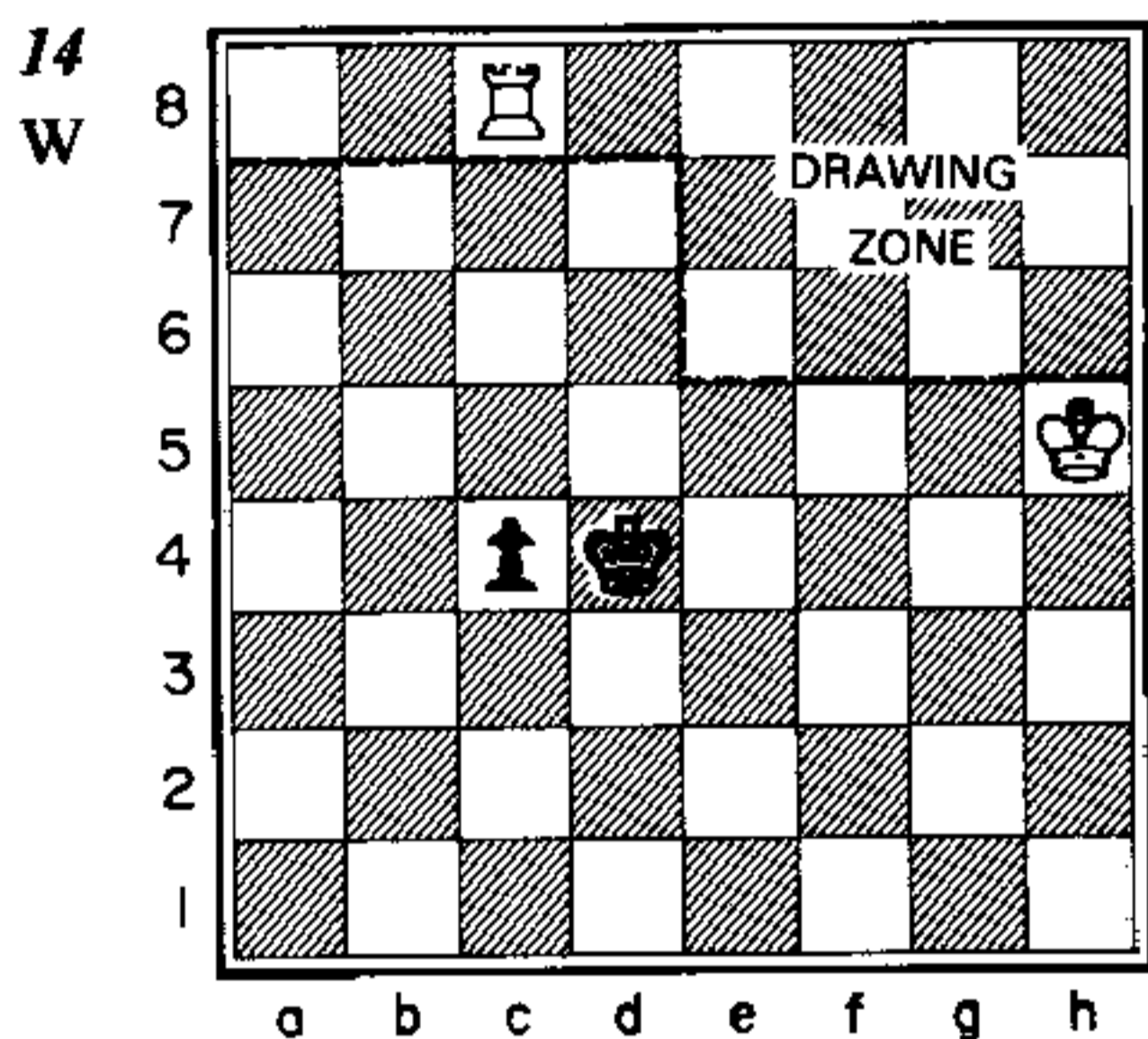
Pawn other than Rook's Pawn

Ke2 5 Re8+ pushing aside the king, or 2 Kg3 Ke2 3 Rh2+ Ke1 4 Kf3 etc.) 2... Kf2 3 Rd1! Ke3 4 Kg3 d3 5 Re1+ etc.

With the king at a7: 1 Kb6 Kd3 (1... d3 2 Kc5 is clear from previous analysis) 2 Kc5 Kc3 3 Kd5 (simplest, but 3 Re1+ Kd2 4 Ra1 is also possible) 3... d3 4 Ke4 d2 5 Ke3 etc.

If all the pieces are moved one file to the left, the drawing zone also moves correspondingly, and is increased by two squares.

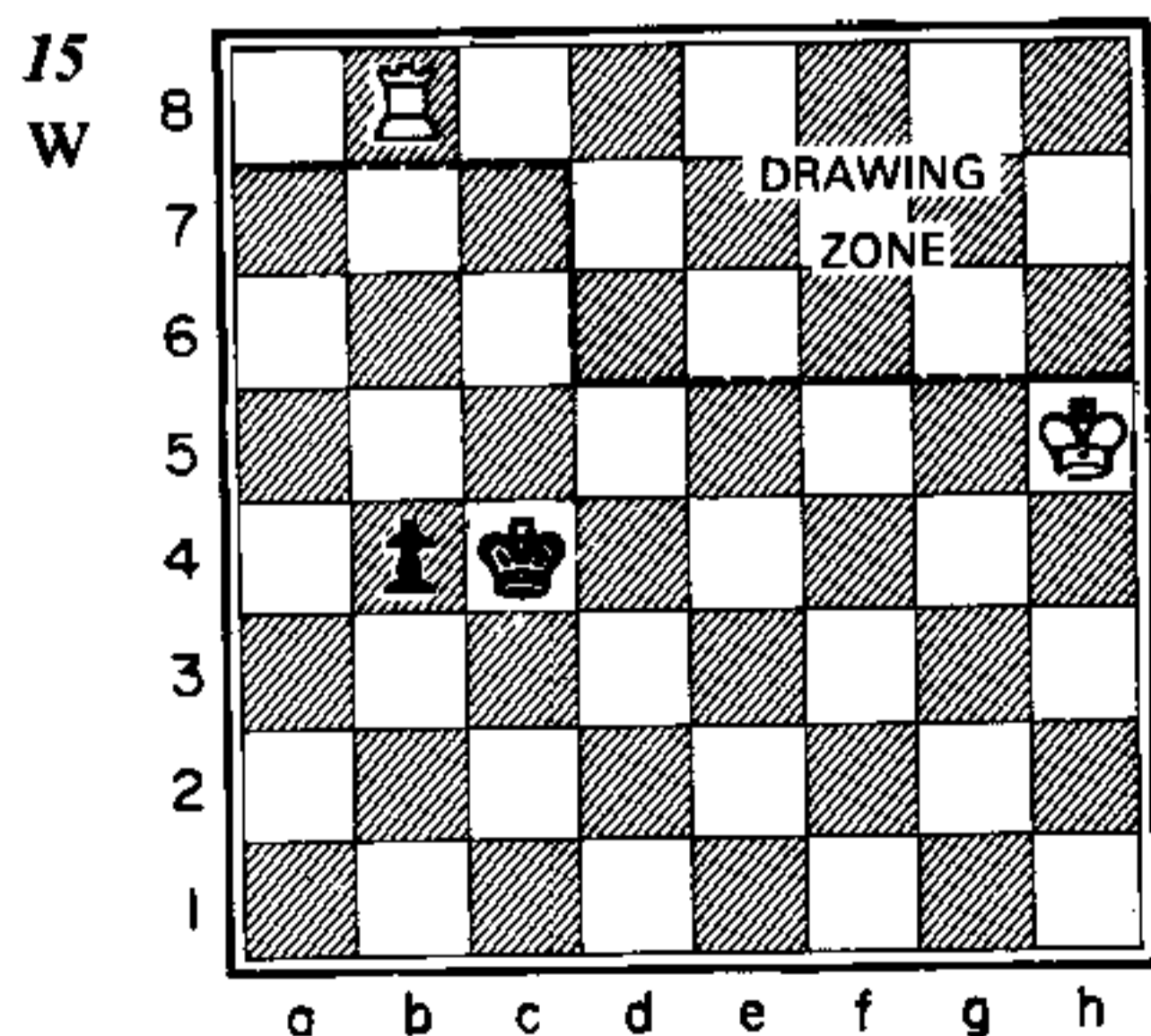
Averbakh, 1984



14. 1 Kg4 c3 2 Kf3 Kd3 3 Rd8+ etc.

In exactly the same way, the drawing zone is increased by two squares if the pieces are moved a further file to the left.

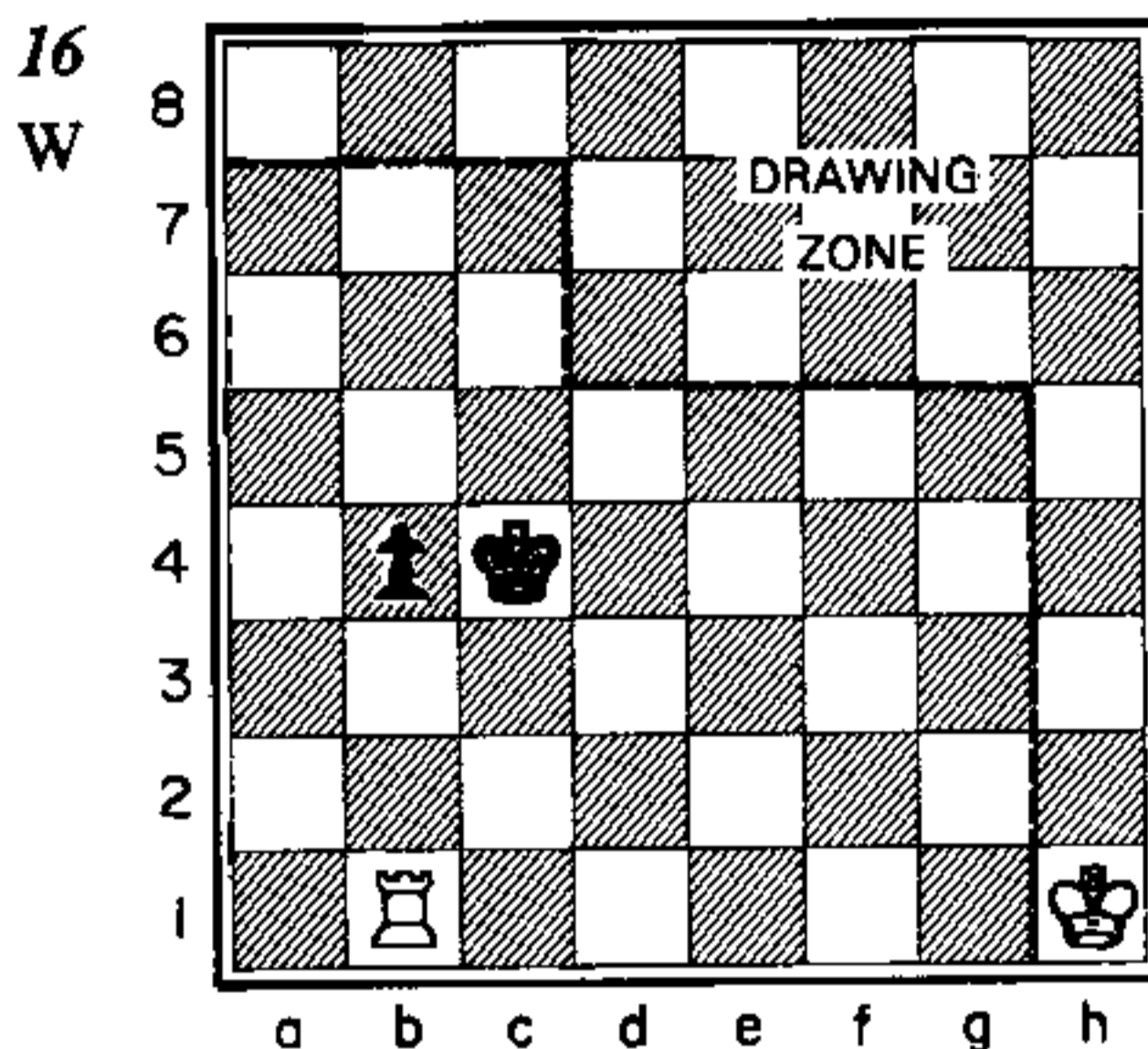
Averbakh, 1984



15. 1 Kg4 b3 2 Kf3 Kc3 3 Ke2 b2 (3... Kc2 4 Rc8+) 4 Kd1!, and wins.

But if the rook is at b1, then, thanks to the possibility of an attack on the rook by the king, the drawing zone is greatly increased, since it includes all the squares on the h-file.

Averbakh, 1984

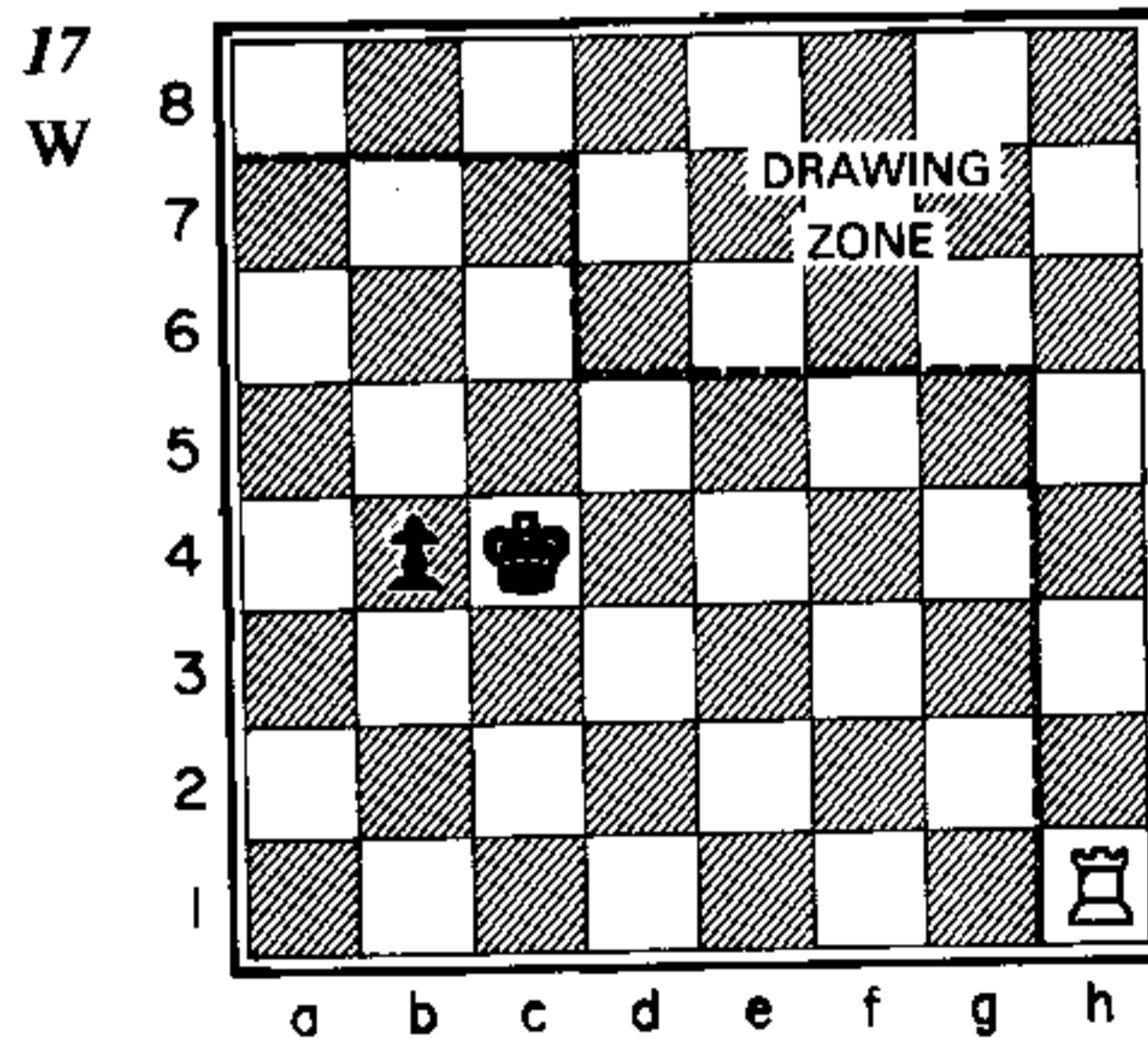


16. 1 Kg2 b3 2 Kf2 Kc3 3 Ke2 Kc2 with a draw.

We therefore conclude that, against a knight's pawn, it is more favourable to attack the pawn from the rear than from the front.

We will now consider a position where the rook is on the opposite wing, controlling the 1st rank.

Averbakh, 1984

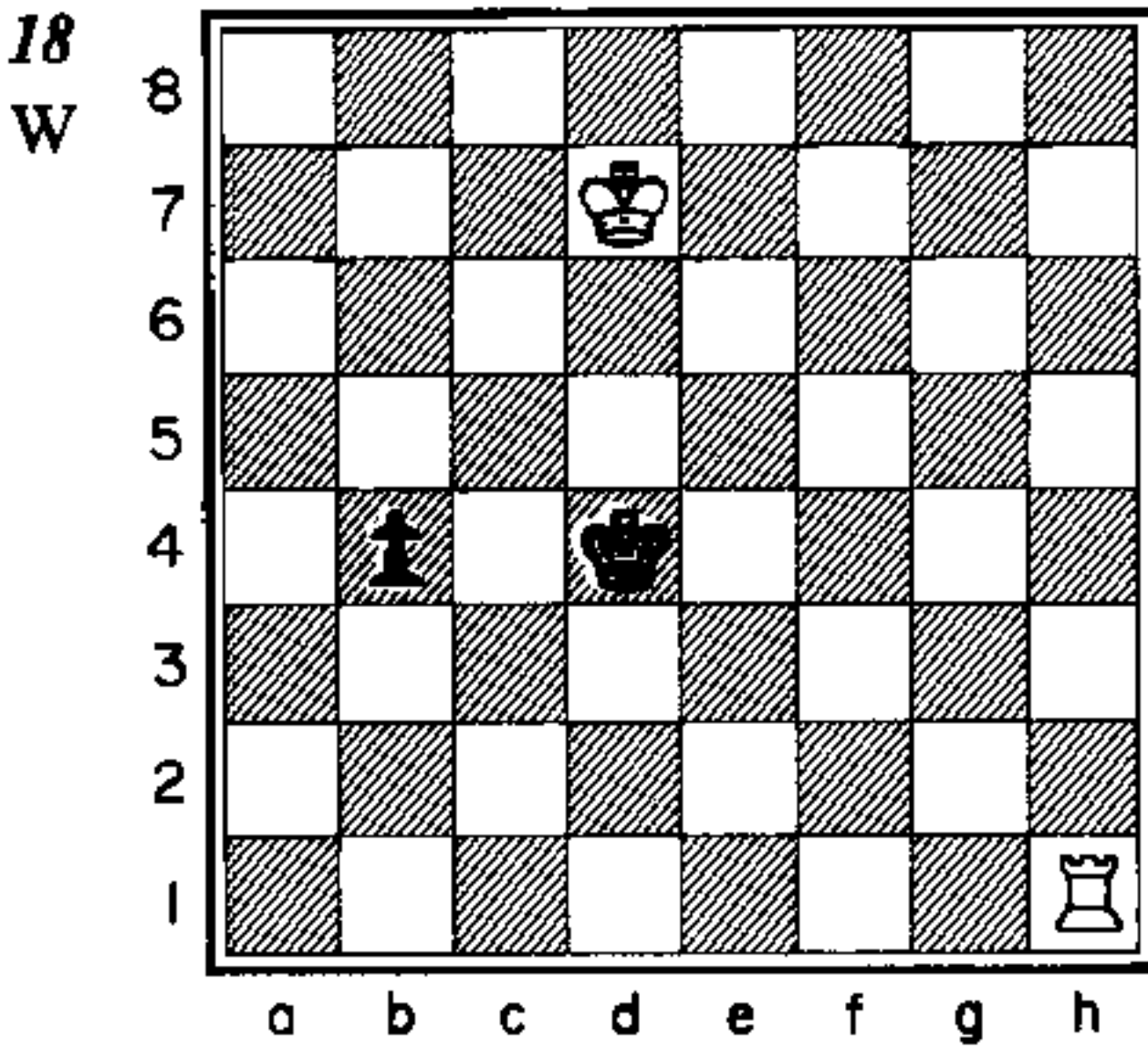


Rook against Pawn

17. The change in the rook's position in no way reflects on the dimensions and form of the drawing zone.

The following positions, with a slightly different arrangement of the pieces, easily reduce to the base positions already considered.

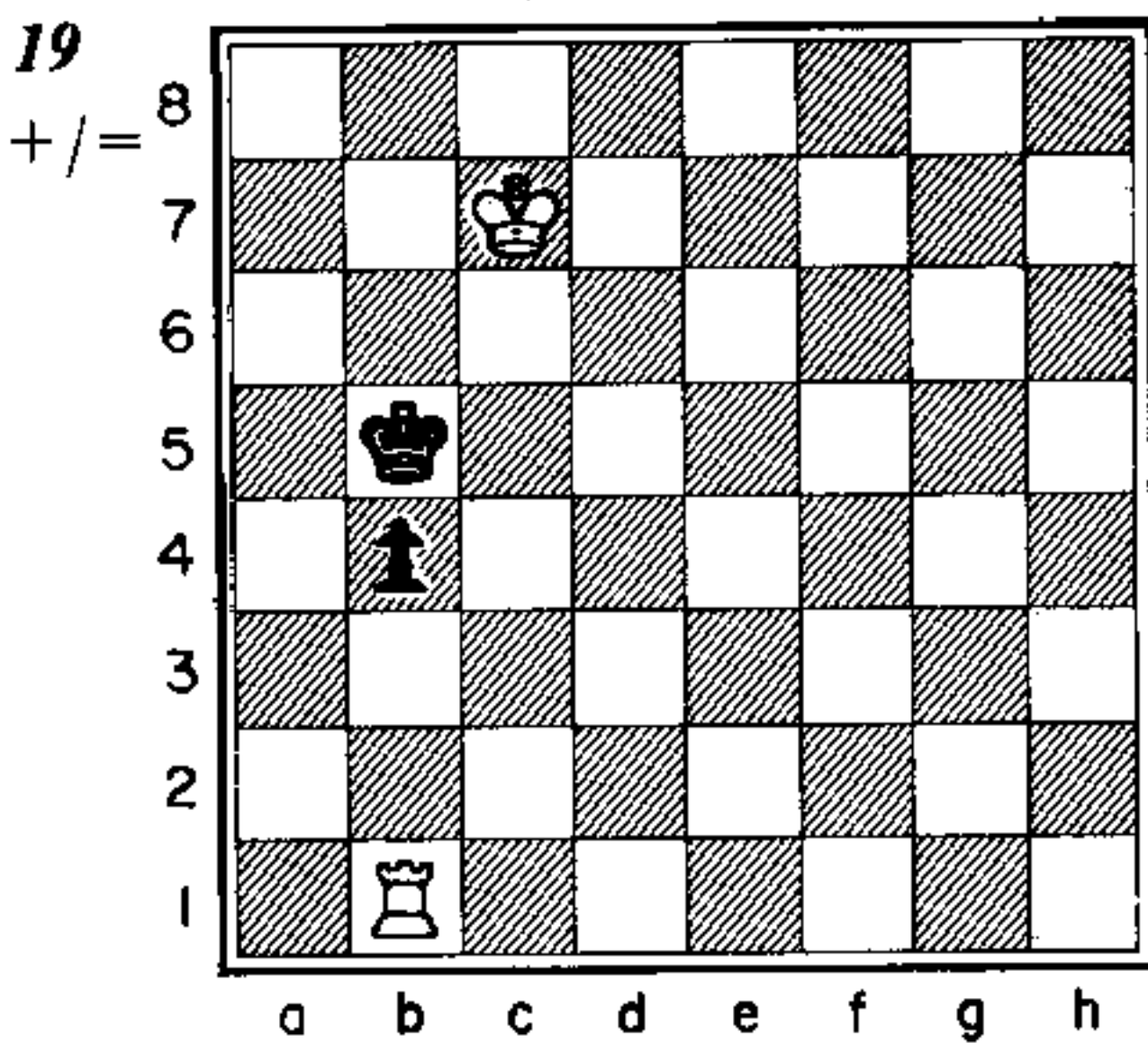
from Euwe, 1934



18. Here White wins by a by-pass: 1 Kc6! b3 (1 ... Kc4 2 Kb6) 2 Kb5 Kc3 3 Ka4 b2 4 Ka3 etc.

Amelung, 1901

Maizelis, 1956

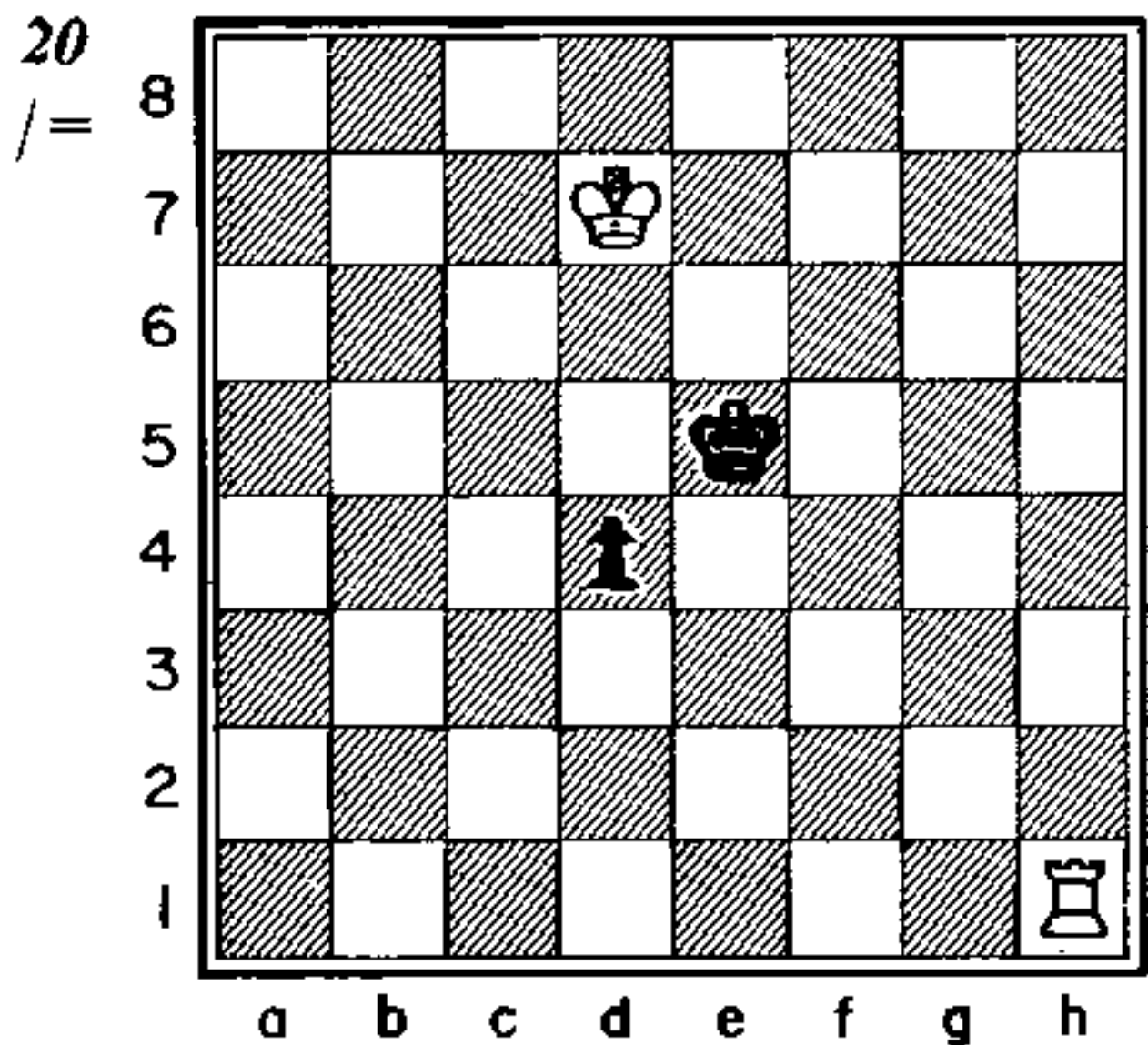


19. From preceding examples it should be clear that the by-pass to the right, 1 Kd6,

cannot prove successful due to 1 ... Kc4!

Therefore the only correct move is 1 Kb7!, when, depending on which side the black king goes to, the white king will make for the opposite side. For example: 1 ... Kc4 2 Kb6 b3 3 Ka5 Kc3 4 Ka4 b2 5 Ka3, or 1 ... Ka4 2 Kb6 b3 3 Kc5 etc.

As was pointed out by Maizelis, the diagram position is an instance of mutual zugzwang. With Black to move there follows 1 ... Kc5! 2 Kb7 Kb5! 3 Ka7 Ka5!, and White cannot win.



20. As is clear from the preceding analysis, 1 ... Ke4 2 Kd6 leads to a win for White. 1 ... Kd5 2 Rd1 also does not help, as Black is in zugzwang.

The way to draw is by 1 ... d3 2 Kc6 Kd4! 3 Kb5 Kc3! etc.

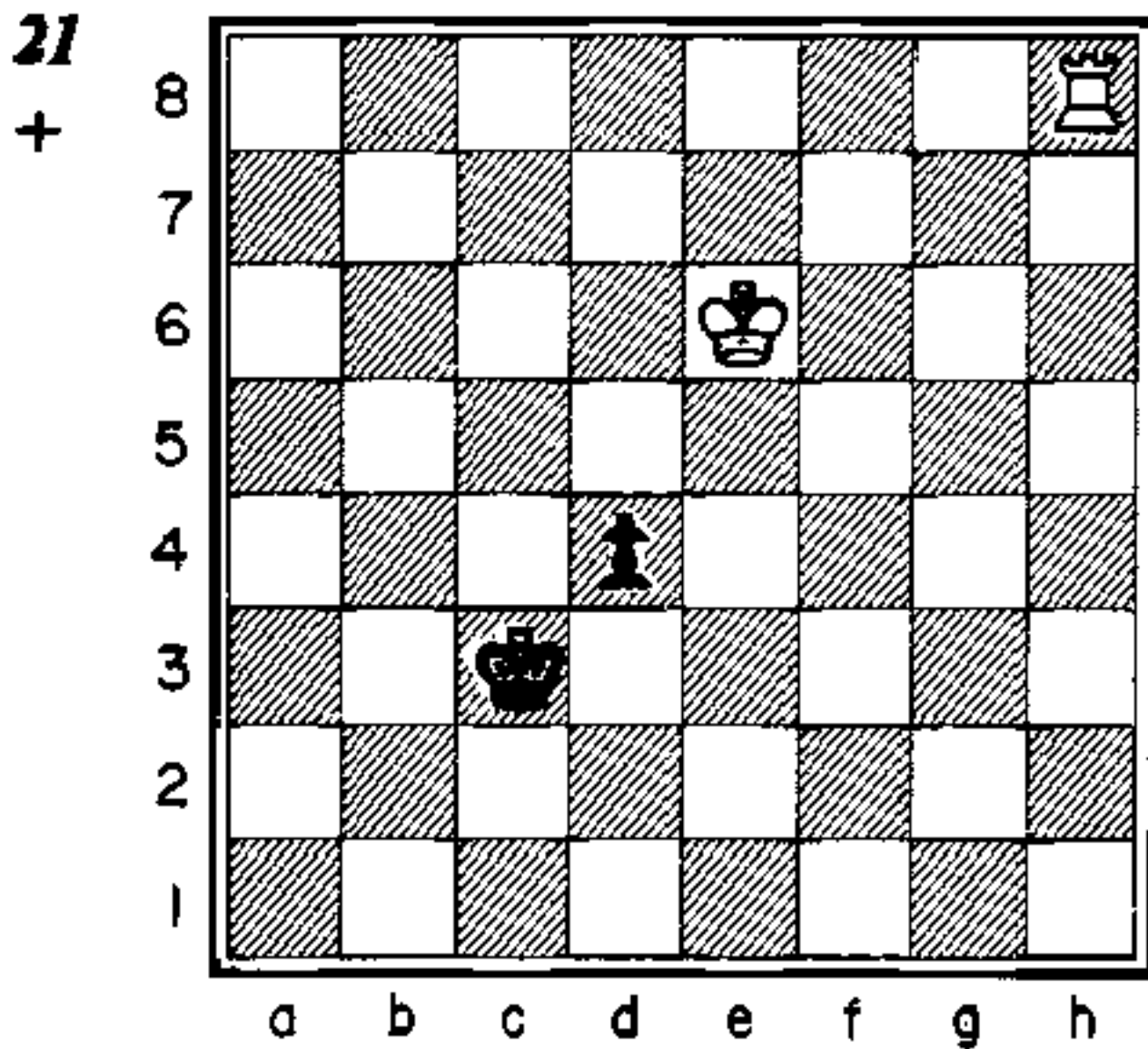
If the rook has not yet occupied a square from which it can control the pawn, it often proves useful to employ a typical procedure—*gaining a tempo by means of a check*.

21. The immediate approach of the king does not succeed: 1 Ke5 d3 2 Ke4 d2 3 Rd8 Kc2, or 1 Rd8 d3 2 Ke5 d2.

Correct is 1 Rc8+! Kb2 (1 ... Kd2 2 Kd5! d3 3 Kd4 Ke2 4 Re8+ Kd2 5 Re3 etc.) 2 Rd8 Kc3. Now, having gained a tempo, White approaches the pawn with his king: 3 Ke5 d3 4 Ke4 d2 5 Ke3, and wins.

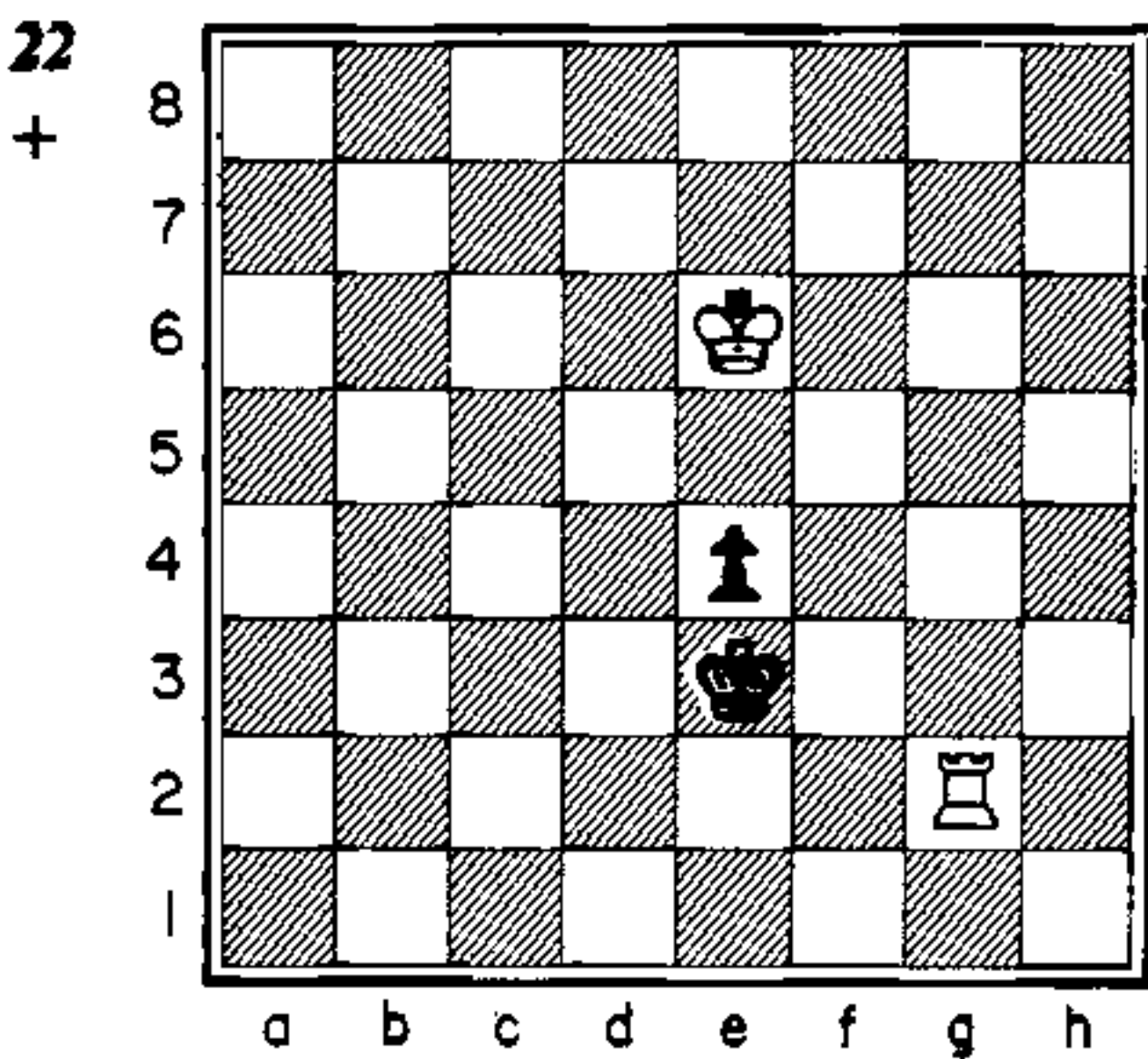
This very procedure—the gaining of a tempo by a check and a subsequent by-pass—

Pawn other than Rook's Pawn



is displayed in the following study in two echo-variations.

Averbakh, 1981



22. White's rook is badly placed, and so straightforward play does not succeed: 1 Ke5 Kf3! 2 Rh2 e3 3 Rh3+ Kf2 4 Kf4 e2 5 Rh2+ Kf1 6 Kf3 e1=N+ etc.

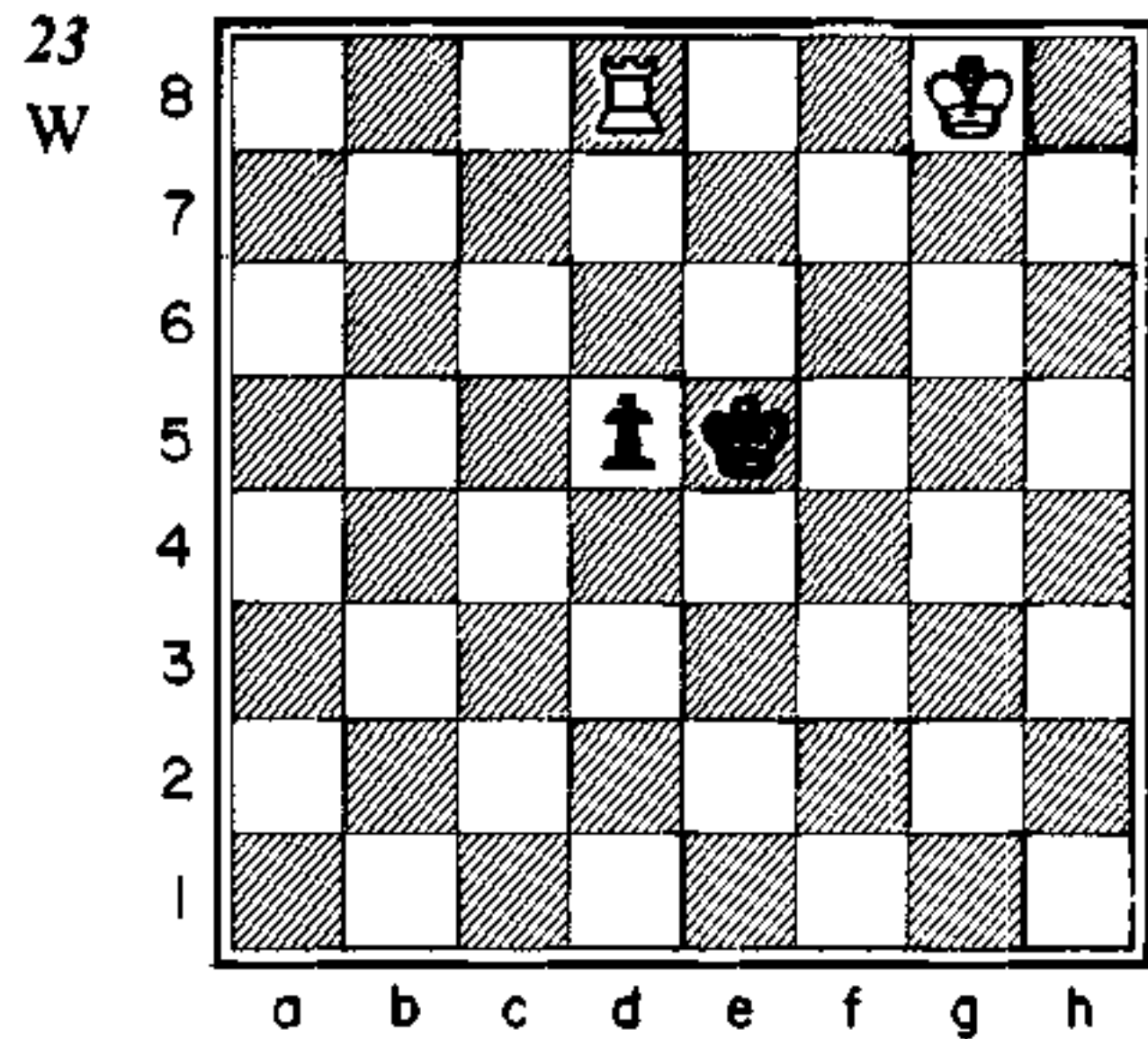
The correction continuation is 1 Rg5!, when Black has two possibilities:

(a) 1... Kf3 2 Rf5+! Kg2 (2... Ke2 3 Ke5 e3 4 Ke4 Kd2 5 Rd5+) 3 Re5 Kf3 4 Kd5 e3 5 Kd4 e2 6 Kd3 etc.

(b) 1... Kd3 2 Rd5+! Kc2 4 Re5 Kd3 4 Kf5 e3 5 Kf4 e2 6 Kf3 etc.

Now it is the turn of positions in which the pawn has not yet crossed the demarcation line.

Averbakh, 1984



23. In this position, with the white king in enemy territory, the winning method remains the same: either a by-pass to the left, or aiming for the opposition of the kings on the right. For example: 1 Kf7! d4 2 Ke7 Ke4 3 Kd6 d3 4 Kc5 etc.

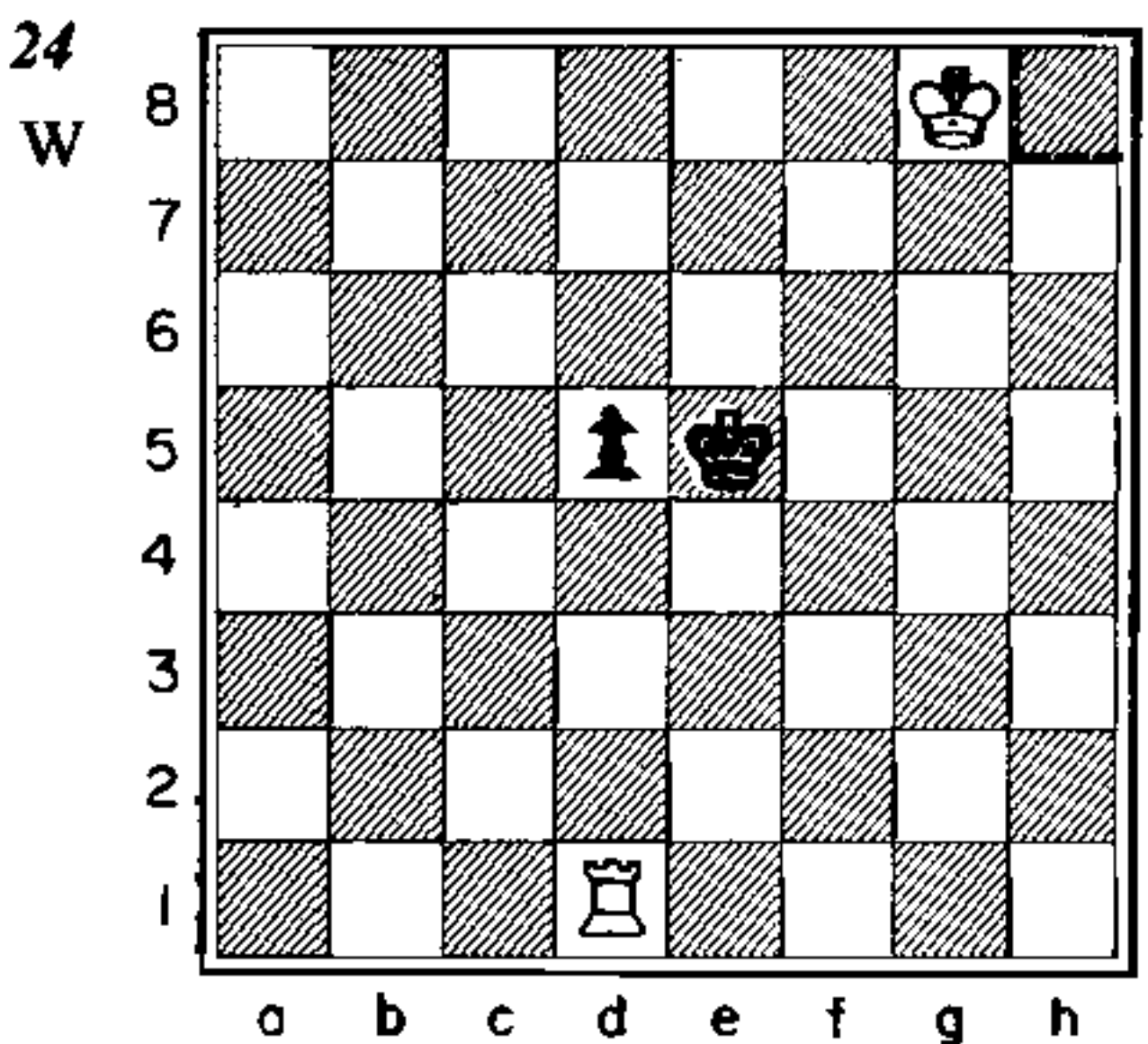
The by-pass to the right does not succeed: 1 Kg7 d4 2 Kg6 Ke4 3 Kg5 d3 4 Kg4 Ke3 5 Kg3 d2 6 Kg2 Ke2 with a draw.

But with the king at h7 it is the by-pass to the right that wins: 1 Kg6 d4 2 Kg5 Ke4 3 Kg4 Ke3 4 Kg3 d3 5 Re8+ etc.

Only with his king at h8 is White unable to win: 1 Kg7 d4 2 Kf7 Ke4 3 Ke6 d3 4 Kd6 d2 5 Kc5 Ke3 6 Kc4 Ke2 etc.

Note that the situation does not change if the rook is moved to d1.

Averbakh, 1984



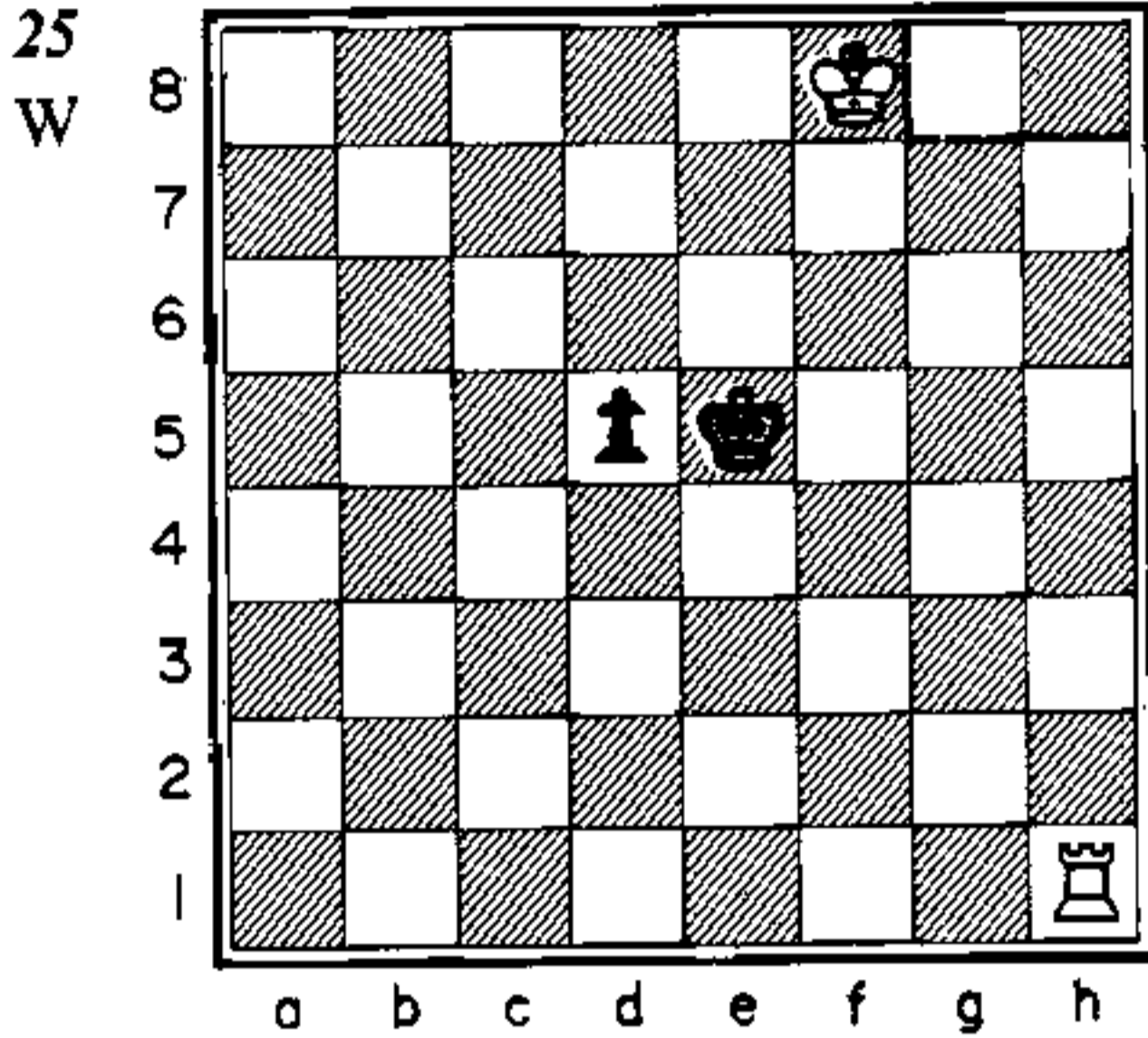
Rook against Pawn

24. 1 Kf7 d4 2 Ke7 Kd5 (2 ... Ke4 3 Kd6 and wins, as shown earlier) 3 Kd7!, and the rest is clear from example 19.

With the king at h7: 1 Kg6 d4 2 Kg5 Ke4 3 Kg4 Ke3 4 Kg3 d3 5 Re1 + etc.

But if the rook is at h1, the drawing zone is increased to two squares.

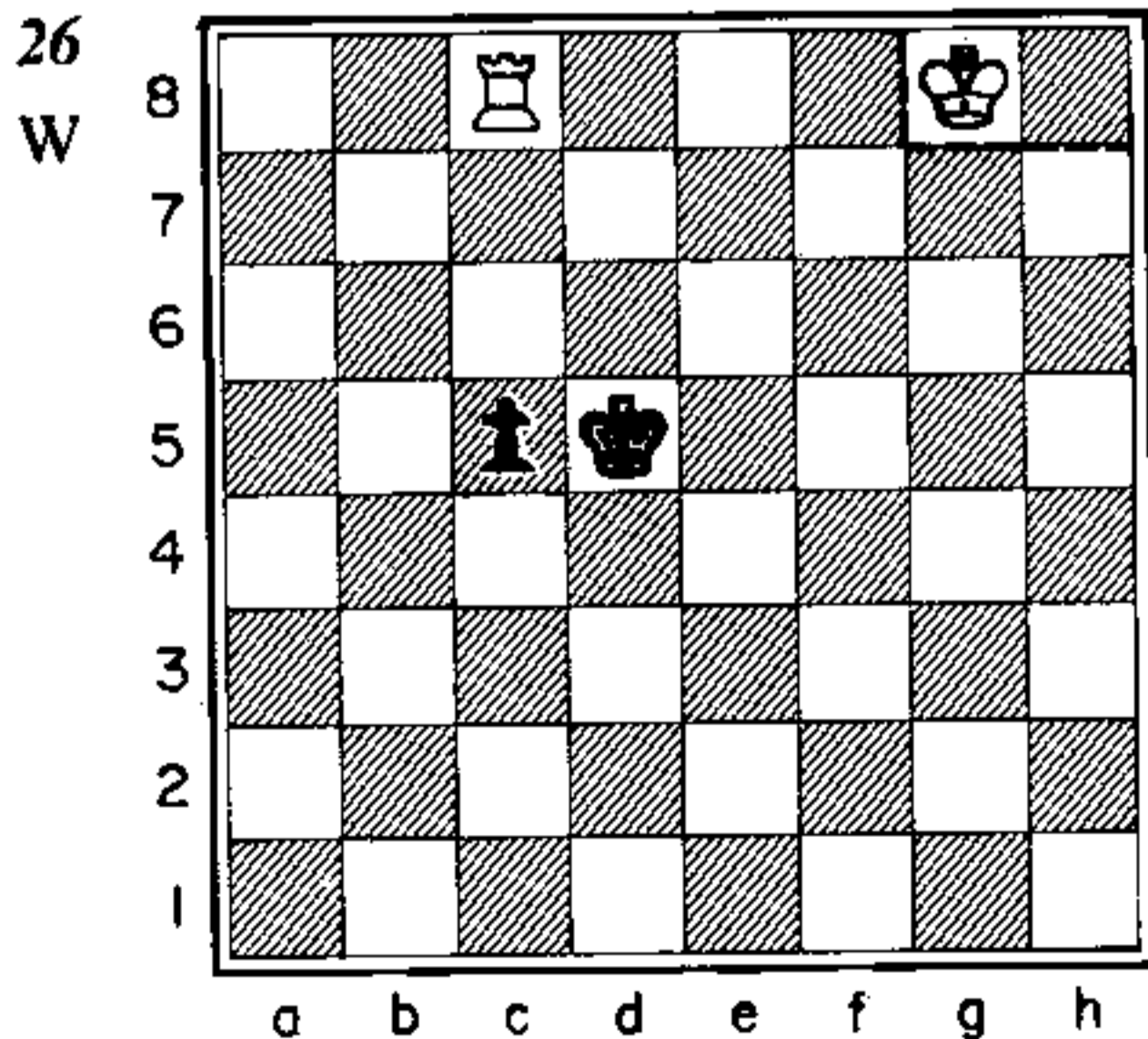
Averbakh, 1984



25. After 1 Ke7 d4 White does not play 2 Kd7 d3! 3 Kc6 Kd4! 4 Kb5 Kc3! with a draw, but 2 Rd1!, transposing into a known won position.

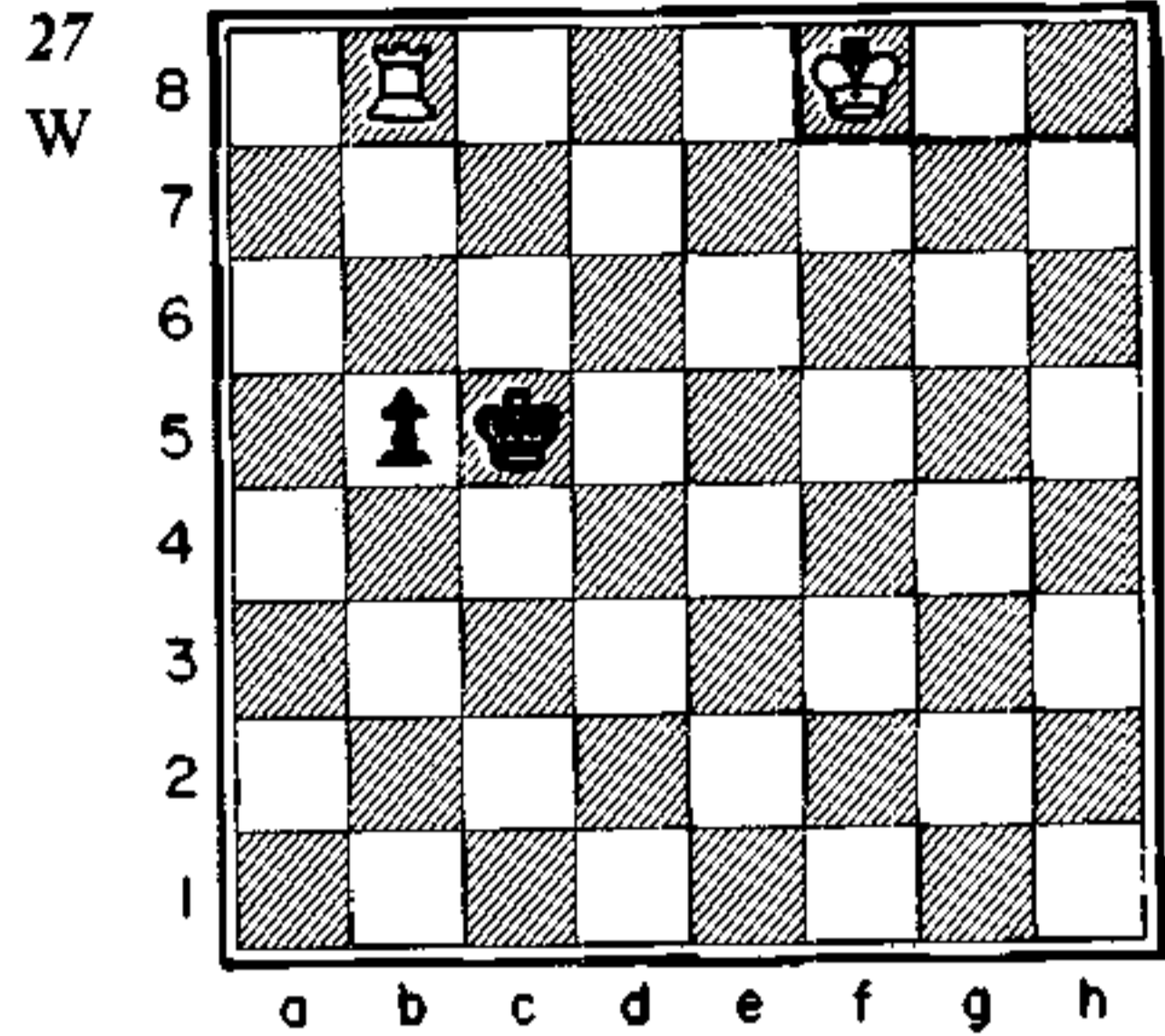
The drawing zone of diagram 23 is also increased if Black's king and pawn and the white rook are moved one or two files to the left.

Averbakh, 1984



26. 1 Kf7 c4 2 Ke7 Kd4 3 Kd6 c3 4 Kc6 c2 (or 4 ... Kd3) 5 Kb5 Kd3 6 Kb4 Kd2 with a draw.

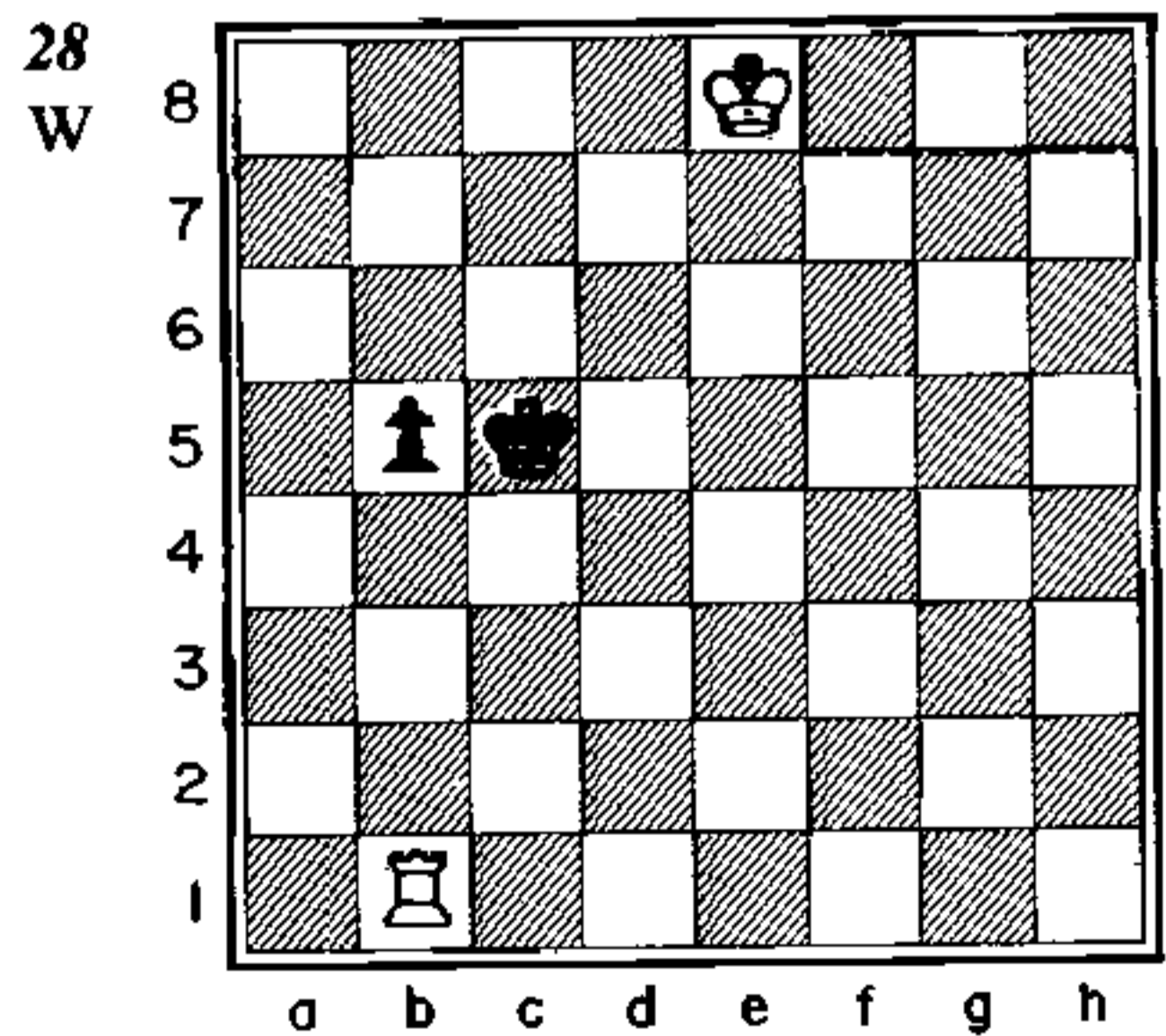
Averbakh, 1984



27. 1 Ke7 b4 2 Kd7 Kc4 3 Kc6 b3 4 Kb6 b2 etc.

Compared with positions where a knight's pawn is on the 4th rank (15 and 16), here the drawing zone does not change if the rook is moved to b1.

Maizelis, 1956



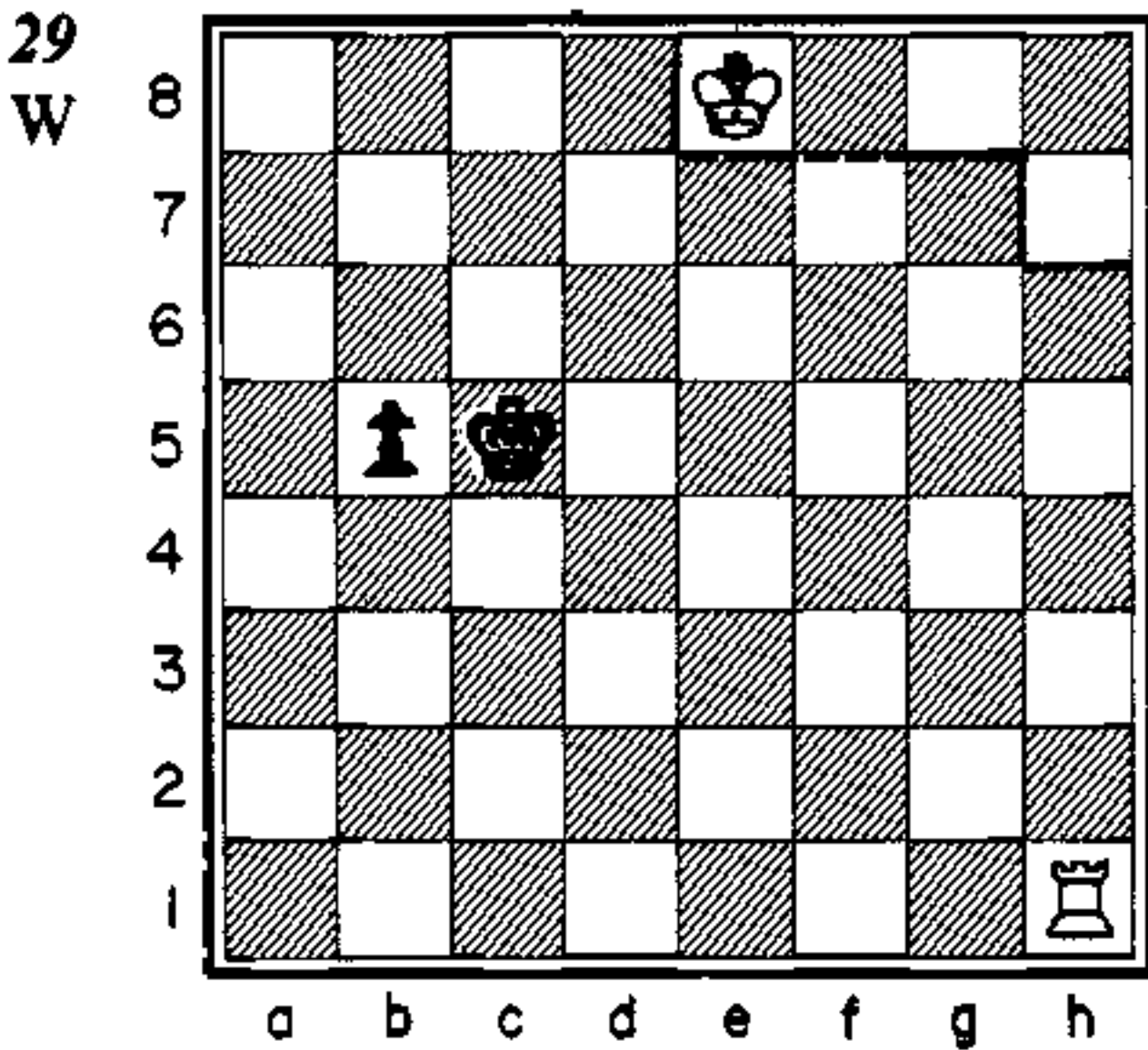
28. The drawing zone and method of play are the same as in example 27: 1 Kd7 b4 2

Pawn other than Rook's Pawn

Kc7! Kb5 3 Kb7! etc. But with the king at f8: **1 Ke7 b4 2 Ke6 Kc4 3 Ke5 b3 4 Ke4 Kc3 5 Ke3 Kc2**, or **2 Kd7 Kc4 3 Kc6 b3 4 Kb6 Kc3 5 Ka5 Kc2** etc.

If the rook is at h1, the drawing zone is slightly increased: e8 and h7 also come into it.

Maizelis, 1956



29. 1 Kd7 b4 2 Kc7 (2 Rb1 Kc4 3 Kc6 b3 4 Kb6 Kc3 5 Kb5 Kc2 etc.) **2 ... b3 3 Kb7 Kb4 4 Kc6 b2** with a draw.

With the king at h7: **1 Kg6 b4!** (1 ... Kd4? 2 Rb1) **2 Kf5 Kd4!** (2 ... Kc4? 3 Ke4 leads to a win for White) **3 Kf4** (3 Rb1 Kc3 4 Ke4 b3 5 Ke3 b2 etc.) **3 ... b3** with a draw.

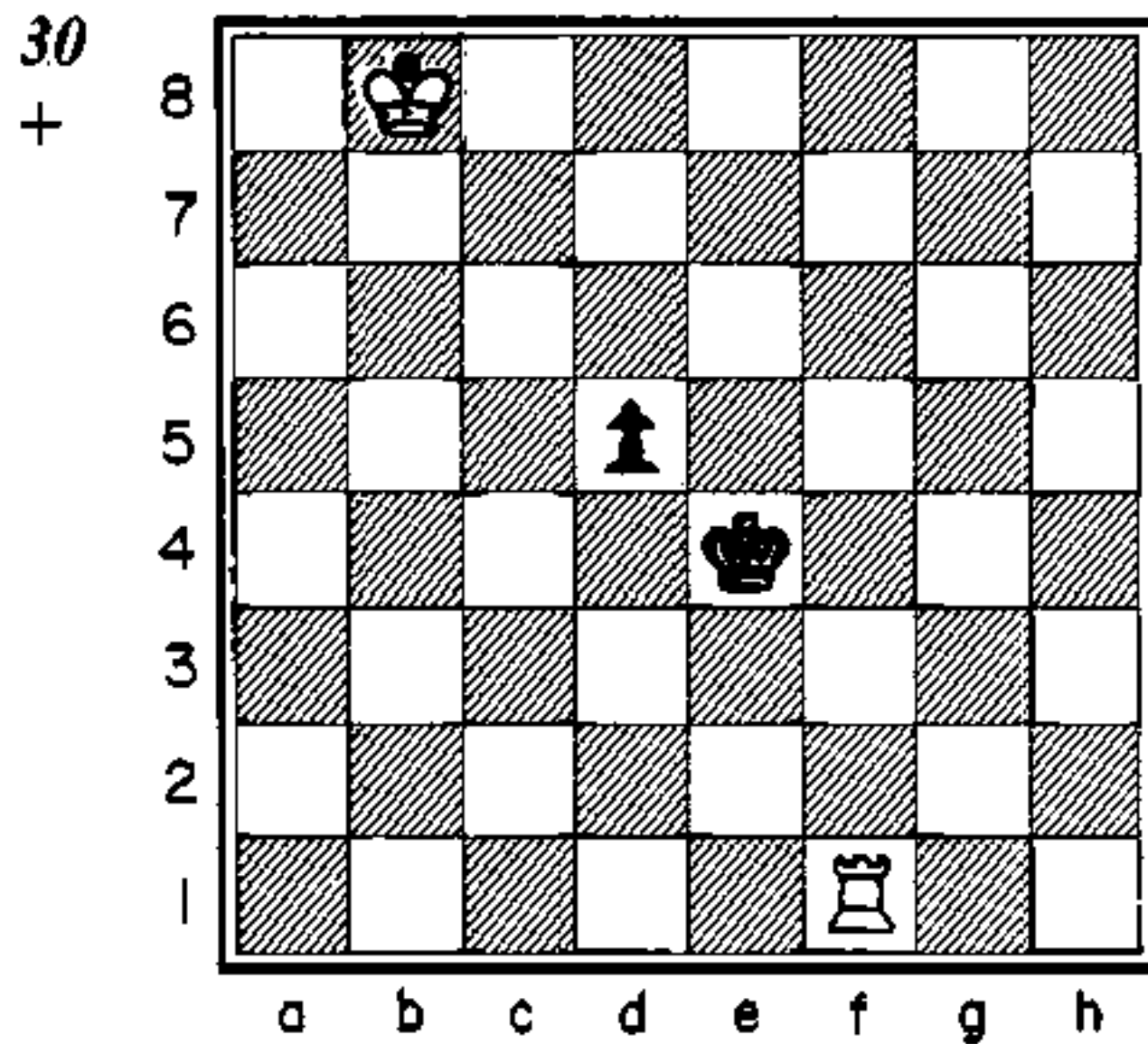
But with his king at h6 White wins: **1 Kg5 b4 2 Kf4 Kd4 3 Rb1 Kc3 4 Ke3 b3 5 Rc1 +** etc.

We will now consider a number of examples where the rook is not altogether well placed, but it can be switched to a more favourable position.

30. The straightforward **1 Kc7 d4** does not win, since after **2 Kc6 d3 3 Kc5 d2 4 Kc4 Ke3 5 Kc3** Black gains an important tempo by **5 ... Ke2**.

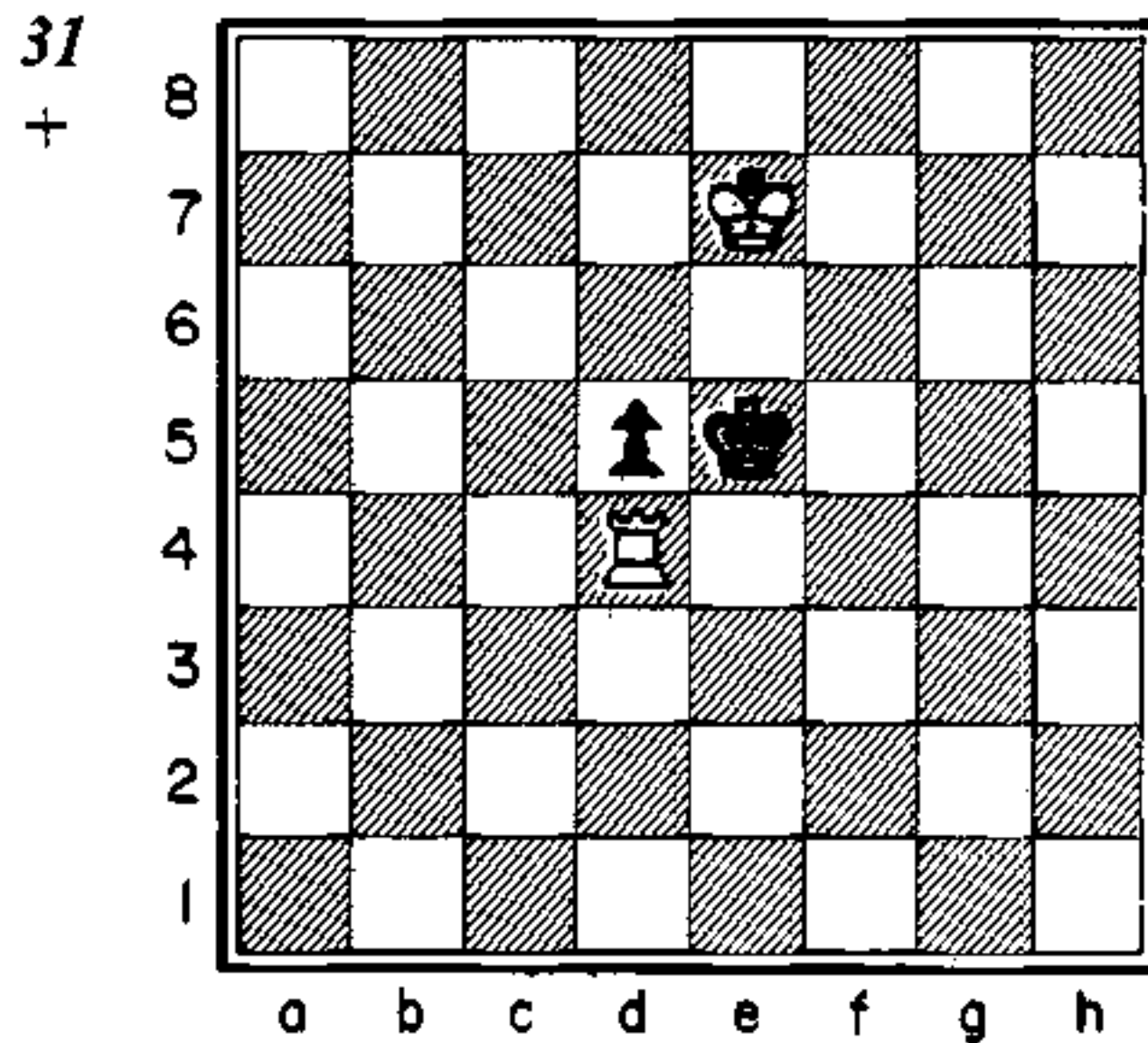
The correct way is to gain a tempo by checking, which is already familiar to us from examples 21 and 22: **1 Re1+! Kf3 2 Rd1 Ke4 3 Kc7 d4 4 Kd6 d3 5 Kc5 Ke3 6 Kc4 d2 7 Kc3**. The attempt to transfer his king to c4 also

Kopayev, 1958



fails to save Black: **1 ... Kd3 2 Rd1 + Kc4 3 Kc7 d4 4 Kd6 d3 5 Ke5** etc.

Reti, 1928



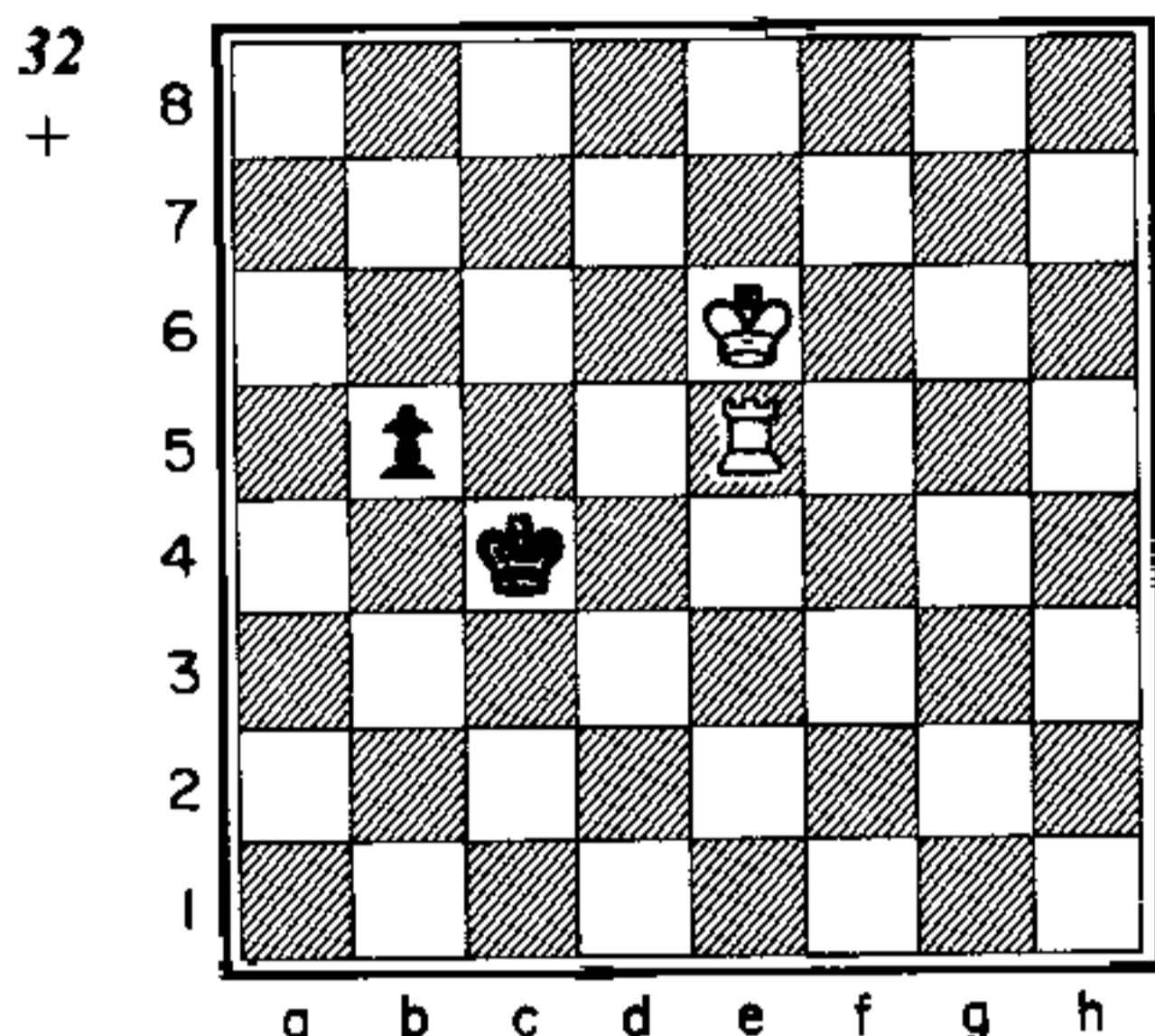
31. **1 Rd1** suggests itself, but after **1 ... d4 2 Kd7 Kd5!** (19) Black gains a draw.

Correct is **1 Rd2(d3) d4 2 Rd1!**, creating a zugzwang position. After **2 ... Kd5 3 Kd7! Kc5** (3 ... Ke5 4 Kc6) **4 Ke6 Kc4 5 Ke5** White wins.

In the 1920s Spielmann was so carried away by this study, that he was of the opinion that no master would have found such a solution during an actual game. But if one

Kopayev, 1954

knows the idea of the by-pass, conceived back at the start of the century by Amelung (19), the solution to the study becomes elementary.



32. If his rook were at e1, White would win easily, as in example 30, by 1 Rcl+ Kd3 2 Rb1 etc., but here it is too late to transfer the rook to the 1st rank: 1 Re1 b4 2 Ke5 b3 3 Ke4 b2 with a draw.

But even so, White can gain time to transfer his rook to a more favourable position: 1 Re4+! Kc5 (forced, since 1... Kc3 2 Kd5 b4 3 Rc4+ gives a very easy win) 2 Ke5 b4 3 Re1! Kc4 4 Ke4 Kc3 5 Rc1+ Kd2 6 Rb1 Kc3 7 Ke3 b3 8 Rc1+ Kb2 9 Kd2, and White wins.

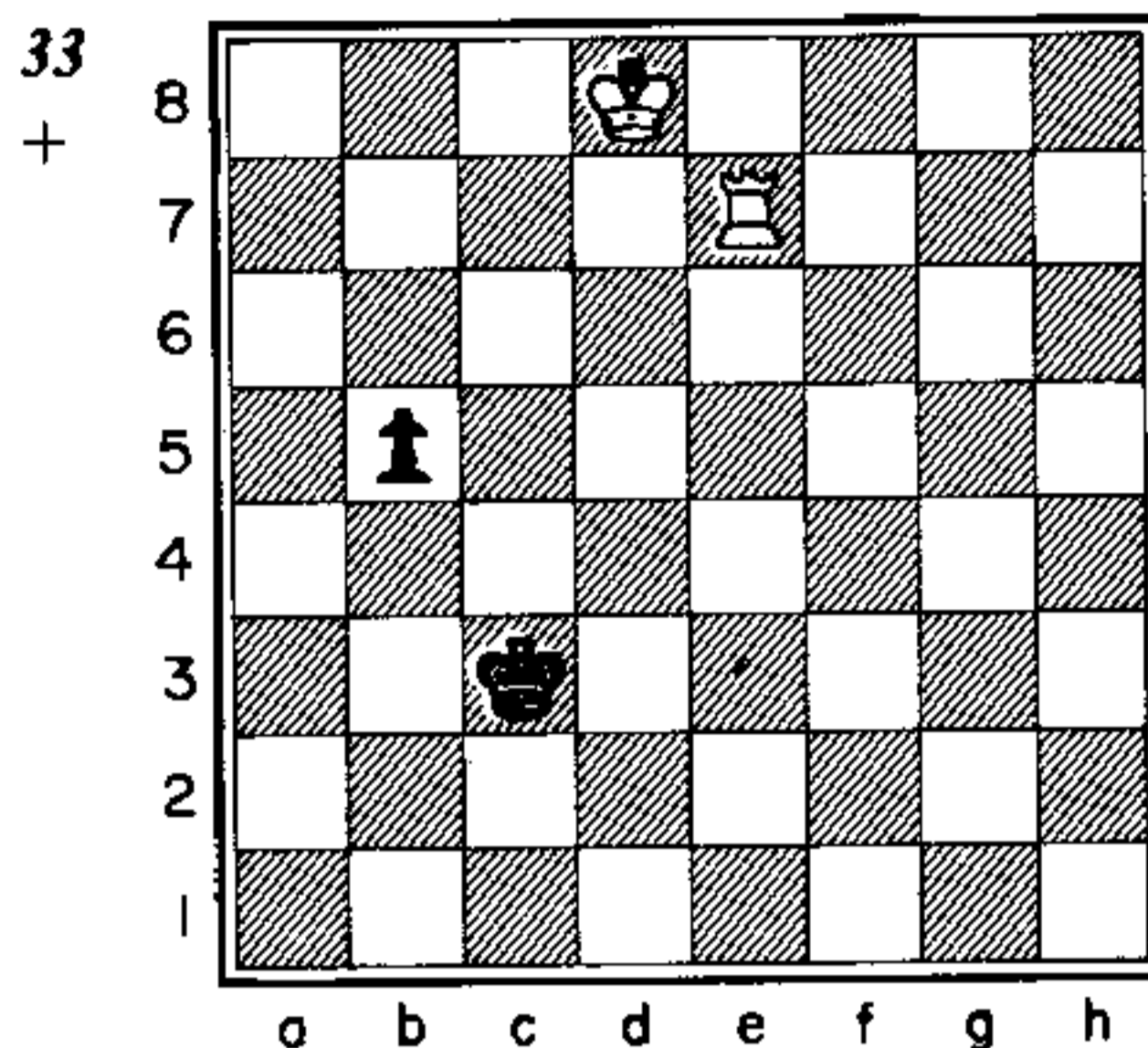
White also has another, even simpler way of winning: 5 Ke3 Kc2 6 Kd4! b3 7 Re2+ Kc1 8 Kc3.

The whole range of procedures, which are possible in the battle against a knight's pawn which has not yet crossed the demarcation line, are revealed in the following study.

33. 1 Rc7+!

The only move, gaining an important tempo for the approach of the king. If Black replies 1... Kd3, the play is simplified: 2 Rb7! Kc4 3 Kc7 b4 4 Kb6 b3 5 Ka5 and wins. But Black has a stronger defence.

1... Kb3! 2 Kd7 b4 3 Kd6!



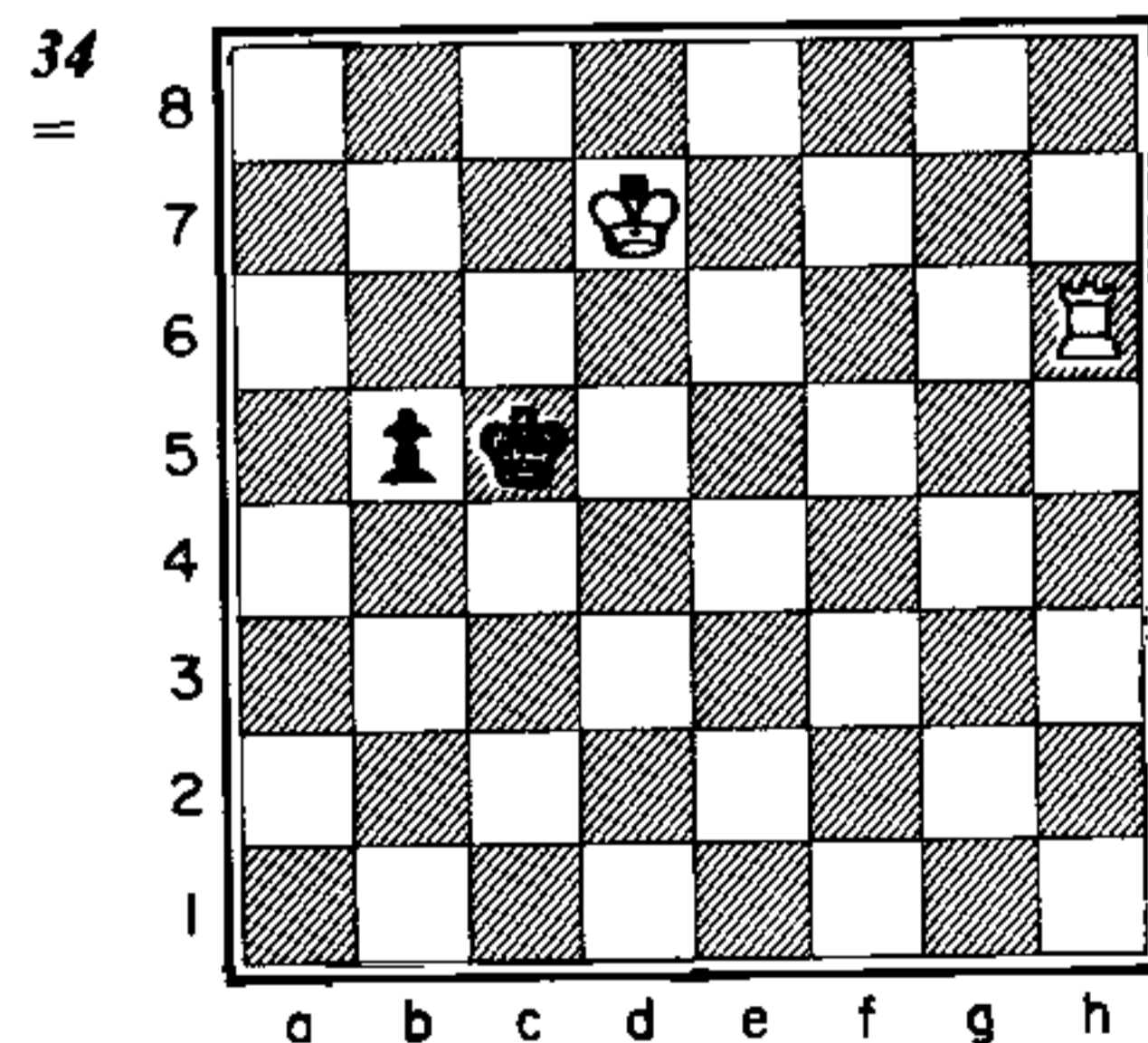
Again the only move. After 3 Kc6 Kc4!! 4 Kb6+ Kd3! White can no longer win.

3... Ka2 4 Kc5! (accurate play; 4 Ra7+ Kb2 5 Kc5 Kc3! leads only to a draw) 4... b3 5 Kb4 b2 6 Ra7+!

This is where the drawback of a knight's pawn is revealed! Black's king is forced to occupy the square in front of it.

6... Kb1 7 Kb3! Kc1 8 Rc7+ Kb1 9 Rb7 Kc1 10 Ka2, and White wins.

In certain cases a badly placed rook may hinder the movements of its king.



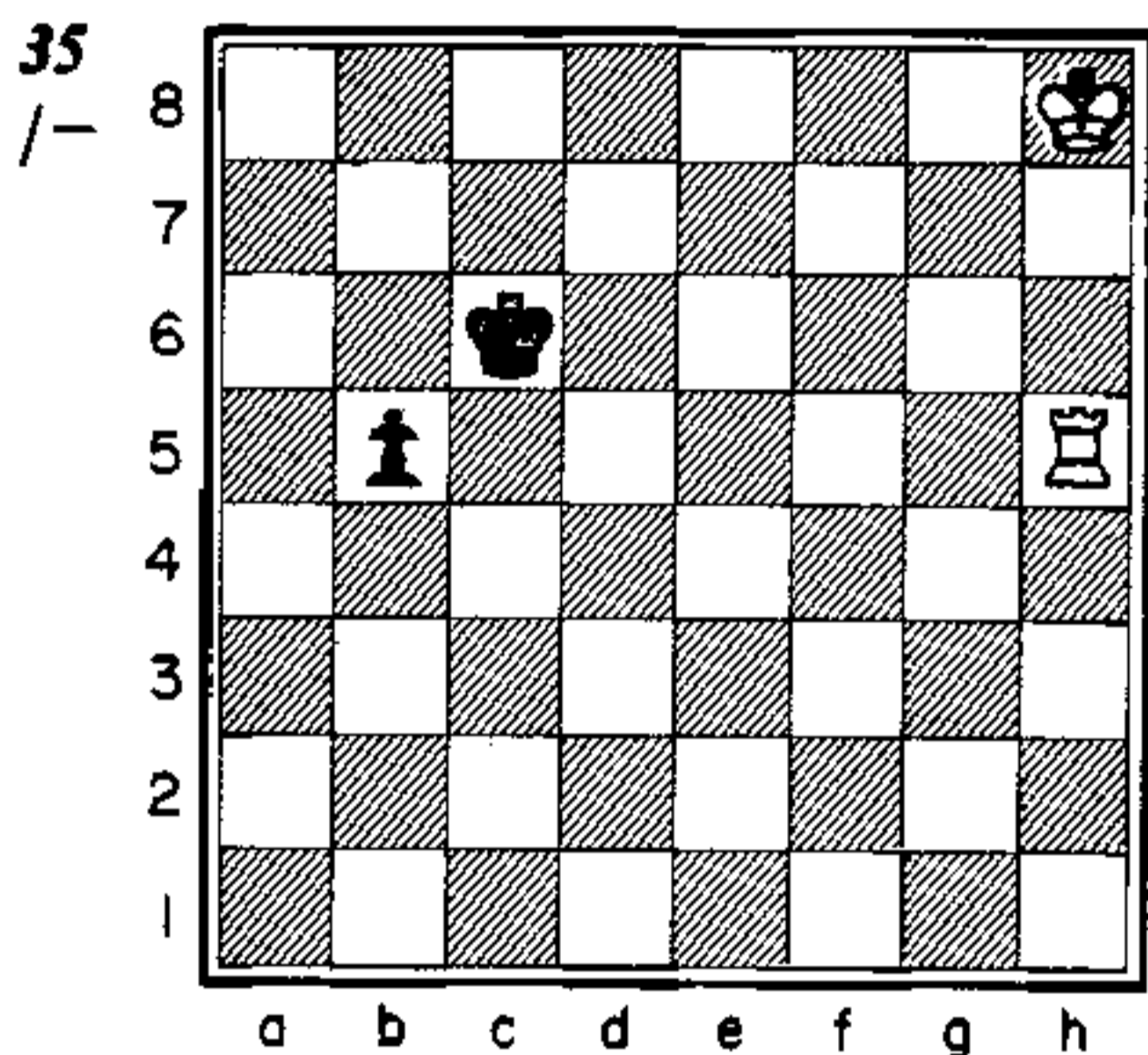
34. If White's rook were on any square on the 7th or 8th rank, for example at e7, he would win by a by-pass to the right: 1 Ke6 b4 (1... Kd4 2 Rb7) 2 Ke5 Kc4 3 Ke4 Kc3 4 Ke3

Rook's Pawn

Kc2 5 Ke2, or 2 ... b3 3 Rc7+ Kb4 4 Kd4 b2 5 Rb7+ Ka3 6 Kc3 etc. But if his rook is on any square on the 6th rank, White cannot win, since he is not able to exploit the opposition of the kings.

1 Ke6 b4 2 Ke5 b3! (but not 2 ... Kc4? 3 Ke4 b3 4 Rc6+ etc.) **3 Ke4 b2 4 Rh1 Kc4 5 Ke3 Kc3 etc.** The by-pass to the left also achieves nothing: **1 Kc7 b4 2 Kb7 b3 3 Ka6 Kc4 4 Rb6 Kc3 5 Ka5 Kc2 etc.**

For cases where the weaker side's king is behind the pawn, the following rule is applicable: *if the rook cuts off the opponent's king along the 4th rank (counting from the weaker side's end of the board), the game usually ends in a win for the stronger side.*



35. Here the pawn cannot be advanced alone: **1 ... b4 2 Kg7 b3 3 Rh3! b2 4 Rb3 etc.** But if the black king crosses to the a-file, the approach of the white king is decisive.

1 ... Kb6 2 Kg7 Ka5 3 Kf6 Ka4 4 Ke5 b4 5 Kd4 Ka3 6 Rb5, or 3 ... Kb4 4 Ke5 Kc4 5 Rh4+ Kc5 (5 ... Kc3 6 Kd5) 6 Rh8 and wins.

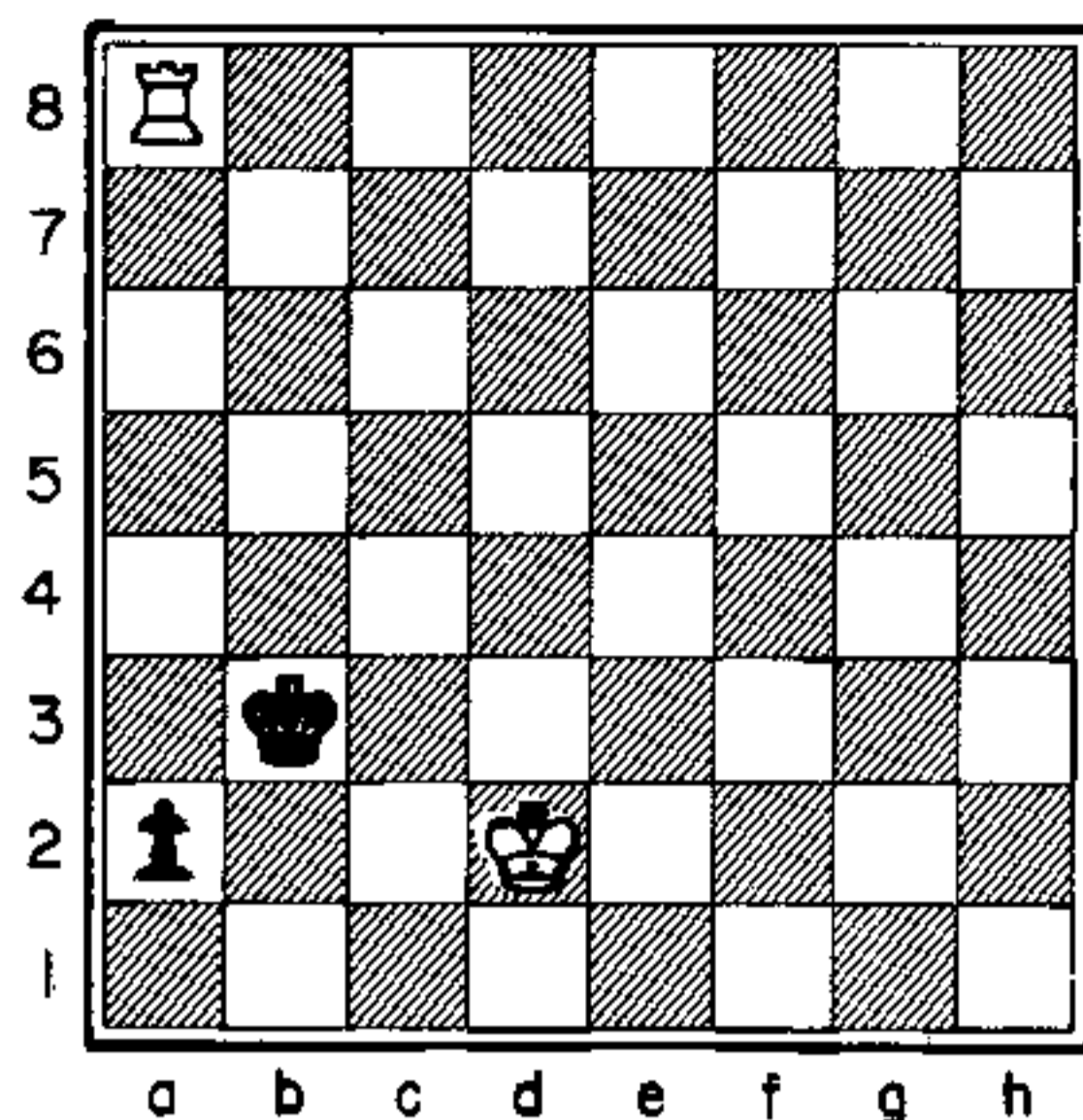
1.2 ROOK'S PAWN

The first impression is that against a rook's pawn the by-pass will not succeed, and that the result will depend on the possibility of depriving the opponent's king of the b2 square, or of taking the opposition.

36. 1 Kc1, and Black loses his pawn.

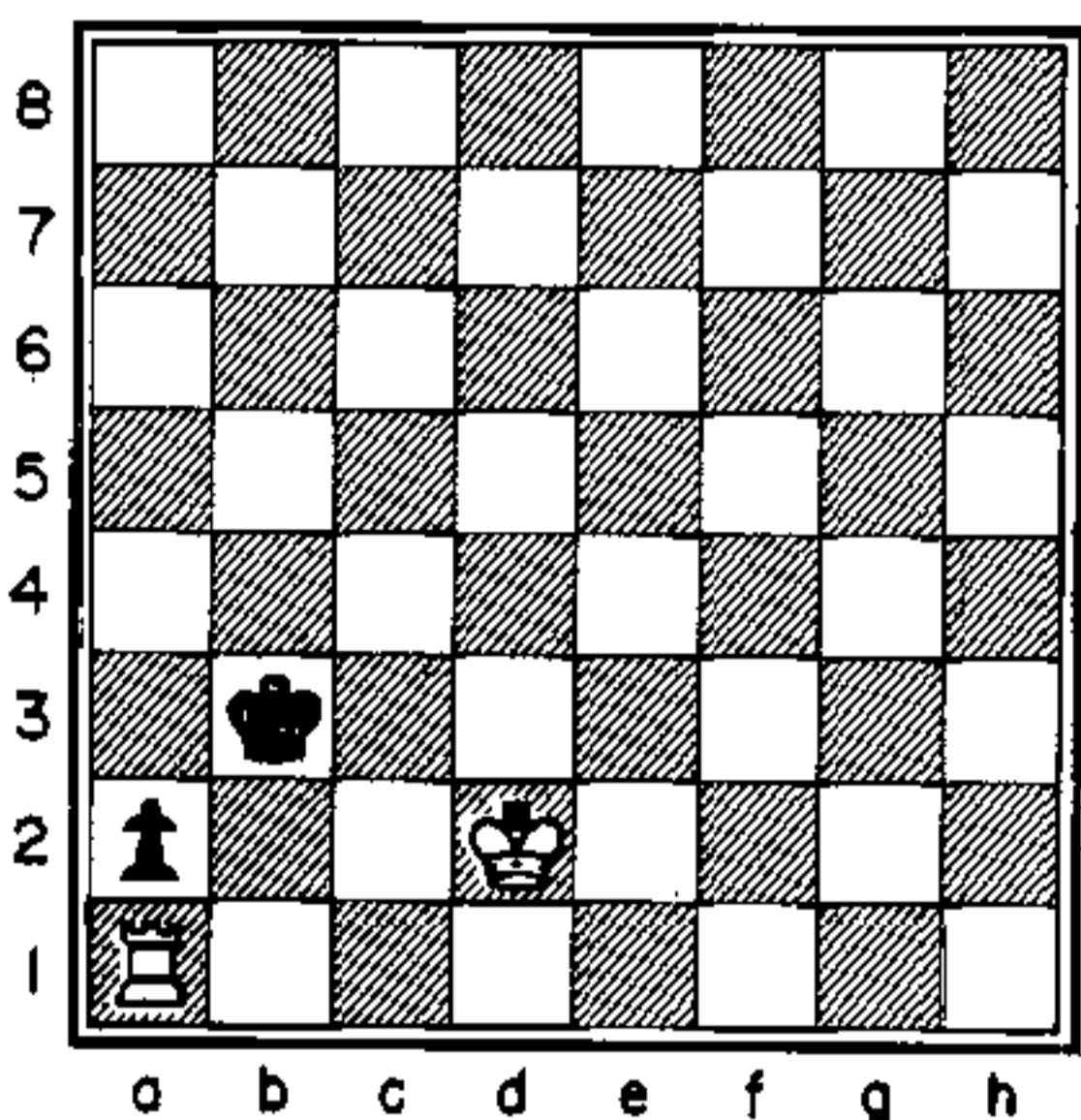
In contrast to all other pawns, there is also

36
W



a win here with the white king at d1: **1 Rb8+ Ka3 2 Kc2! a1=N+ 3 Kc3 etc.**

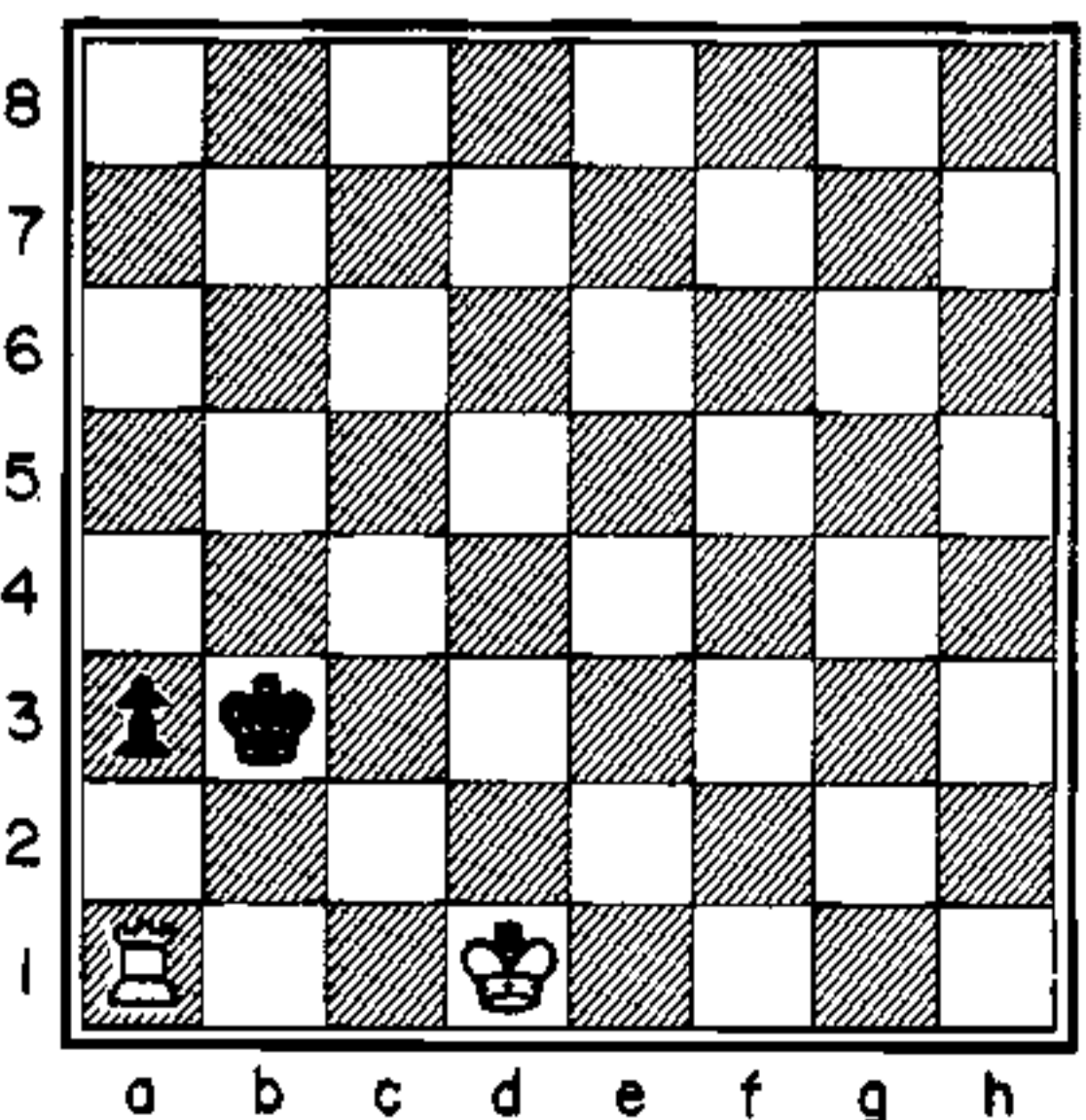
37
W



37. White again wins by **1 Kc1 Ka3 2 Kc2,** but with his king at d3 there is no win.

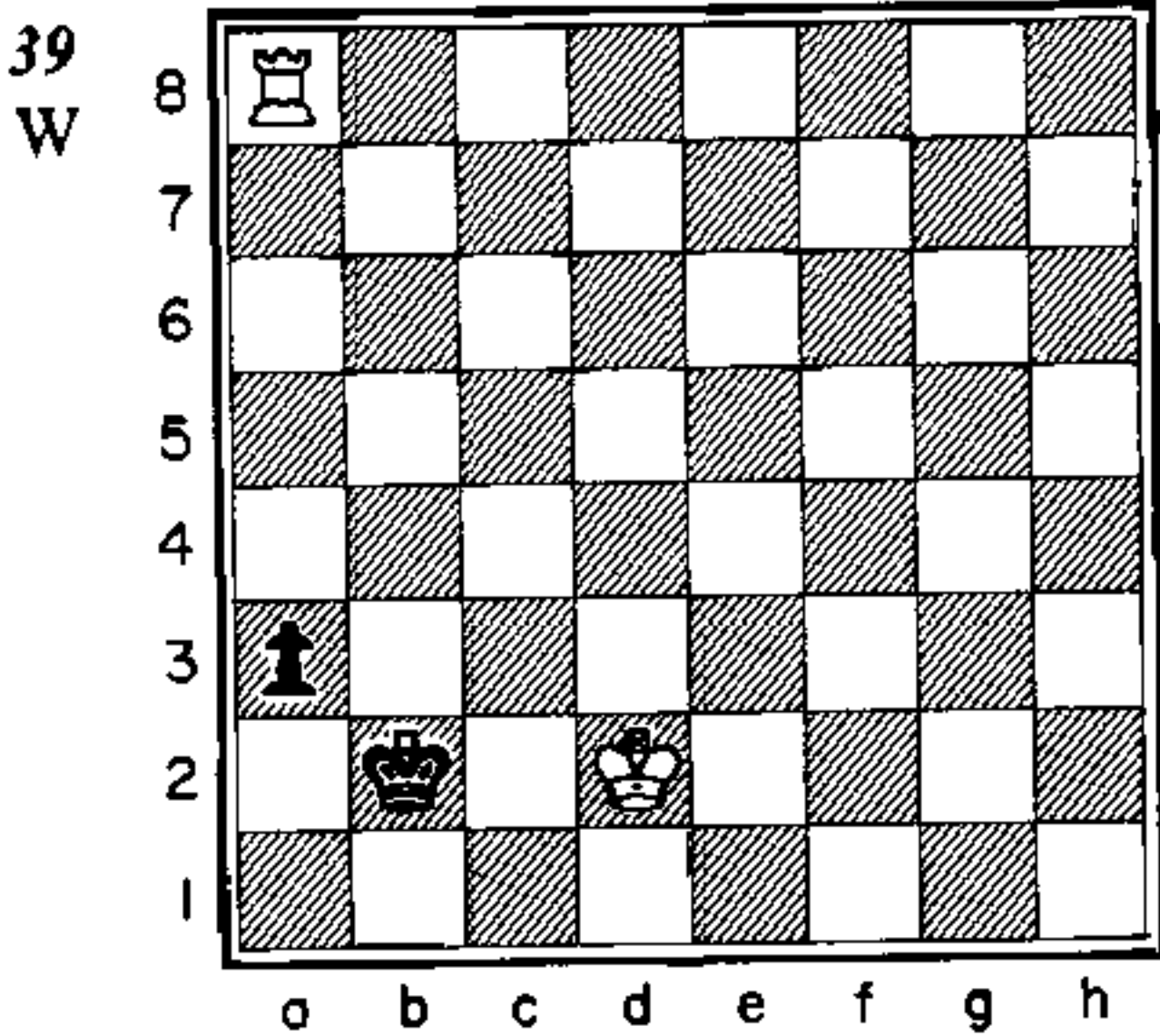
The influence of the edge of the board also tells in the following position.

38
W



Rook against Pawn

38. White cannot win, even if it is him to move: **1 Kc1 a2 2 Kd2 Kb2**, or **1 Rb1 + Kc3!** (1... Ka2? 2 Rb8 Ka1 3 Kc2 a2 4 Kb3 leads to a loss) **2 Kc1 a2 3 Ra1 Kb3** with a draw.

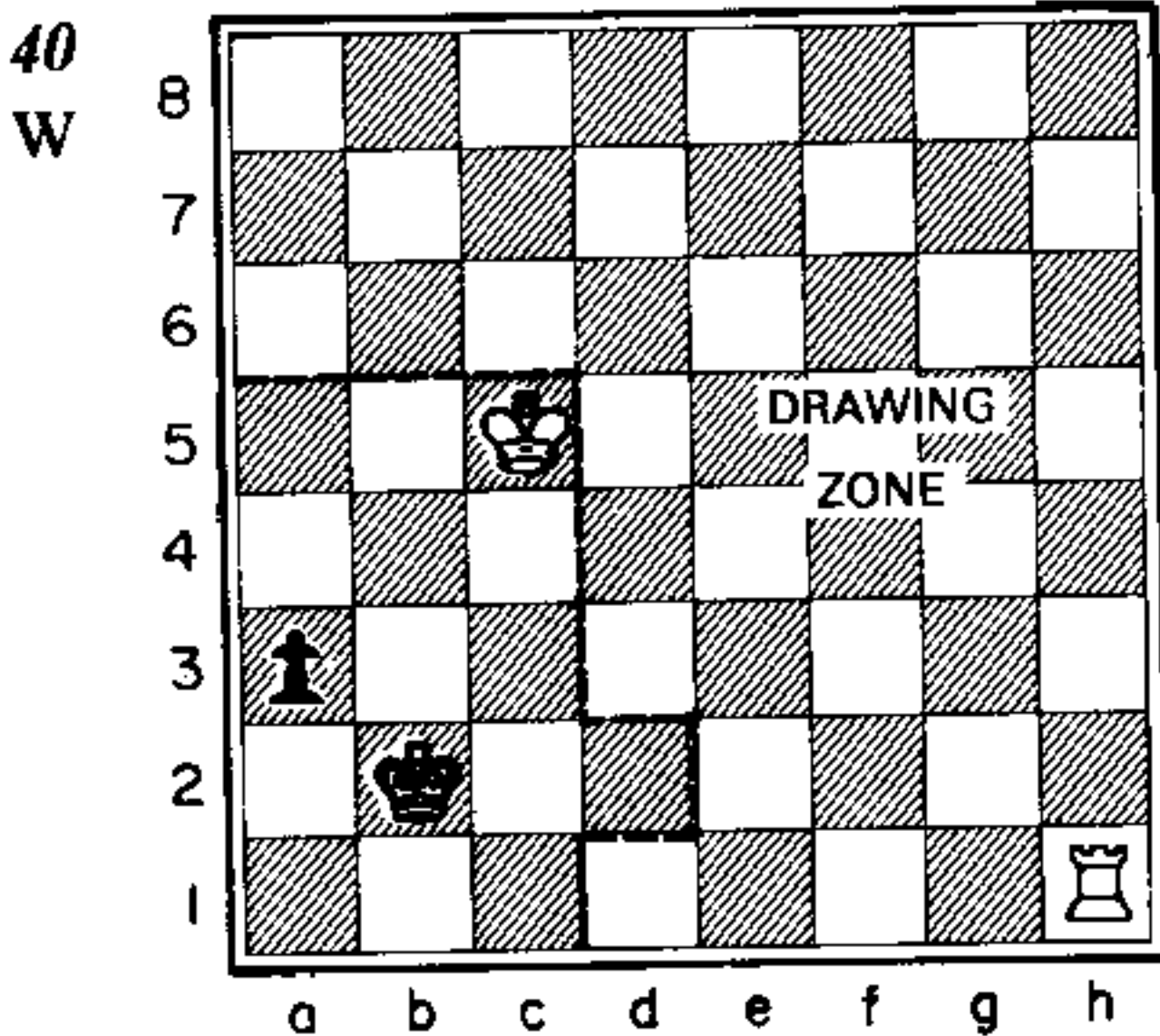


39. Here White wins only with his king at d2 or d1. For example, with the king at **d2**: **1 Rb8 + Ka1 2 Kc2 a2 3 Kb3 Kb1 4 Ka3 + Ka1 5 Rh8** and **6 Rh1 +**.

With the king at **d1** there follows **1 Rb8 + Kc3 2 Kc1 a2 3 Ra8 Kb3 4 Ra7** etc.

But with his king at **d3** White is no longer able to win: **1 Rb8 + Kc1! 2 Kc3 a2 3 Ra8 Kb1** etc.

We will now consider the case where the rook is on the 1st rank.



40. In comparison with diagram 7, the form of the winning zone is rather different

here, due to the proximity of the edge of the board: the squares a5, b5 and c5 come into it. For example, with the king at **c5**: **1 Kb4 a2 2 Rh2 + Kb1 3 Kb3! a1 = N + 4 Kc3**.

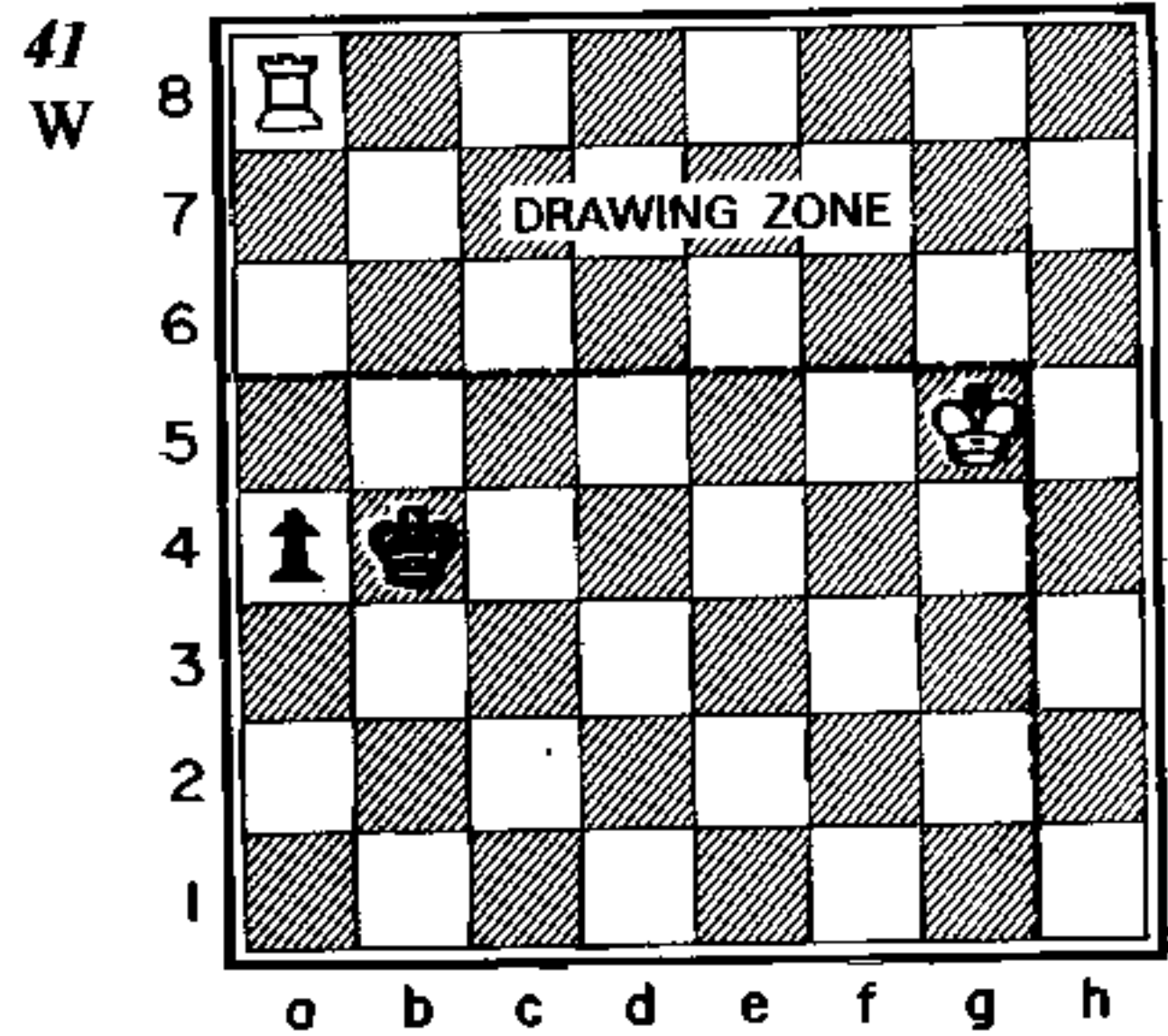
Thus with a rook's pawn it no longer helps to promote to a knight.

It should also be noted that **d1** no longer comes into the winning zone, e.g. **1 Rh2 + Kb1!** (1... Kb3? 2 Kc1 a2 3 Rh3 +) **2 Rh8 a2 3 Rb8 + Ka1** with a draw.

It is also not possible to win with the king at **d4**: **1 Rh2 + Kb3! 2 Rh3 + Kb2 3 Kc4 a2 4 Rh2 + Ka3!** etc.

We will now consider cases where the pawn has only just crossed the demarcation line.

Averbakh, 1984



41. For a rook's pawn the drawing zone is considerably extended in comparison with pawns on all other files (11, 14 and 15).

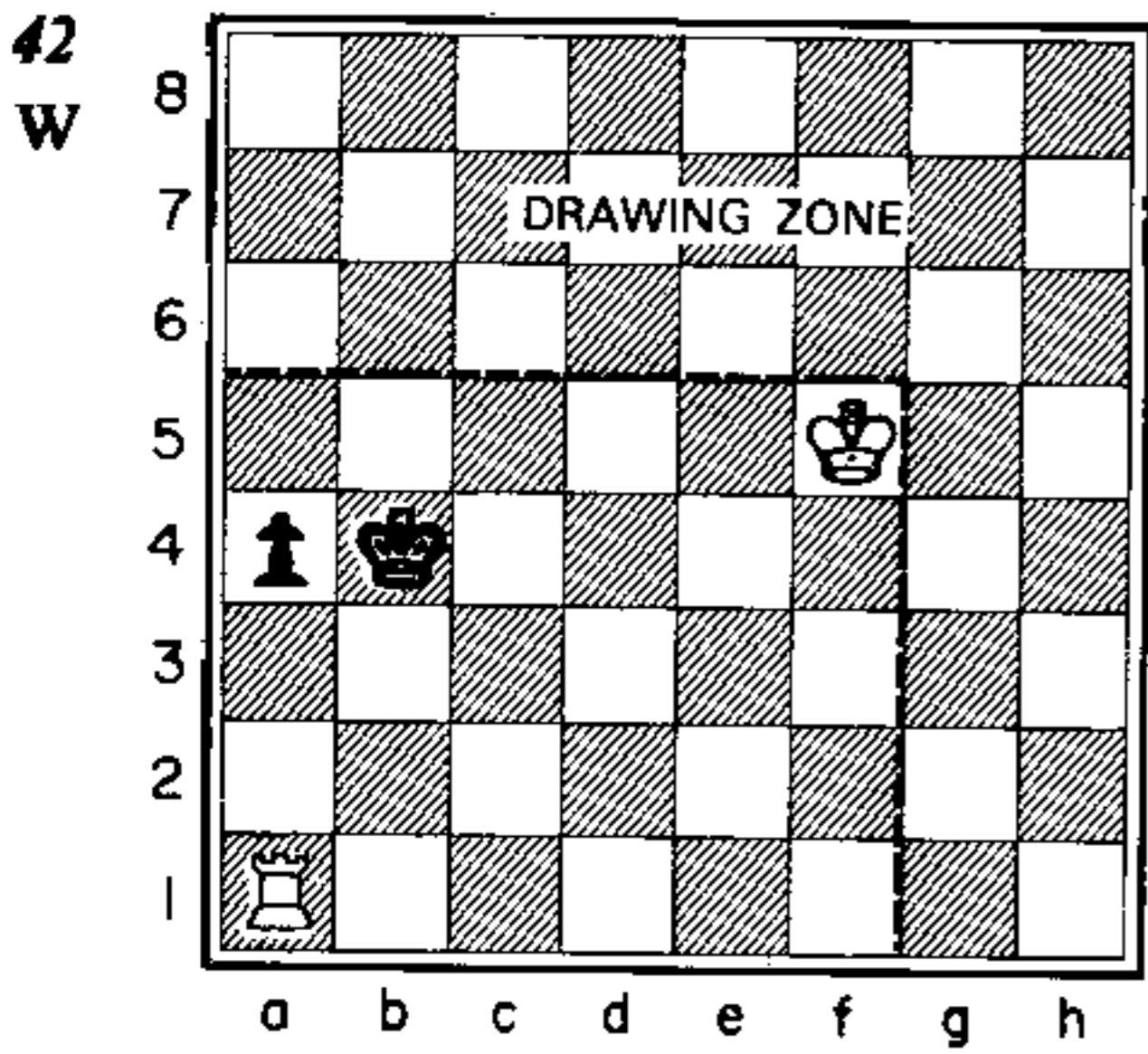
1 Kf4 a3 2 Ke3 Kb3 3 Kd2 Kb2 (3... a2 4 Kc1) **4 Rb8 +** etc.

With his king on the h-file, White does not manage to take control of the b2 square, and the game ends in a draw.

Let us now move the rook to **a1**.

42. Here the drawing zone has become greater, with squares on the g-file also coming into it. With his king at **f5** White wins in the same way as before: **1 Ke4 a3 2 Kd3 Kb3 3**

Averbakh, 1984

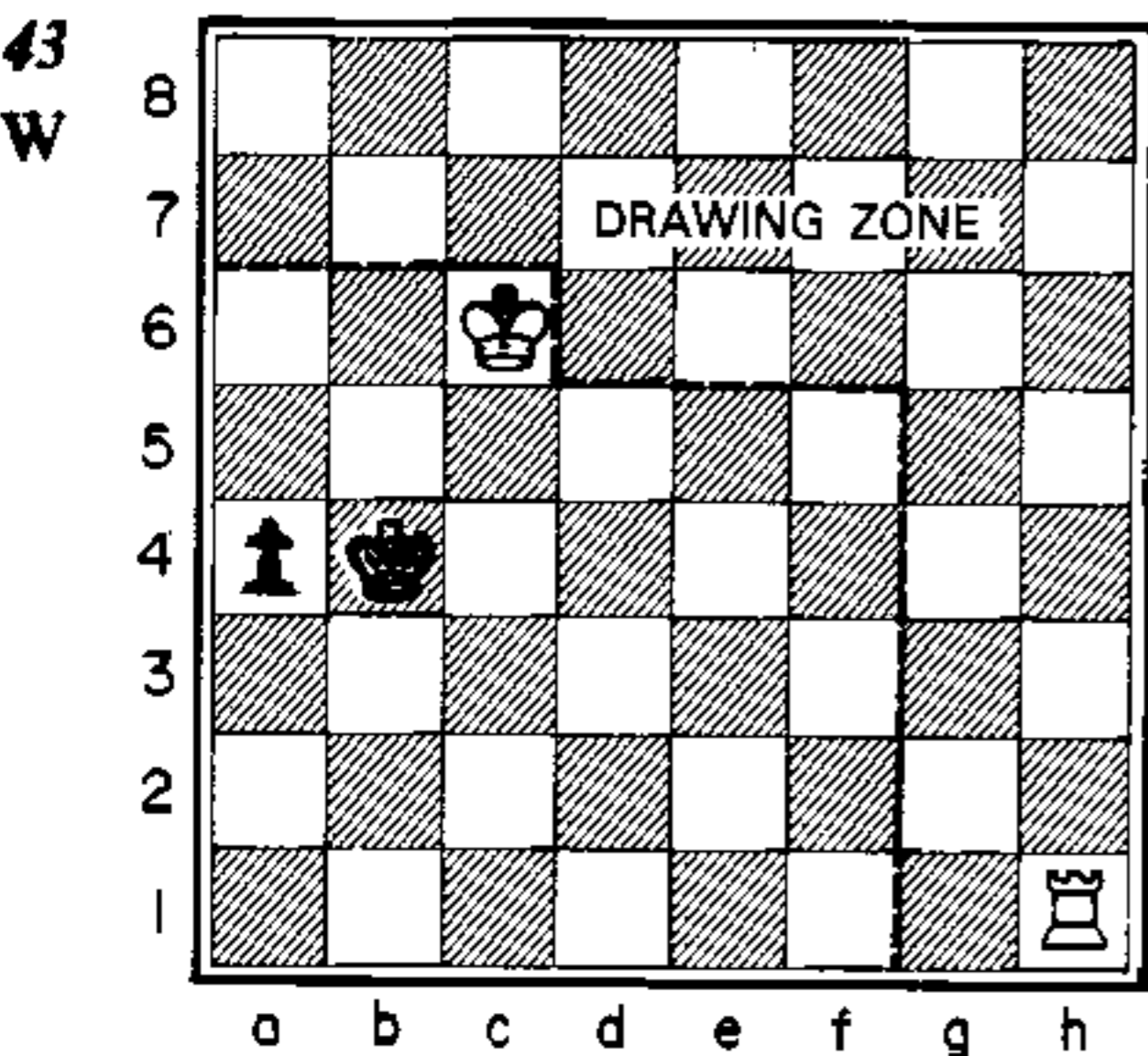


Rb1 + Ka2 4 Rb8 etc. But with the king at **g5**, after **1 Kf4 a3 2 Ke3 Kb3 3 Kd2** Black does not reply **3 ... a2? 4 Kc1**, but **3 ... Kb2** with an immediate draw.

We thus obtain the conclusion: *against a rook's pawn which has crossed the demarcation line, it is often more favourable to deploy the rook behind, rather than in front.*

Let us move the rook to **h1**.

Averbakh, 1984



43. Compared with the previous example, the drawing zone has been reduced by three squares on the 6th rank.

White wins by a mating attack: **1 Rh4 + Kb3 2 Kb5! a3 3 Rh3 + Kb2 4 Kb4 a2 5 Rh2 + Kb1 6 Kb3 a1 = N + 7 Kc3** etc.

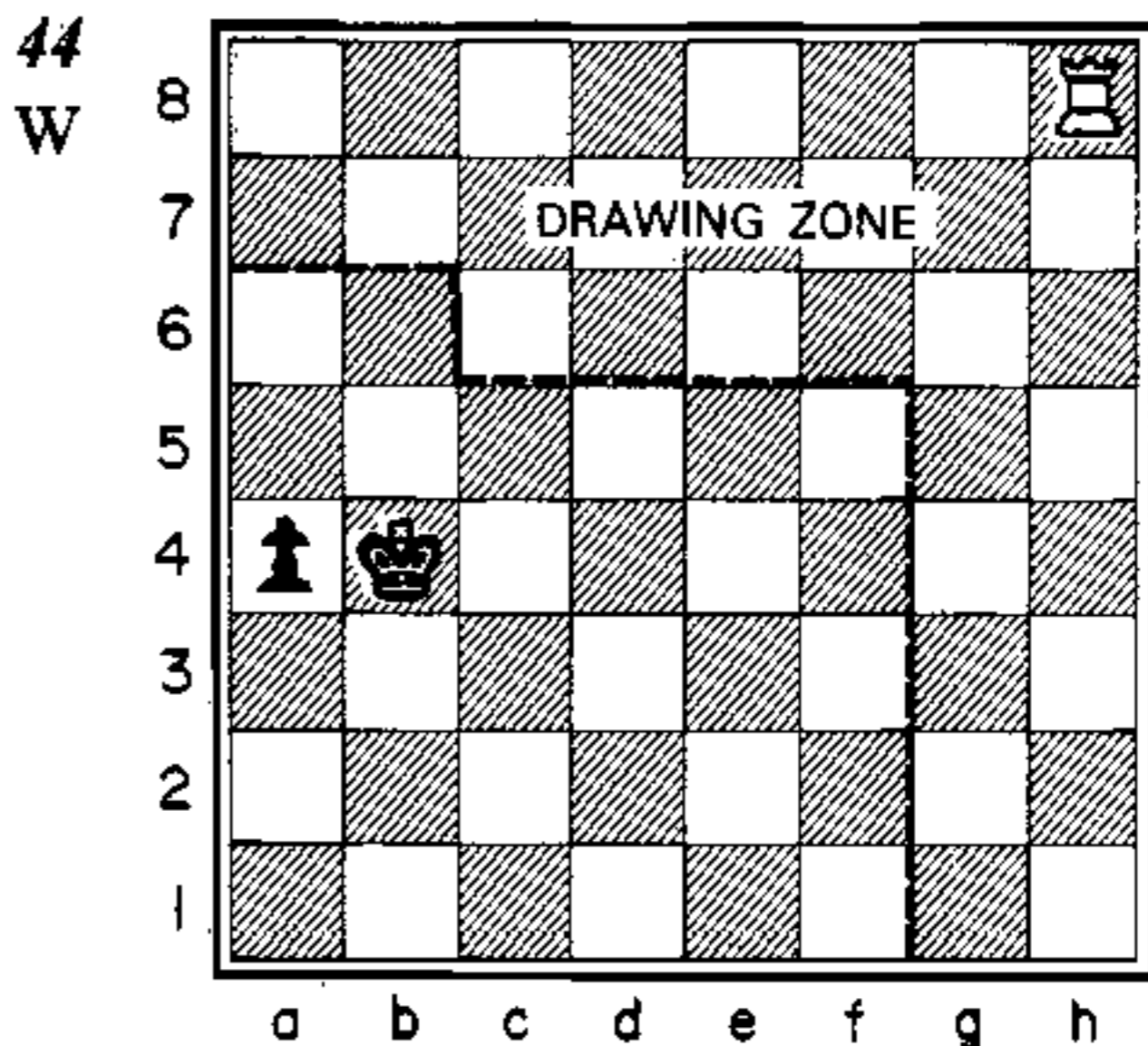
But with the king at **d6** this idea no longer works: on **1 Rh4 +** Black replies **1 ... Kb5!**, employing the 'shoulder-charge', e.g. **2 Kd5 a3 3 Rh8 (3 Kd4 a2 4 Rh1 Kb4 5 Kd3 Kb3 etc.) 3 ... Kb4 4 Kd4 a2 5 Ra8 Kb3 6 Kd3 Kb2** with a draw.

With his king at **f5**, after **1 Ke4 Kc3** White wins by **2 Ra1! Kb3 3 Kd3 a3 4 Rb1 +** etc.

From a study of the drawing zones it could be said that, against a rook's pawn which has crossed the demarcation line, the best position for the rook is to the rear of the pawn, the next best is to the side on the 1st rank, and only then in front of the pawn. The following conclusion is perhaps more precise: *if the stronger side's king is to the side, it is best to deploy the rook to the rear of the pawn, but if the king is to the rear of it, the rook is best deployed at the side.* It follows from the examples considered that the attack by the rook from the front is an intermediate one, since the rook normally has to be switched to the rear of the pawn.

This conclusion is borne out by another important position with a pawn which has crossed the demarcation line, but with the rook at **h8**.

Averbakh, 1984

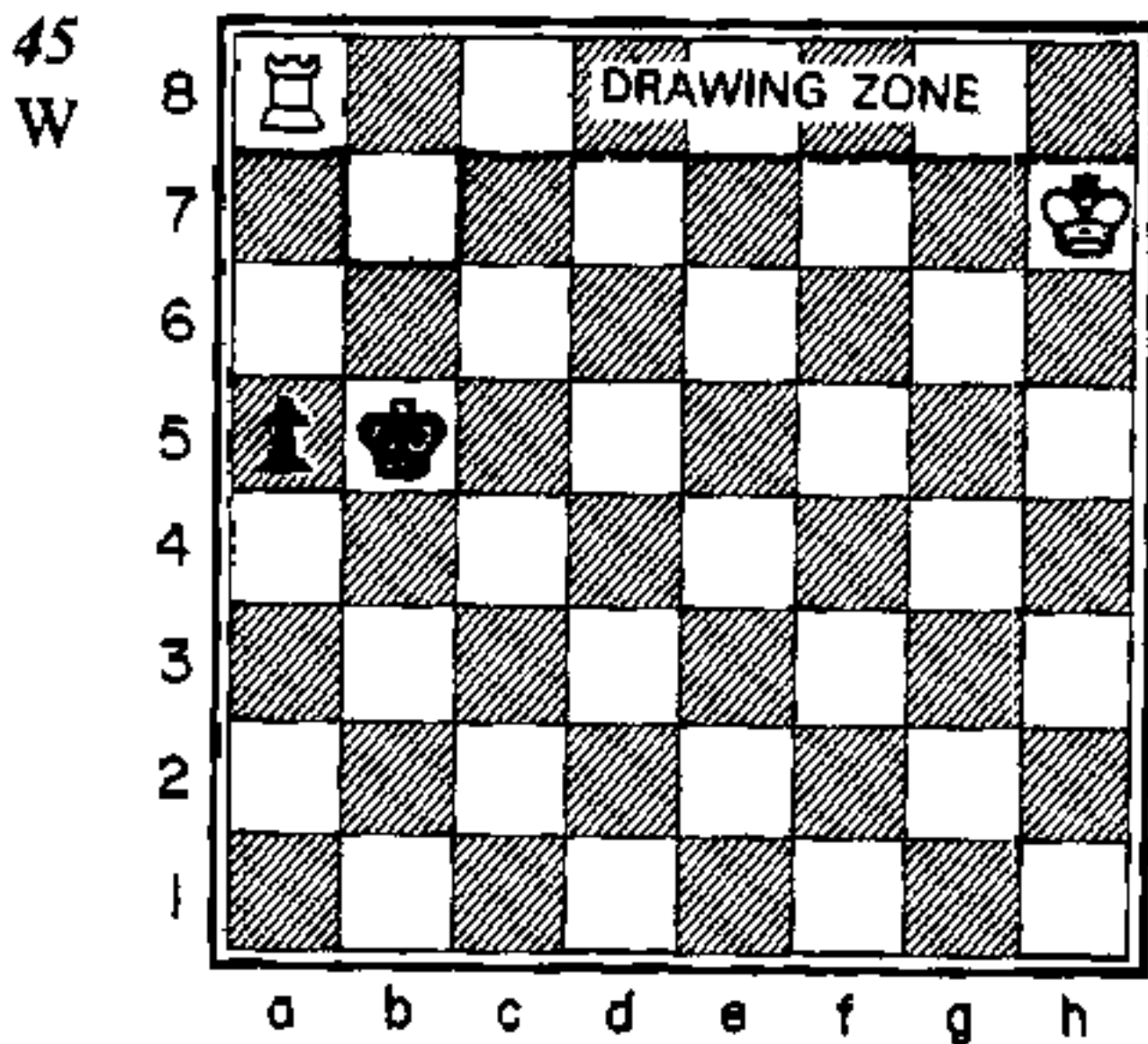


Rook against Pawn

44. Here the rook is able to attack the pawn both from the rear and the side, but it is very interesting that this in no way affects the size of the drawing zone, and this means that positions 43 and 44 are equivalent.

If the pawn has not yet crossed the demarcation line, the drawing chances are reduced, and this naturally affects the size of the zone.

Averbakh, 1984



45. 1 Kg6 a4 2 Kf5 Kb4 3 Ke4 a3 4 Kd3 Kb3 5 Rb8+ etc.

With the king at c7: 1 Kd6 a4 2 Kd5 Kb4 3 Kd4 Kb3 4 Kd3 etc.

White wins in a curious way with his king at a7: 1 Rb8+! Kc4 2 Ka6 a4 3 Ka5 a3 4 Ka4 a2 5 Rc8+ Kd3 6 Rc1 etc.

But with the king at b7 this plan no longer works: 1 Rb8 a4 2 Ka7+ Kc4 3 Ka6 Kc3 4 Ka5 a3 5 Ka4 a2 6 Rc8+ Kb2, and White is forced to give perpetual check.

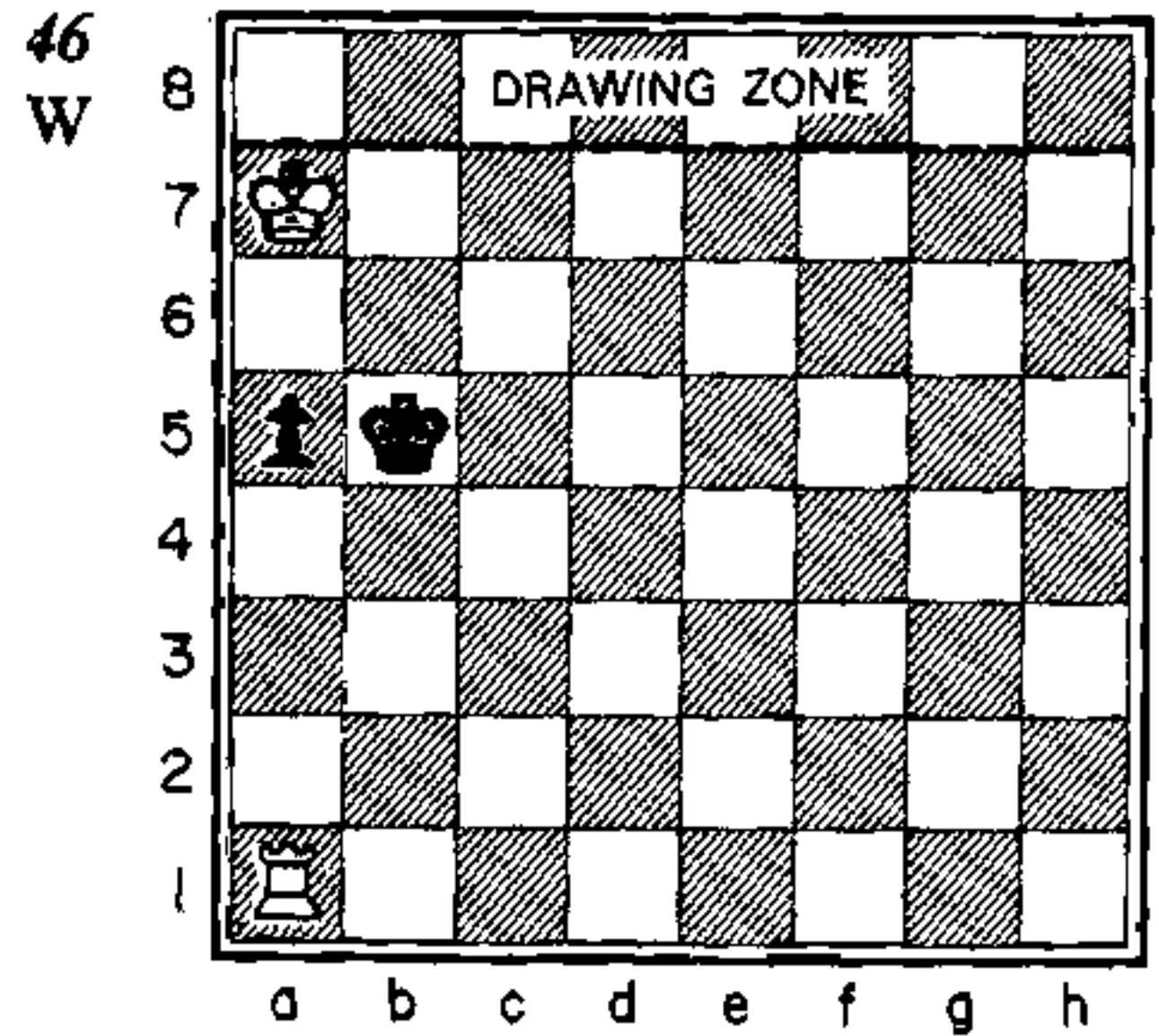
With the white king at h8, Black succeeds in reaching b2, and the game ends in a draw: 1 Kg7 a4 2 Kf6 Kb4 3 Ke5 a3 4 Kd4 Kb3 5 Kd3 Kb2 6 Rb8+ Kc1! etc.

Let us move the rook to a1.

46. Here the drawing zone is restricted to the 8th rank only, since the b7 square disappears from it.

1 Rb1+! Kc4 2 Ka6! White has the same interesting winning possibility as in example

Averbakh, 1984

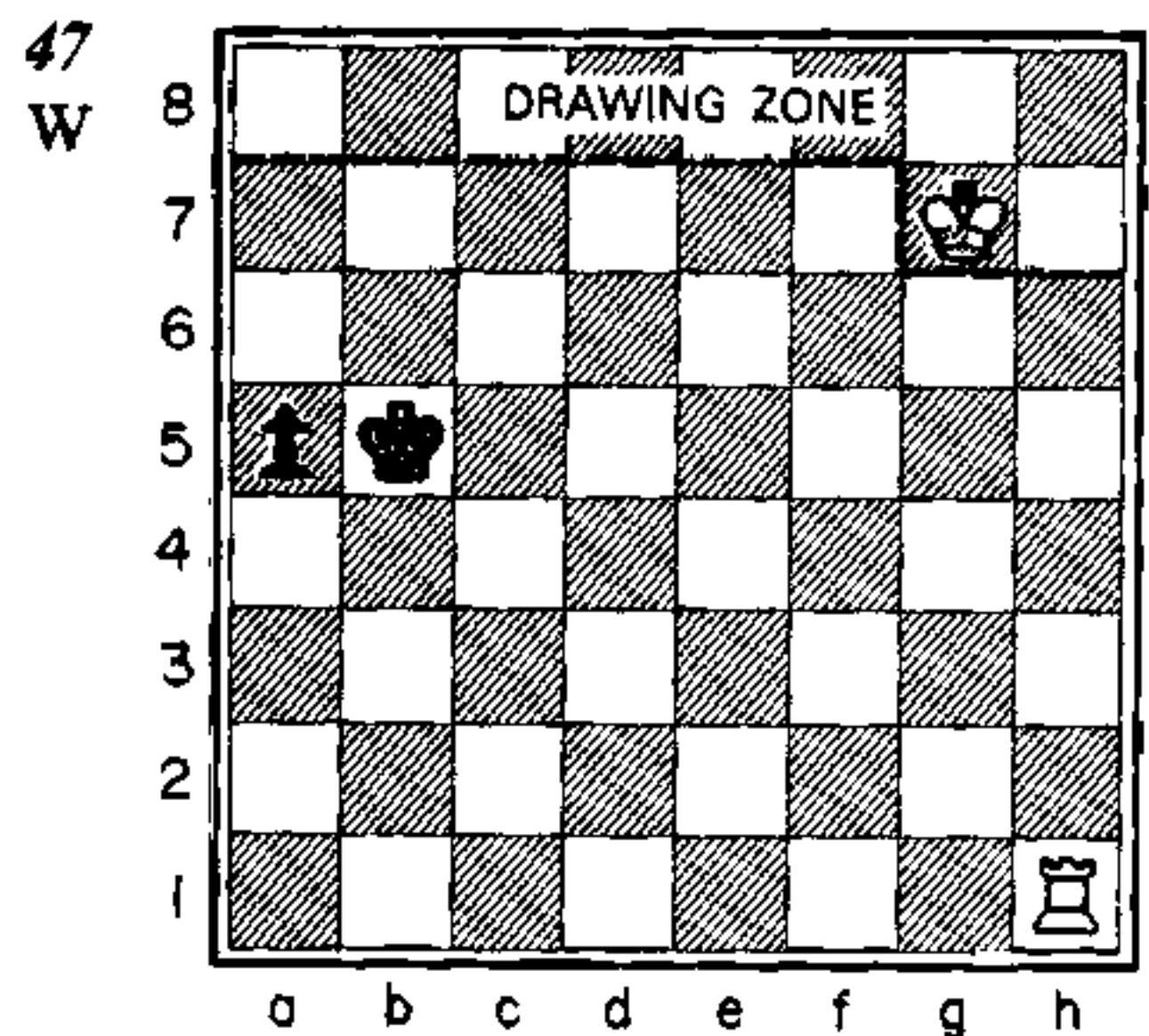


45—moving his king along the side of the board, as though urging on the pawn: 2... a4 3 Ka5 a3 4 Ka4 a2 5 Ra1 etc.

Consider also the position with the king at h7: 1 Kg6 a4 2 Kf5 Kb4 3 Ke4 Kb3 4 Kd3 a3 5 Rb1+ etc.

If the rook is moved to h1, the drawing zone is again expanded by two squares, since h7 and g7 come into it.

Averbakh, 1984



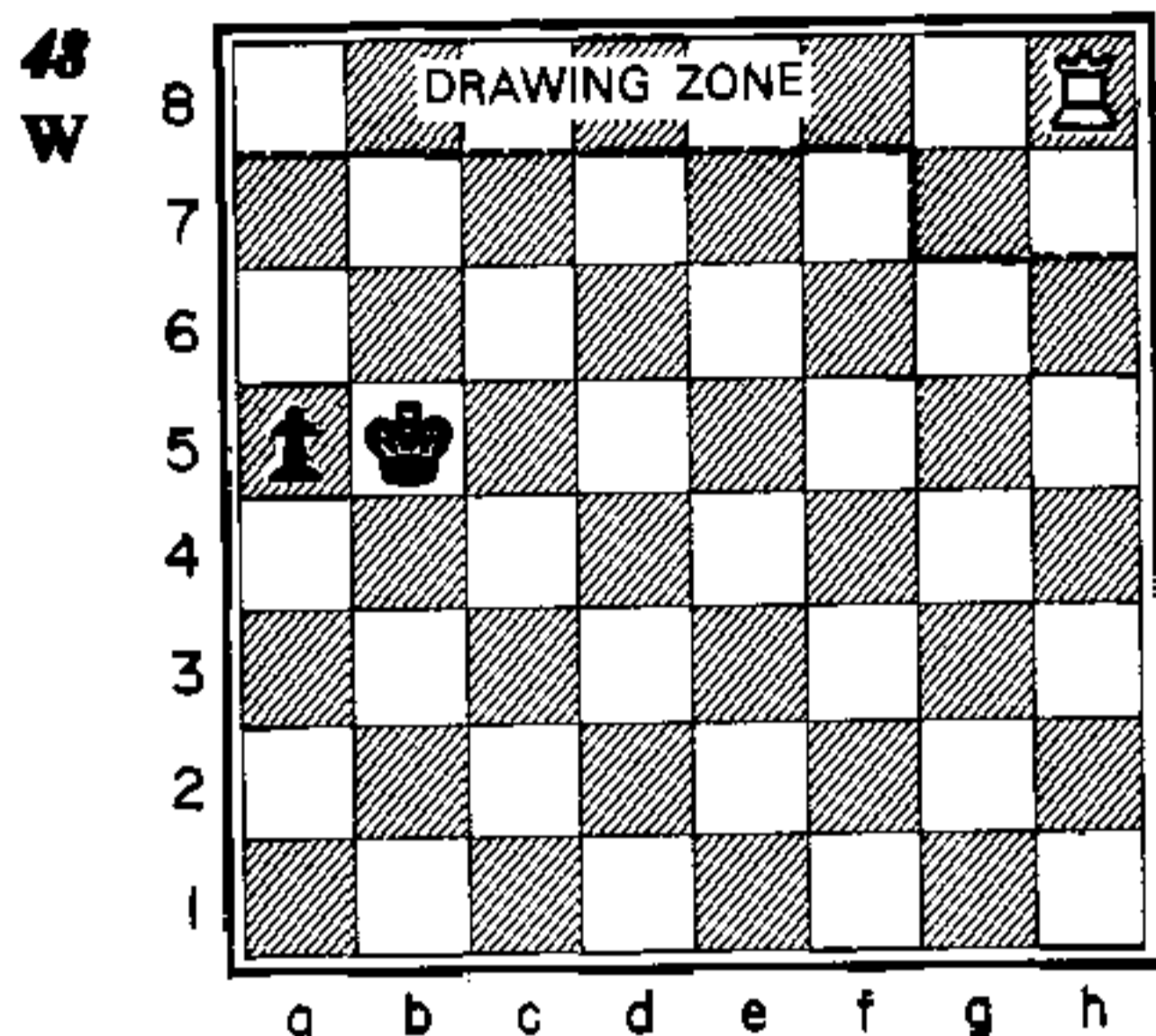
47. With the white king at g7 (or h7), Black gains a draw by using the 'shoulder-charge': 1 Kf6 a4 2 Ke5 Kc4! etc.

Exceptional Positions

With the king at h7: 1 Kg6 a4 2 Kf5 a3 (2 ... Kc4 is also possible) 3 Ke4 Kc4! etc.

Finally, if the rook is moved to h8, the drawing zone is in no way changed.

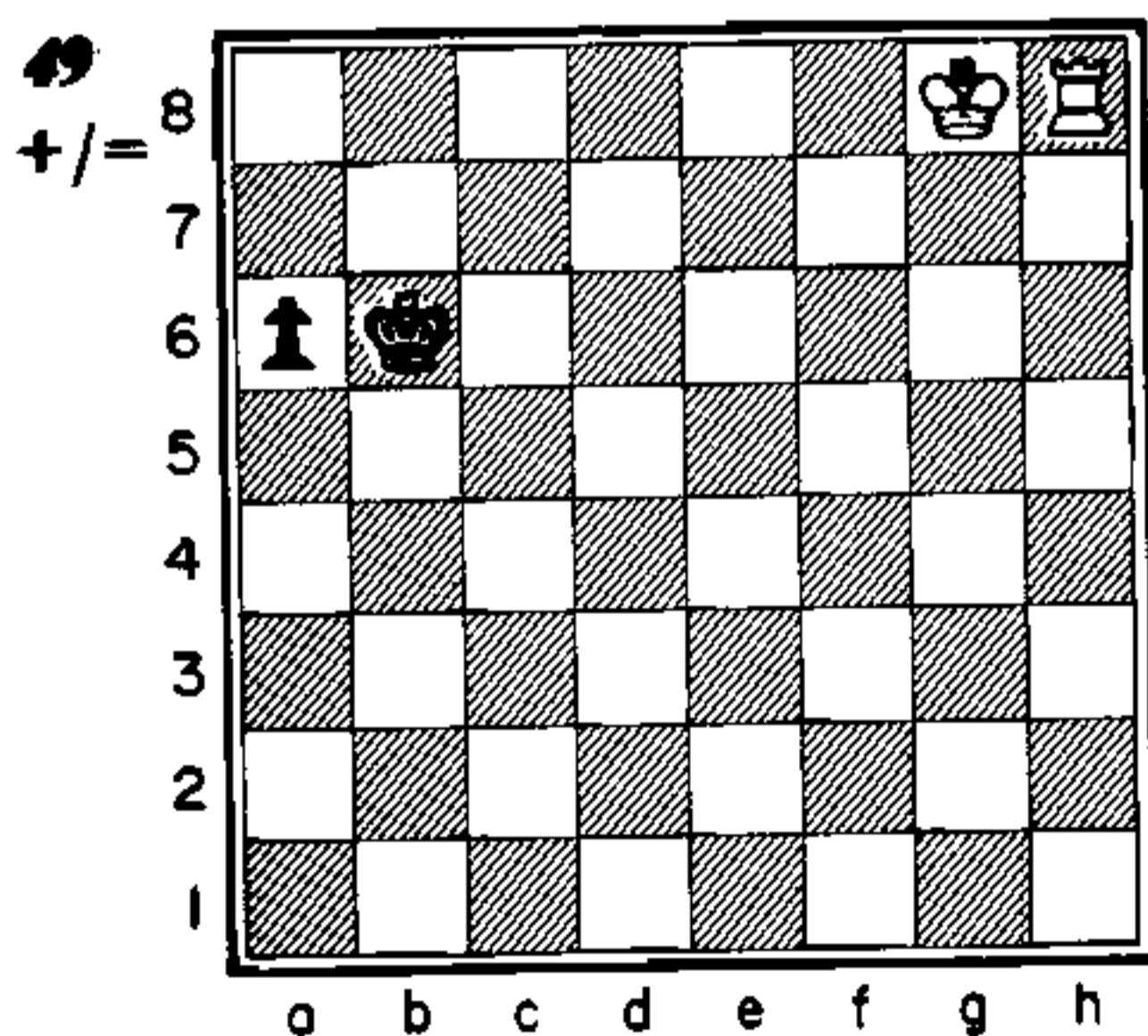
Averbakh, 1984



48. Black retains the same possibility of 'shoulder-charging', so that h7 and g7 come into the zone.

We will illustrate with two examples the case where the pawn has not approached the demarcation line.

Maizelis, 1950

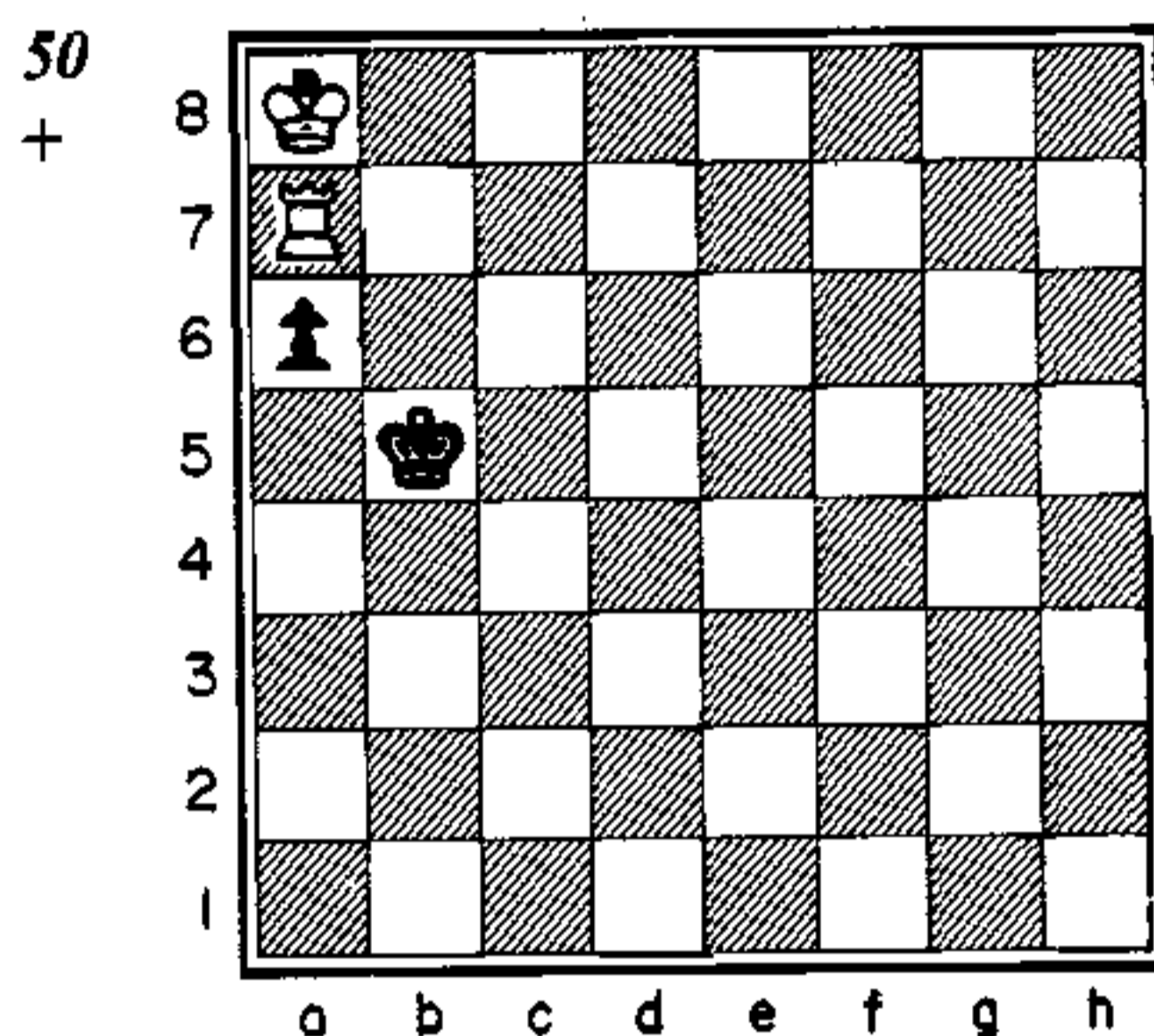


49. White to move has an elementary win by 1 Rh5 (cf. also 35). If it is Black to move,

he cannot play 1 ... a5 due to the same 2 Rh5, and he also loses after 1 ... Kb5 2 Kf7 a5 3 Ke6 Kc4 4 Ra8! Kb4 5 Kd5 a4 6 Kd4 Kb3 7 Kd3 a3 8 Rb8+ etc.

The only correct move is 1 ... Kc5!, preparing in advance to push away the opponent's king, e.g. 2 Kf7 a5 3 Ke6 a4 4 Ke5 a3 5 Ra8 Kb4 6 Kd4 Kb3 7 Kd3 Kb2 with a draw.

Averbakh, 1984



50. 1 Kb7 is too slow: 1 ... a5 2 Kc7 a4 3 Kd6 Kb4 4 Kd5 Kb3 5 Kd4 a3 6 Kd3 Kb2 7 Rb7+ Kc1, as is 1 Rh7 a5 2 Rh5+ Kb4 3 Kb7 a4 etc.

Correct is 1 Rb7+! Kc4 2 Ka7! a5 3 Ka6 a4 4 Ka5 a3 5 Ka4 a2 6 Rc7+ Kd3 7 Rc1, and White wins.

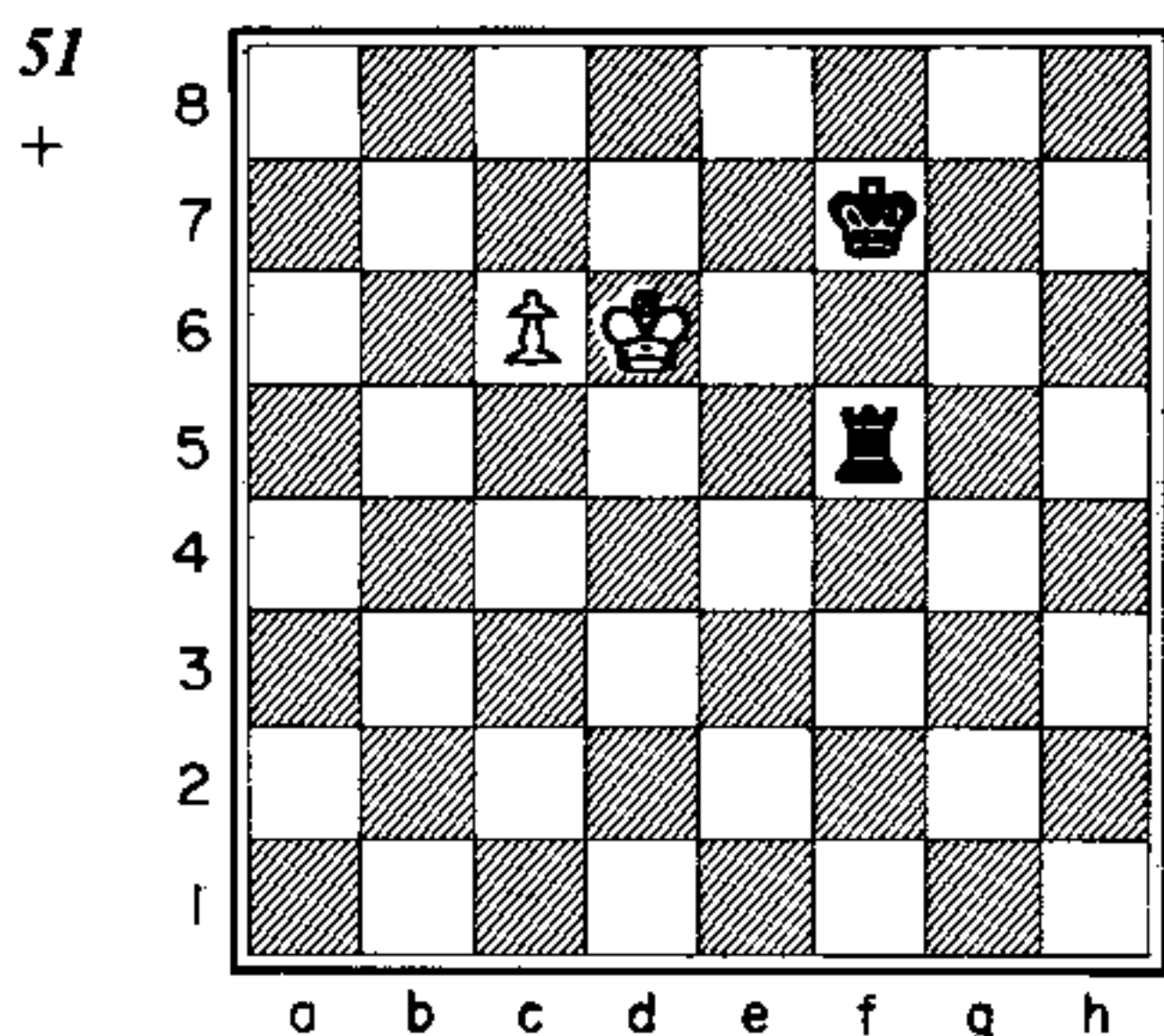
1.3 EXCEPTIONAL POSITIONS

In conclusion we will examine several exceptional positions, where, due to the unfortunate placing of the pieces, the rook is not able to control the last rank and stop the pawn. It is true that such situations are extremely rare, but nevertheless they have to be taken into consideration.

51. Black's king prevents his own rook from controlling not only the last rank, but also the penultimate rank, so that White is able to queen his pawn.

Rook against Pawn

from Troitsky, 1895



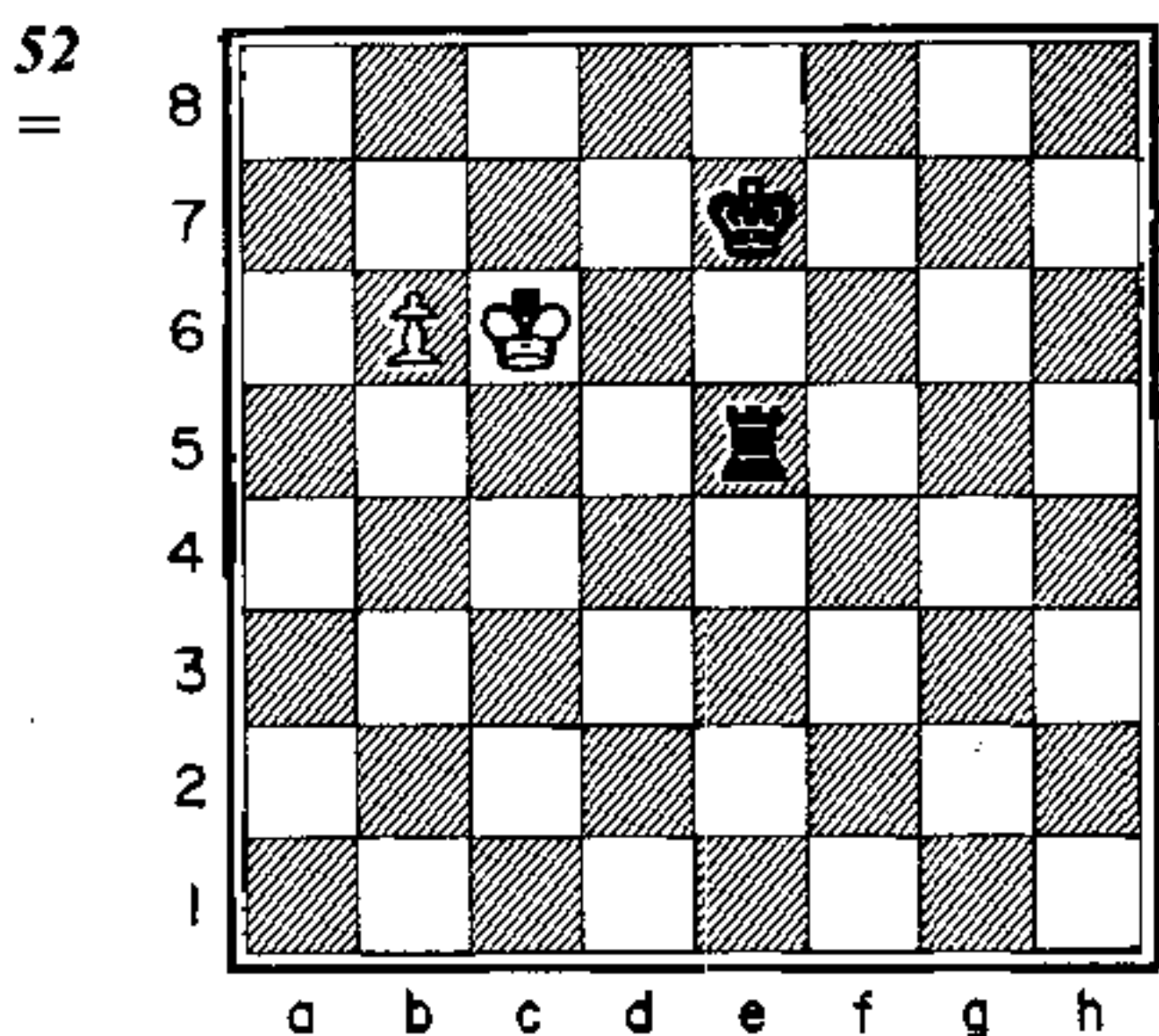
1 c7 Rf6+ 2 Kd5!

But not 2 Kd7? Rf1 3 Kc6 Rcl+ or 2 Kc5? Rf1 with a draw.

2 ... Rf5+ 3 Kd4 Rf4+ 4 Kd3 (4 Kc3 Rf1 5 Kb2 is also possible) 4 ... Rf3+ 5 Kc2 Rf2+ 6 Kb3 Rf3+ 7 Kb4 Rf4+ 8 Kb5 Rf5+ 9 Kb6 Rf6+ 10 Kb7, and White wins.

Had the black king been at f8, 10 ... Rf7 would have given a draw.

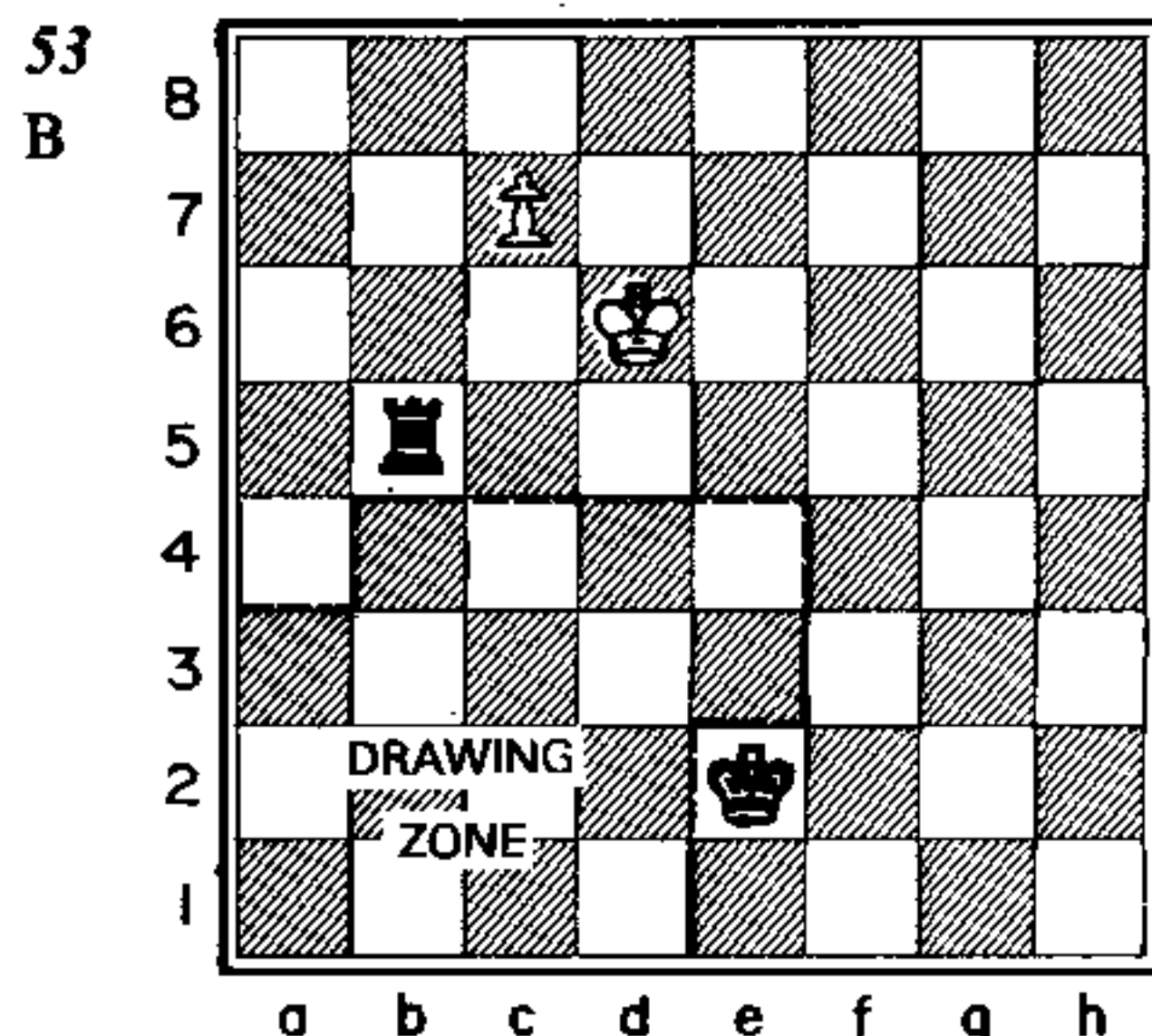
Curiously enough, if the position is moved one file to the left Black is able to save the draw, due to the influence of the side of the board.



52. After 1 b7 Re6+ 2 Kc5 Re5+ 3 Kc4 Re4+ 4 Kc3 Re3+ 5 Kb2 Re2+ 6 Ka3 Re3+ White does best to settle for a draw by

perpetual check, since he loses after 7 Ka4 Re1!, when the pawn is stopped.

In the following position it is the pawn that prevents the rook from controlling the back rank.



53. If Black's king is inside the zone, he can draw the ending.

With his king at e2, Black loses: 1 ... Rb6+ 2 Kd5 Rb5+ 3 Kd4 Rb4+ 4 Kc3 Rb1 5 Kc2 etc. But with his king at d2, c2 or b2 it is a draw, since the white king cannot cross the c-file.

With the king at d1 after 1 ... Rb6+ 2 Kd5 Rb5+ 3 Kd4 Rb4+ the white king cannot go to c3 due to 4 ... Rb1, when it is Black who wins.

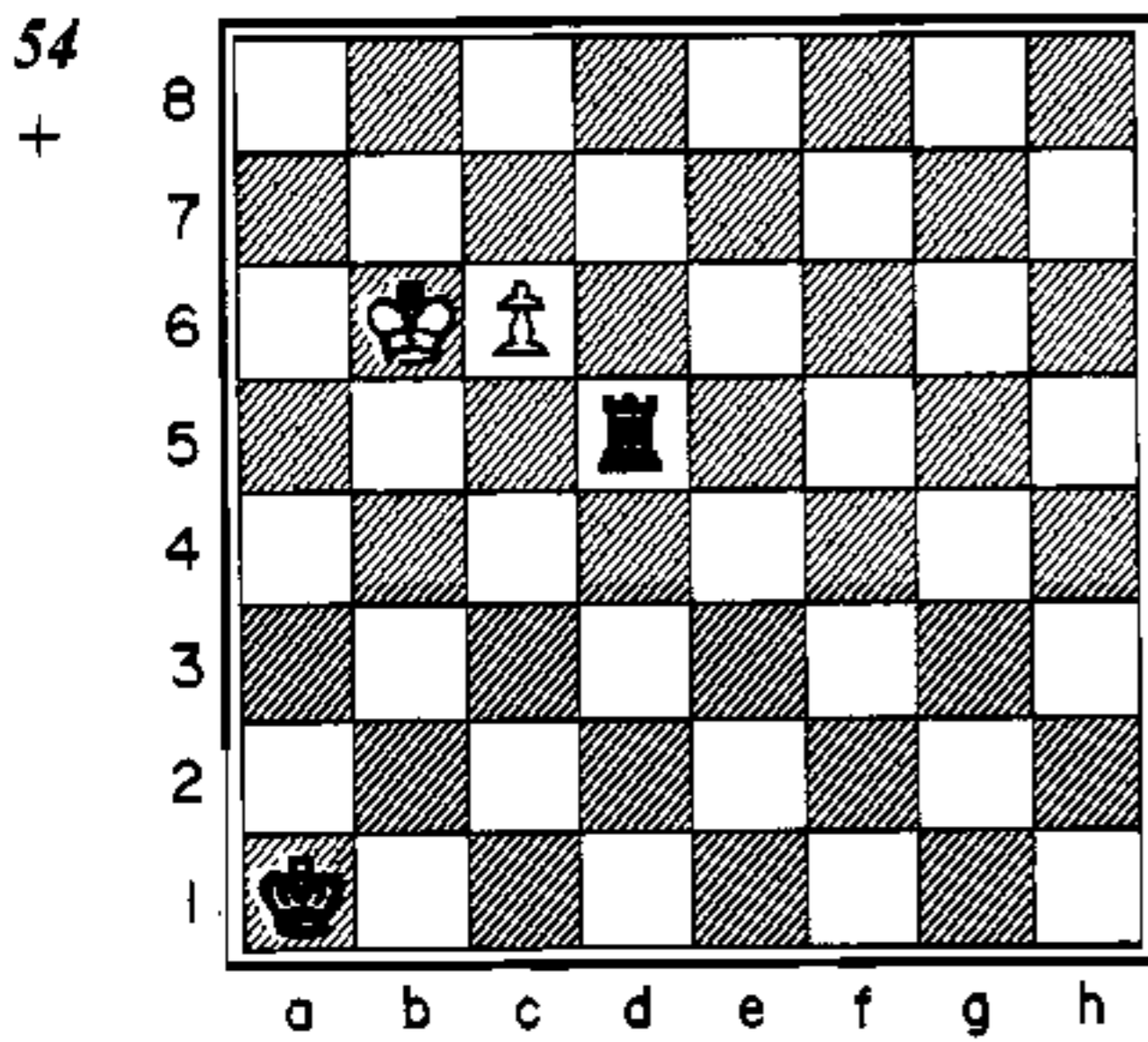
With his king at a2 or a1, Black draws by perpetual check: 1 ... Rb6+ 2 Kd5 Rb5+ 3 Kd4 Rb4+ 4 Kc3 Rb1 5 Kc2 Rb2+ 6 Kc1 Rb1+ etc.

With his king at a3, Black gains a draw by stalemate: 1 ... Rb6+ 2 Kd5 Rb5+ 3 Kd4 Rb4+ 4 Kc3 Rb1 5 Kc2 Rb4! 6 c8=Q Rc4+! 7 Qxc4—stalemate!

But with the king at a4, White wins: 1 ... Rb6+ 2 Kd5 Rb5+ 3 Kd4 Rb4+ 4 Kd3! (avoiding a stalemate trap: 4 Kc3? Rb5! 5 c8=Q Rc5+ with a draw) 4 ... Rb3+ 5 Kd2! (again avoiding the same trap: 5 Kc2 Rb5 6 c8=Q Rc5+) 5 ... Rb2+ 6 Kc1, and White wins.

Exceptional Positions

Barbier and Saavedra, 1895



54. The first few moves are obvious: **1 c7 Rd6+** **2 Kb5 Rd5+** **3 Kb4 Rd4+** **4 Kb3 Rd3+** **5 Kc2.**

The game seems to be decided, but here Black finds a clever resource, associated with his king's position in the corner: **5 ... Rd4!**, and it transpires that **6 c8=Q** is met by **6 ... Rc4+!** **7 Qxc4—stalemate!**

This comprised Barbier's idea, and in the initial version the task was: White to play and Black to draw.

But when the study was published, Saavedra found for White a worthy reply—**6 c8=R!!** Now **6 ... Ra4**, the only move, is decisively met by **7 Kb3!** with a double attack—the rook is hanging and mate is threatened at c1.

The irony of fate! Black's plan was to exploit the position of his king in the corner to save the game, but it was due to this that he in fact lost it.

2. Rook against Two Pawns

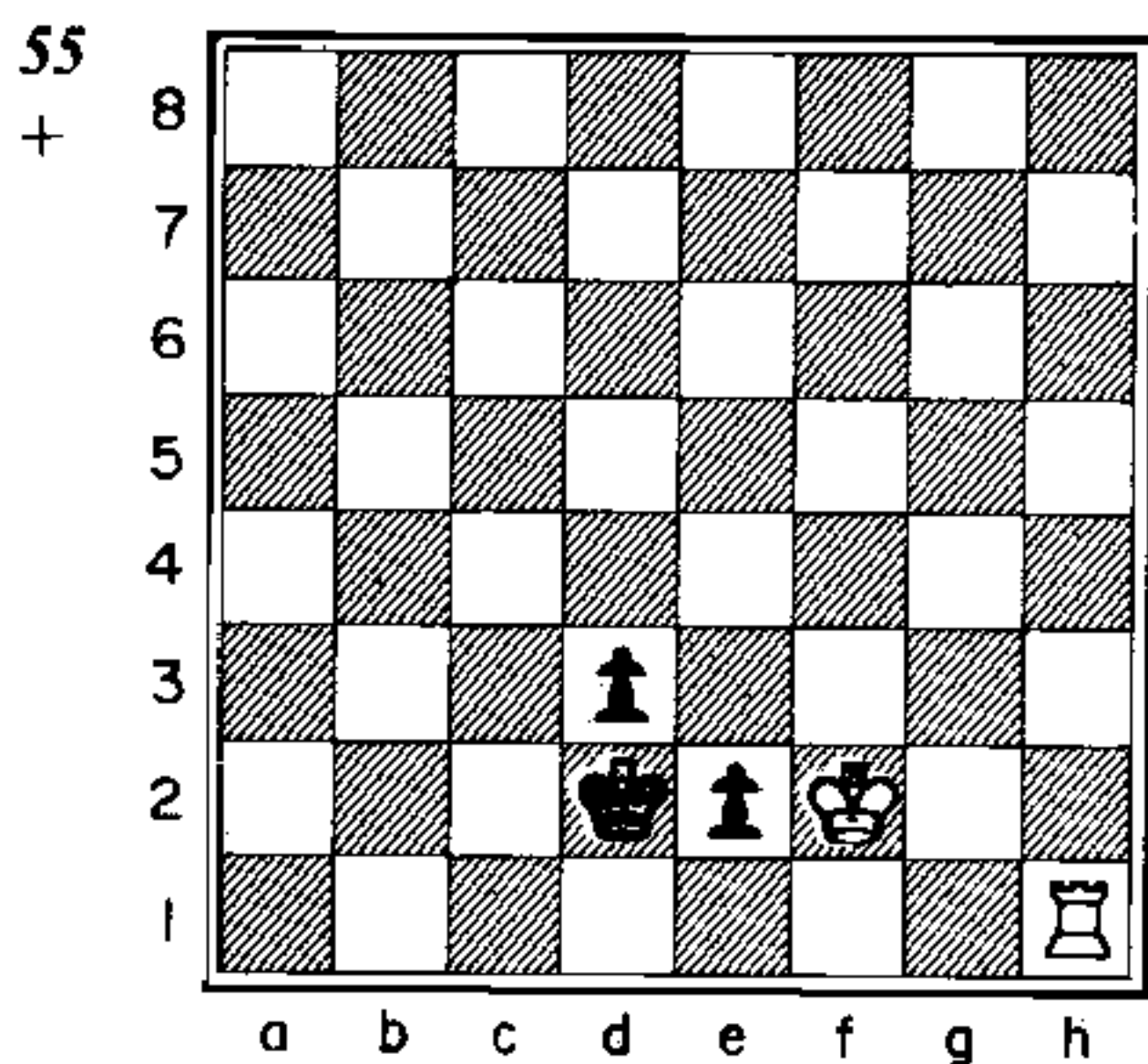
In this ending the material advantage is undoubtedly on the side of the rook, and in the majority of cases the game ends in its favour; however, cases of a draw or a loss are also not uncommon. This is explained by the fact that the result here is completely determined by the placing of the pieces and pawns.

The pawns become dangerous if they are close to the queening square and are supported by the king. It is only by the united efforts of king and rook that it is possible to oppose them successfully. But if the necessary coordination between king and rook is lacking, the pawns' chances are sharply improved, and if the king is far enough away the pawns can usually be queened.

It is sensible to divide these endings into three groups, depending on whether we are dealing with connected, isolated or doubled pawns.

2.1 CONNECTED PAWNS

These offer the most danger to the rook, and a successful battle against them requires full coordination of the forces.



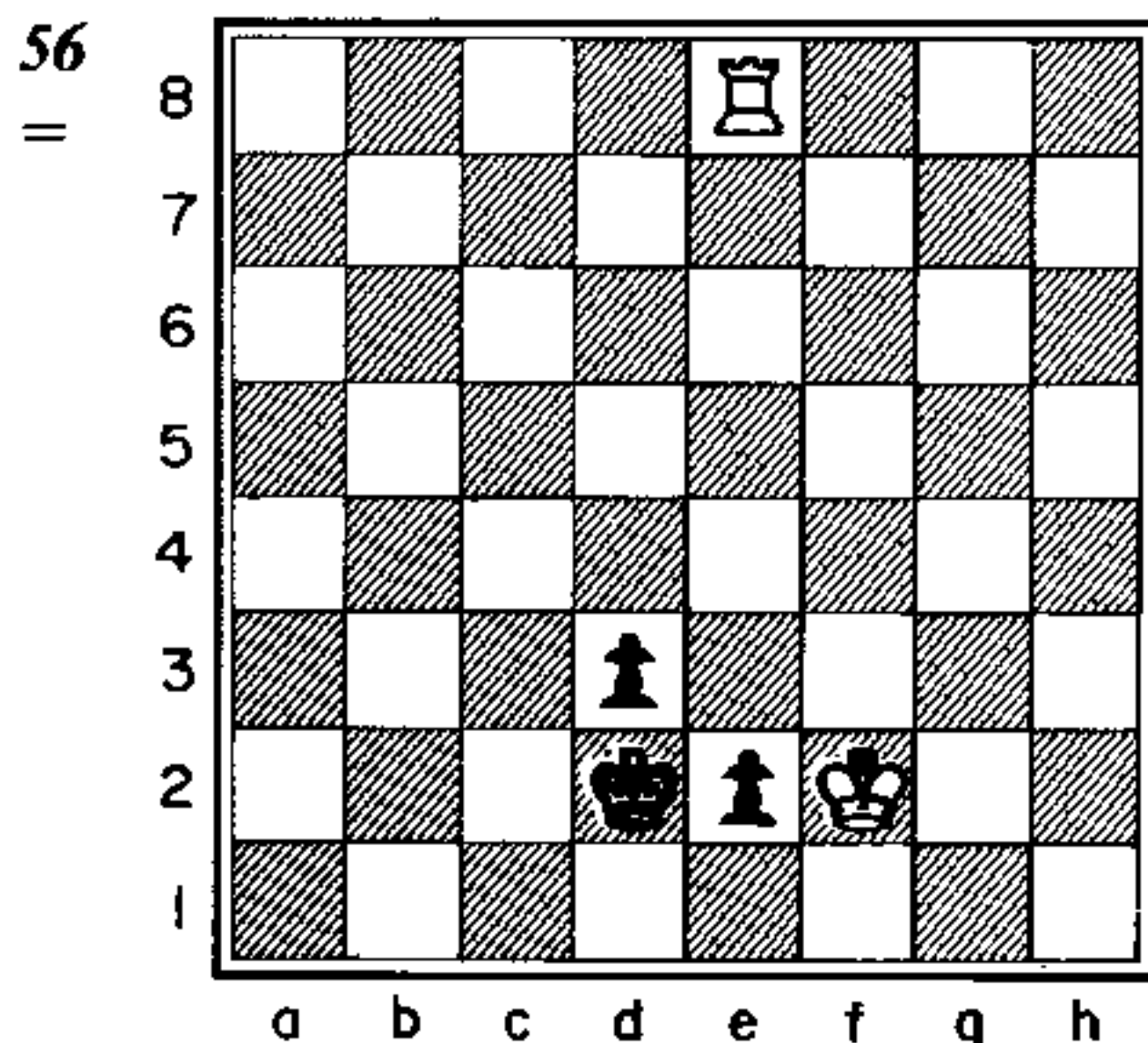
55. A basic critical position of this ending. One of the pawns is only a single step away from queening, but White's forces are well coordinated: his rook is controlling the 1st rank, and his king is supporting it and is ready to begin an attack on the pawns.

1 Rg1 Kc3 2 Ke3 Kc2 3 Rh1 Kc3 4 Rc1 +!

A familiar procedure. Exploiting the opposition of the kings, the rook drives the king away from the pawns.

4 ... Kb2 5 Kd2, and White wins.

Note that in this situation the rook is best placed on the 1st rank. Had it been at e8, White would have been unable to win.

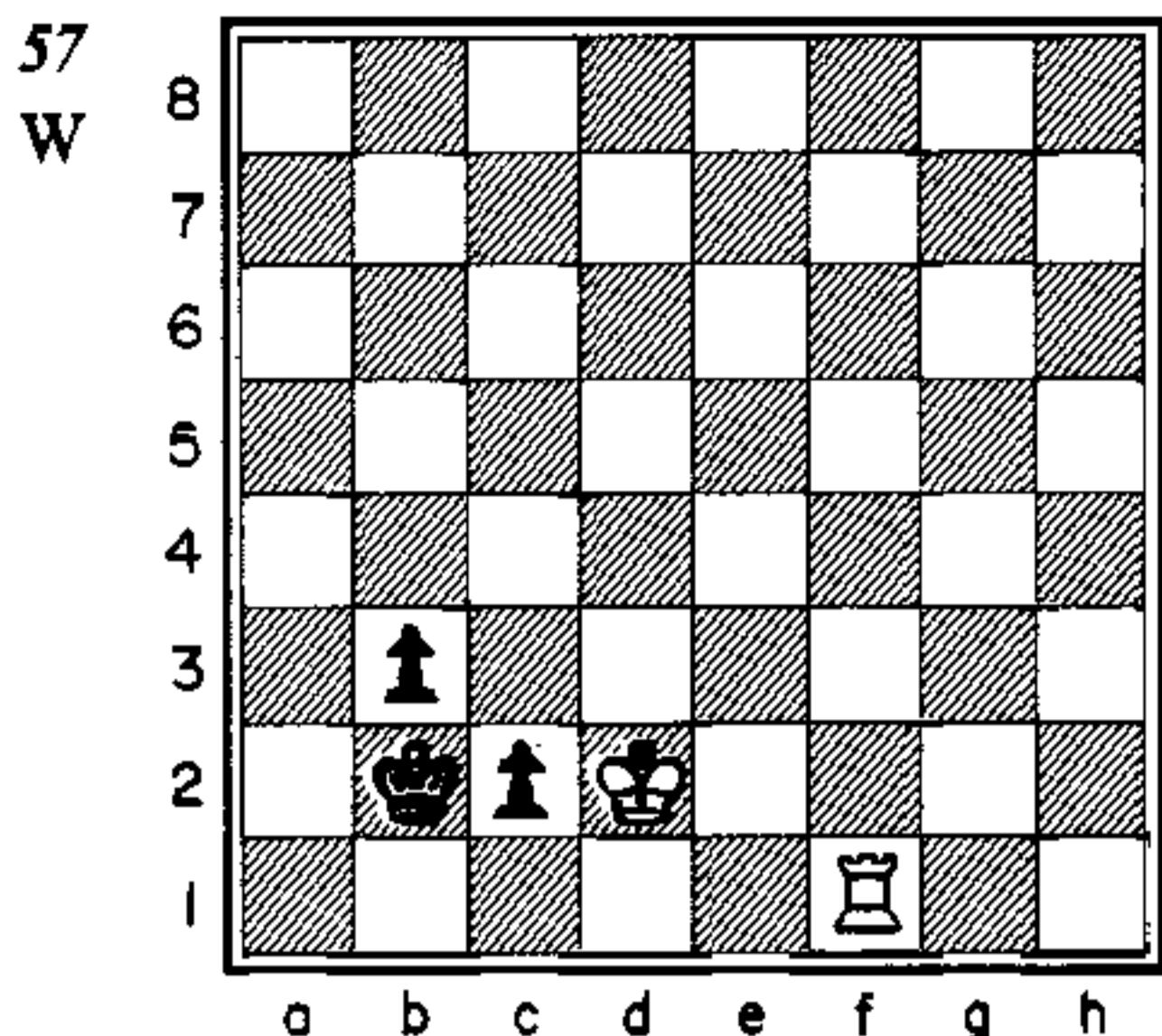


56. 1 Re7 Kc2 2 Rd7 Kd2 3 Re7 etc.

The attempt to switch the rook to the 1st rank by 2 Ra7 would have proved fatal: after 2 ... e1=Q+! 3 K×e1 d2+ the pawn queens.

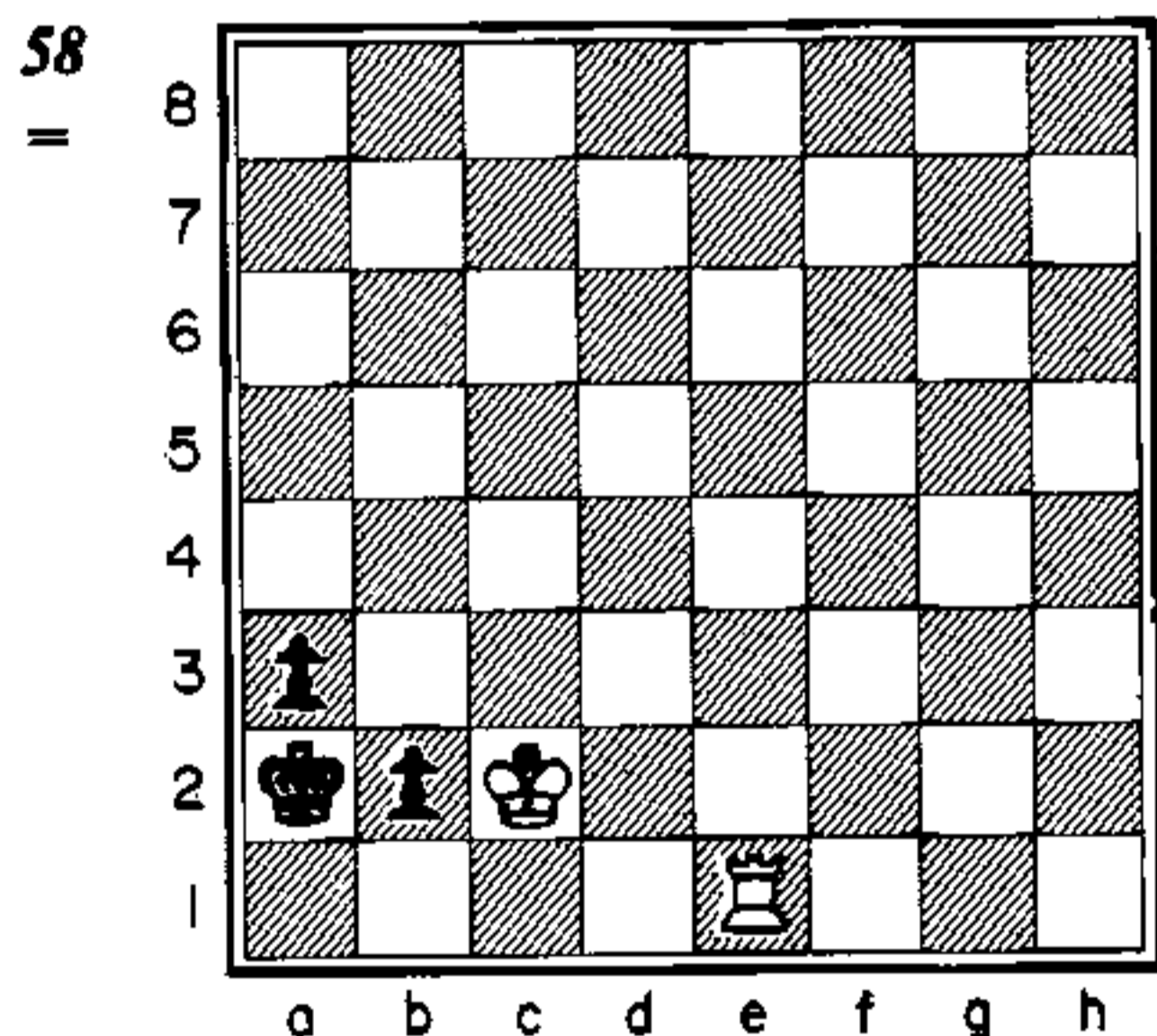
Moving position 55 one file to the left does not change the assessment, but the position with a bishop-knight pawn pair is an exception: Black is saved by the proximity of the side of the board.

Connected Pawns



57. After 1 Re1 Ka3 2 Kc3 Ka2 3 Rf1 Black unexpectedly replies 3 ... c1=Q+! 4 Rxc1 b2, and after 5 Rc2 Ka1 6 Rxb2 the game ends in stalemate.

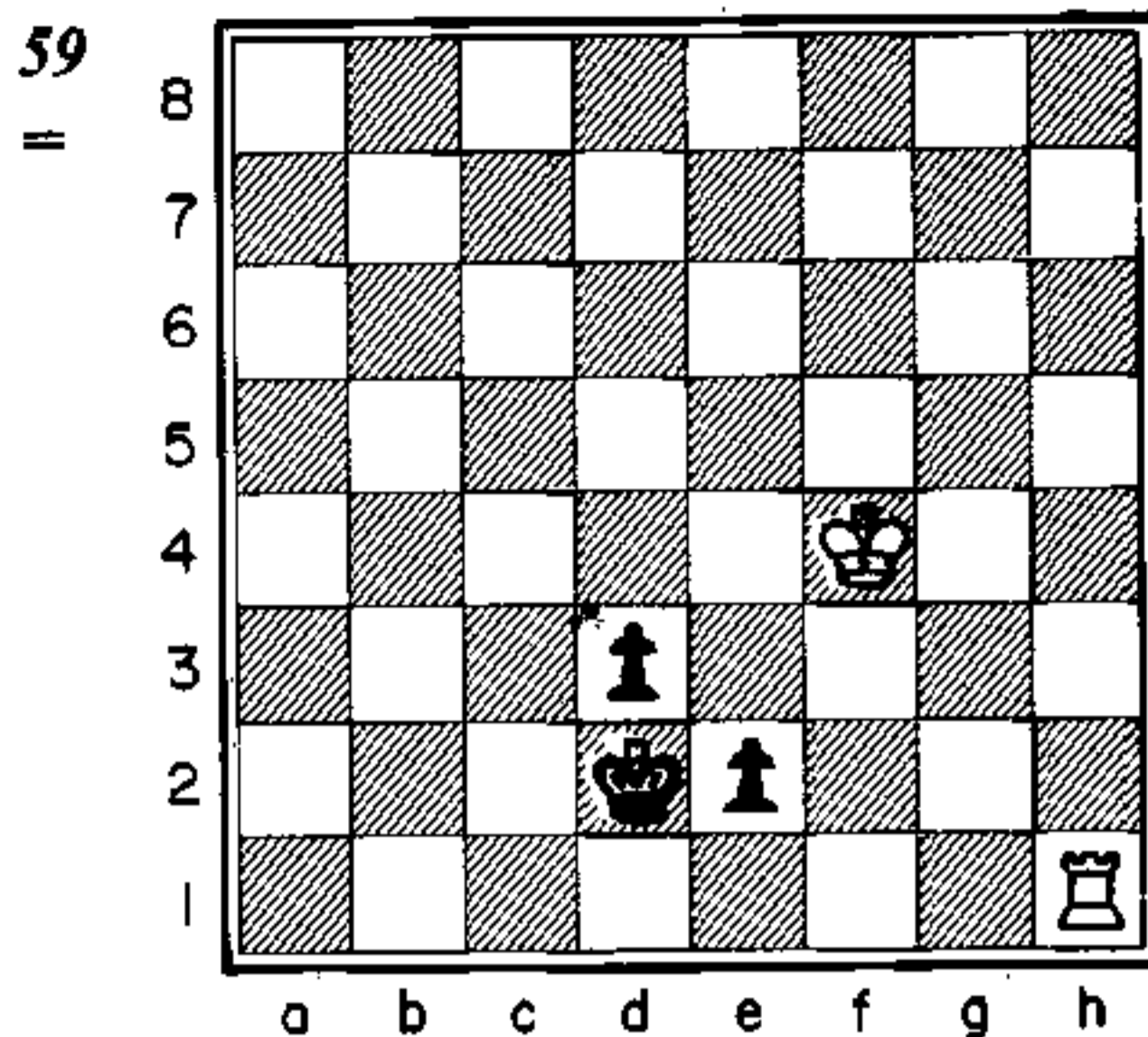
The position with wing pawns will also be drawn.



58. In reply to any waiting move by the rook, Black is forced to play 1 ... b1=Q+, but 2 Rxb1 leads only to stalemate.

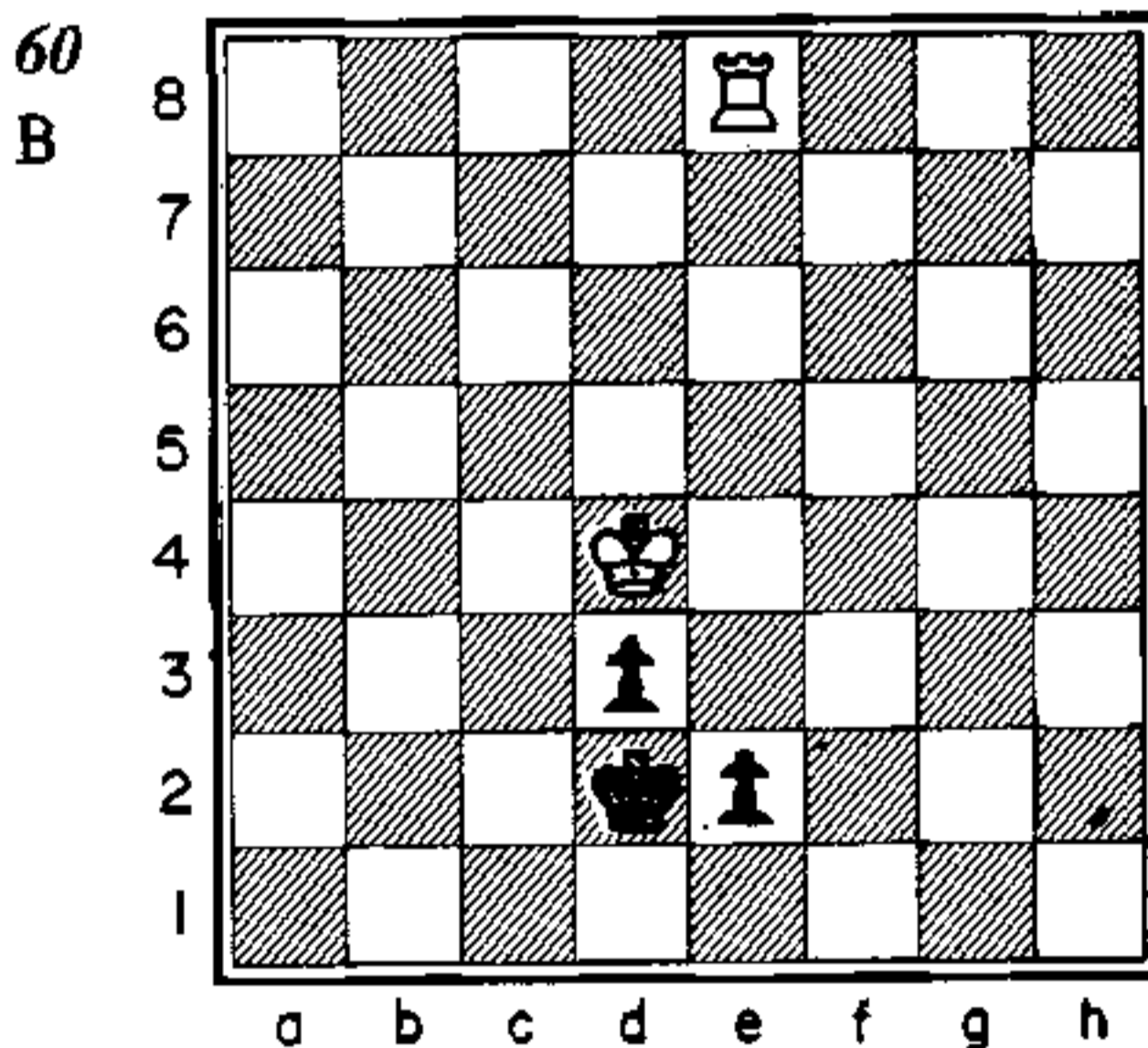
In diagram 55 let us now move the white king to f4.

59. The situation has immediately changed in Black's favour. Here the king does not manage to reach f2, and so it is bad to play 1 Kf3 e1=Q 2 Rxe1 Kxe1, when it is Black who wins. Since all the same the rook must be given up for the pawn, in order to draw the



ending White must be able to attack the rear pawn with his king. This is achieved by 1 Ke4! In the diagram position it is easy to determine the zone within which the white king manages to attack the d3 pawn.

A similar method of defence is possible with the rook at e8.

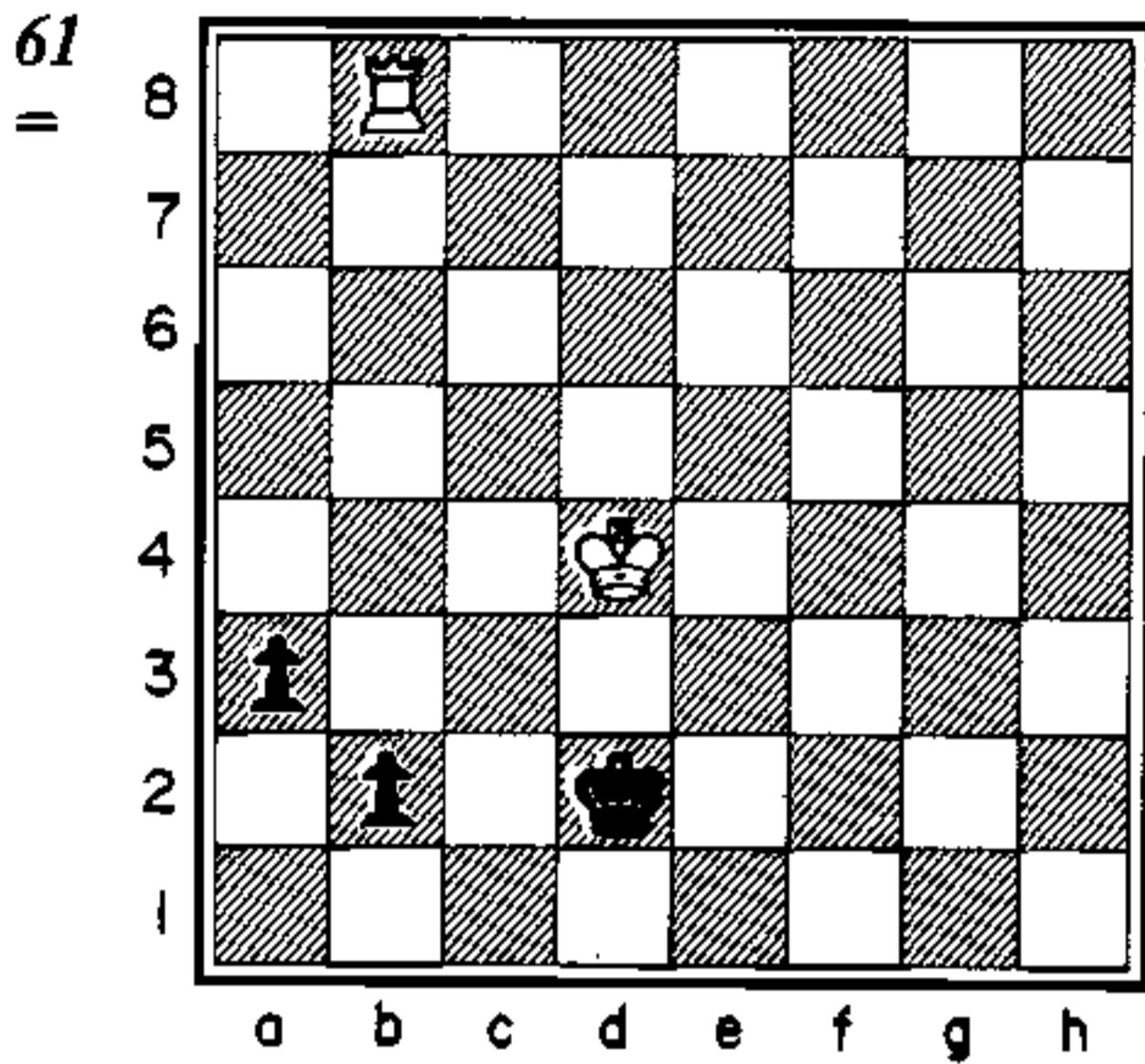


60. It is for this critical position that White should aim, if his king starts off to the rear of the pawns and to the left. But if the king starts off to the right and the opponent's king is on the same side, another *critical drawn position* is possible.

Since the method of defence employed here is universal and does not depend on the files on which the pawns stand, we will consider the position with wing pawns, in which, inci-

dentally, this method is most strikingly revealed.

from Maizelis, 1950



61. Black is threatening 1 ... Kc2 2 Rc8+ Kb3 3 Rb8+ Ka2, and wins. White has only one way to parry this threat.

1 Rb3! Kc2 2 Rc3+ Kd1 (2 ... Kb1 3 R×a3) 3 Rd3+ Ke1 4 Re3+ Kf2.

If the king moves further along the 1st rank, White continues checking with his rook.

5 Rb3! Ke2! (otherwise after 6 Kc3 Black even loses) 6 Kc3 Kd1 7 R×b2. Draw.

Now, after meeting the basic critical positions of this ending, we can begin a systematic study of it, depending on how far advanced the pawns are.

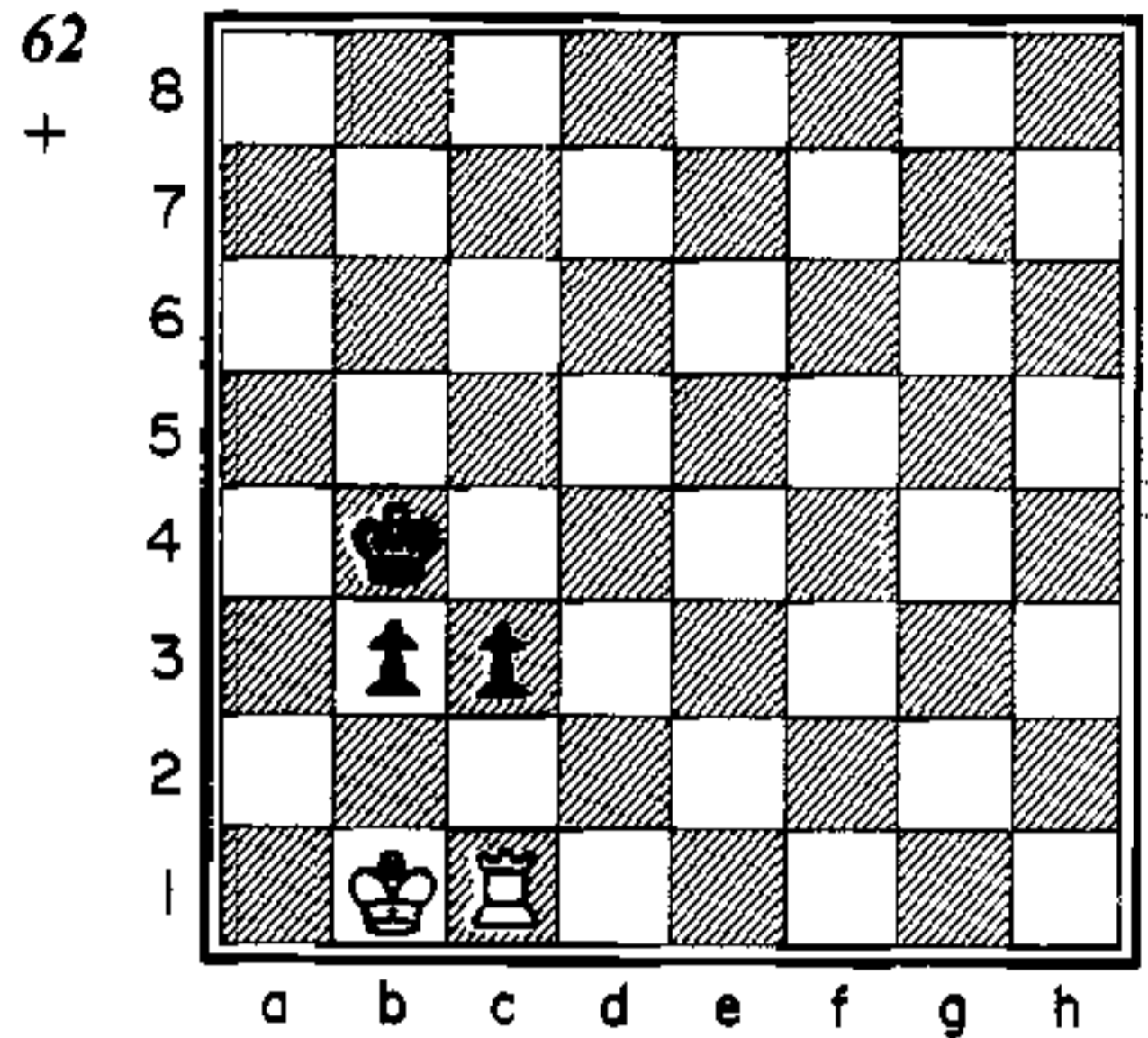
If the pawns have reached the 6th rank, but the opponent's king stands in their way, the pawns are helpless against the combined attack of king and rook.

62. For White to win, it is sufficient to activate the rook: 1 Rh1.

Black has two plans of defence—active and passive.

(a) 1 ... Ka3 2 Rh4. This wins immediately: after 2 ... c2+ 3 Kc1 b2+ 4 K×c2 Black can resign.

But a waiting move with the rook such as 2 Rg1 throws away the win, Black being saved by the familiar stalemate: 2 ... c2+ 3 Kc1 Ka2 4 Rh1 Ka1! 5 Kd2+ Kb2 6 Rg1 Ka2 7

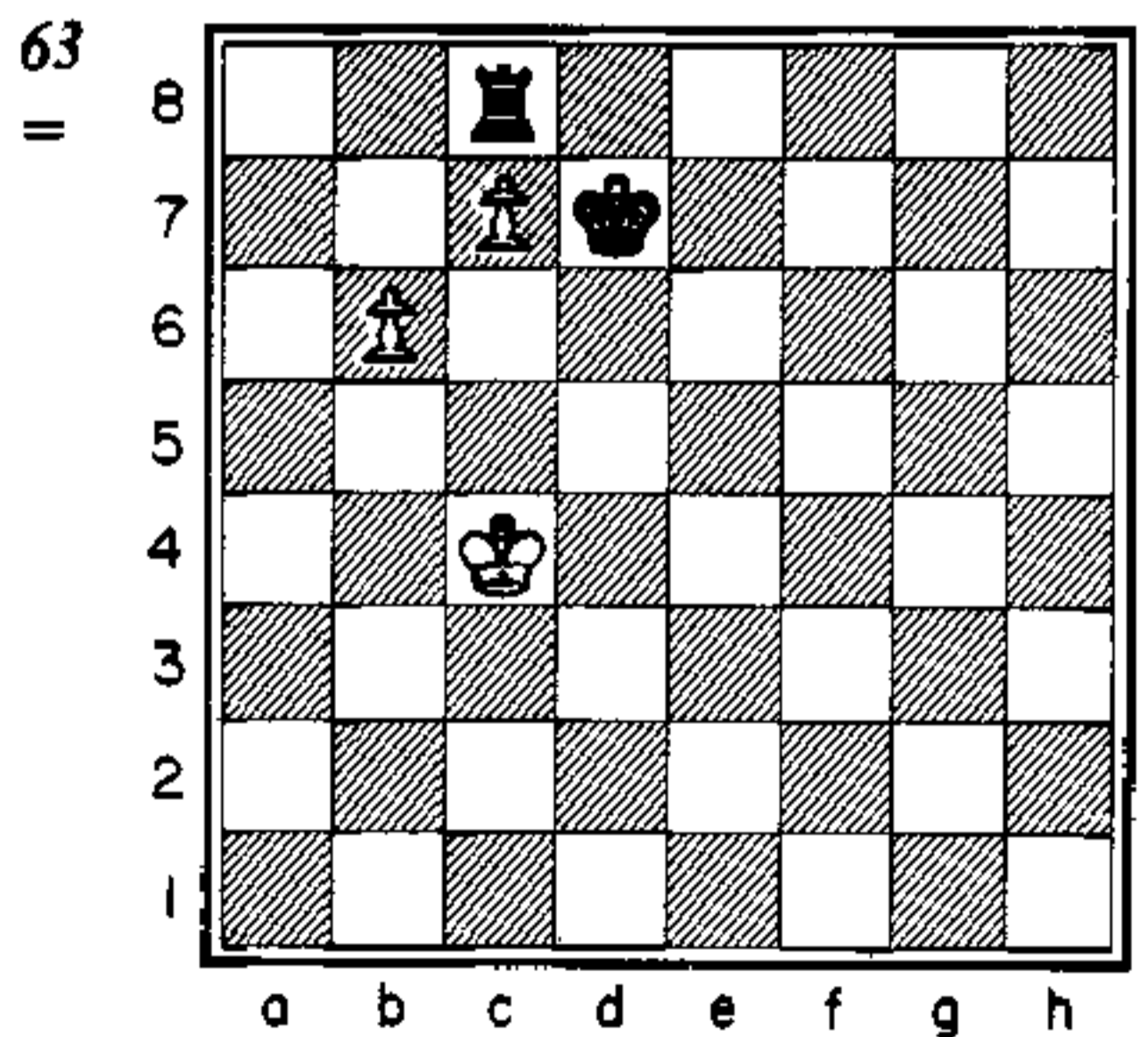


Kc3 c1=Q+! 8 R×c1 b2 9 Rc2 Ka1! with a draw.

(b) 1 ... Kc4 2 Rh8 Kd4 3 Rb8 Kd3! 4 Kc1! (avoiding the trap 4 R×b3? Kd2! with a draw) 4 ... Kc4 5 Rb7! (in this way White forces the pawns to advance) 5 ... b2+ 6 Kc2 Kd4 7 Rc7, and the pawns fall.

The stalemate finish, typical of the bishop-knight pawn pair, also arises in the following study.

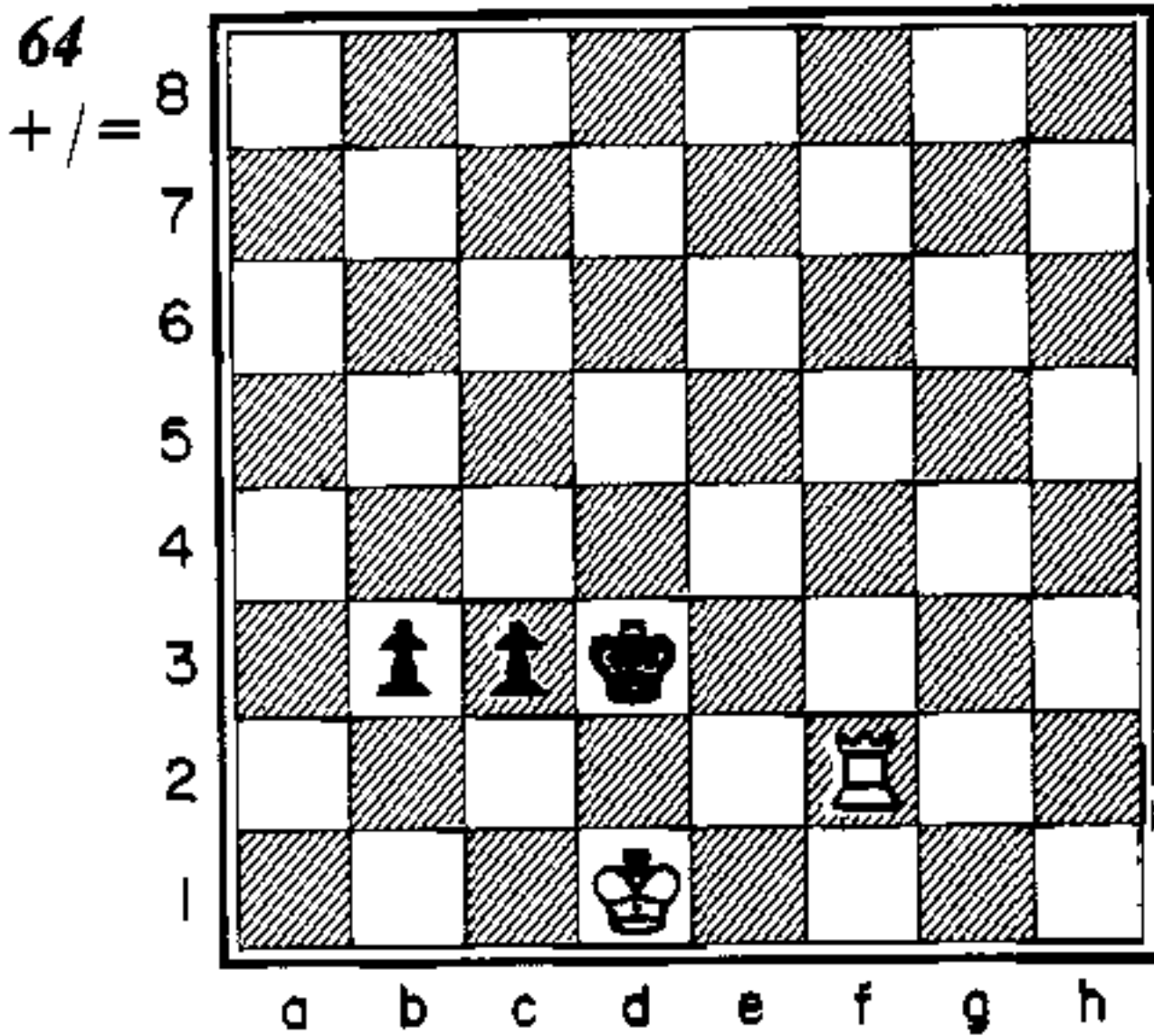
Nielsen, 1933



63. The white king heads for the pawns: 1 Kb5 (threatening 2 b7) 1 ... Rh8 2 Ka6 Kc6 (if

2 ... Kc8, then 3 Ka7 Rg8 4 Ka8! etc.) 3 Ka7!
Rg8 4 c8=Q+! Rxc8 5 b7 Rc7 6 Ka8
Rxb7—stalemate.

from Prokes, 1947



64. Here too if it is White to move he wins by activating his rook: 1 Rf8 Kc4 (there is nothing better; both 1 ... c2+ 2 Kc1 Kc3 3 Rf3+ and 1 ... b2 2 Rd8+ Kc4 3 Kc2 lose even more quickly) 2 Kc1 Kd3 3 Rd8+ Kc4 4 Rb8 b2+ 5 Kc2, and wins.

But if it is Black to move he plays 1 ... b2, when it is White who is in a critical position. The only way to draw is by 2 Rd2+! Kc4 3 Rxb2 cxb2 4 Kc2.

Against pawns which have reached the 6th rank, difficulties arise if the actions of the pieces are insufficiently coordinated.

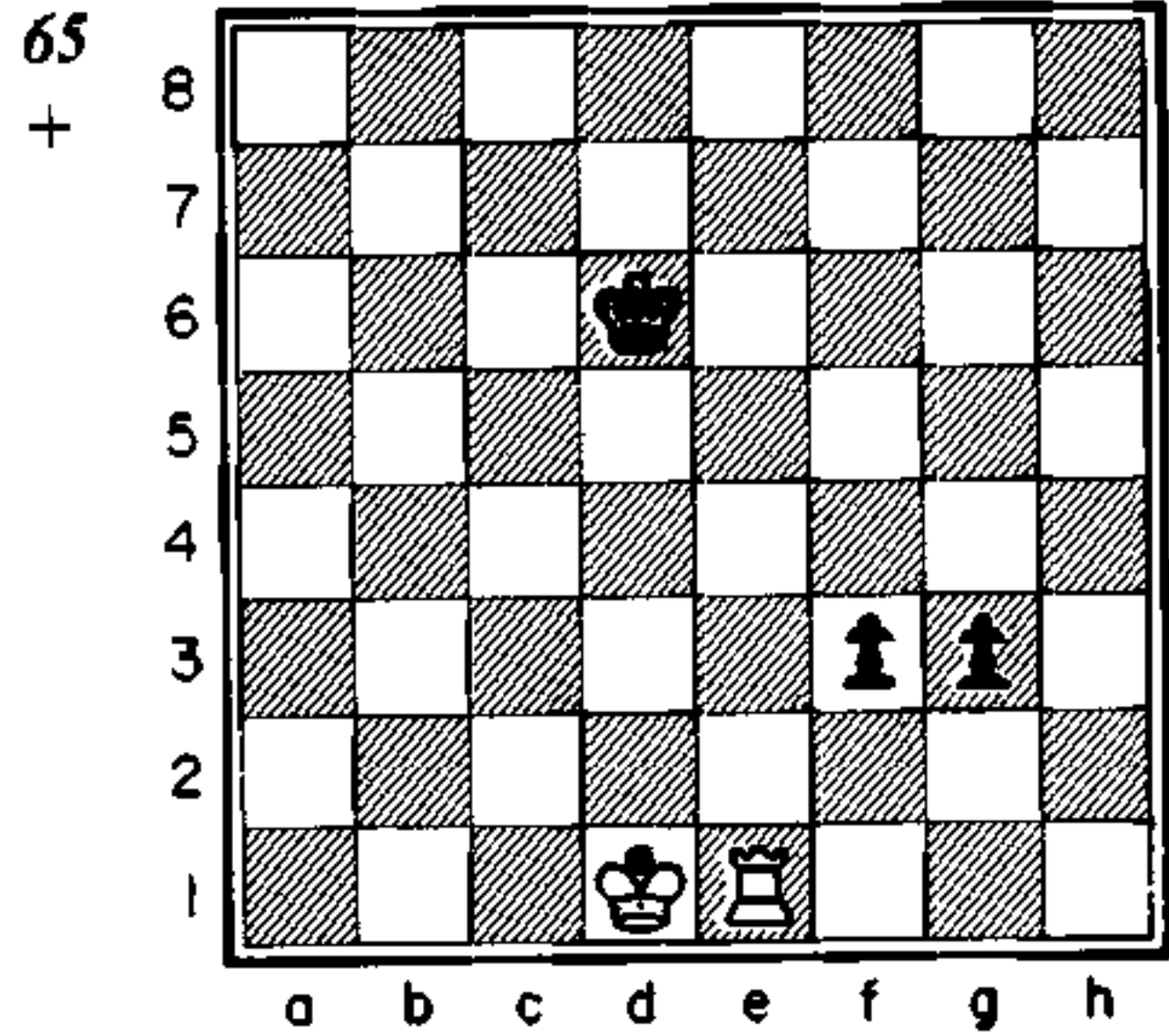
65. White's pieces are not particularly well placed, the rook being in the way of his king. Nevertheless, by exploiting the remoteness of the enemy king, White manages to coordinate his pieces.

1 Kd2 f2 2 Rd1!

Only in this way, by threatening a discovered check, is White able to gain a precious tempo and approach the pawns with his king.

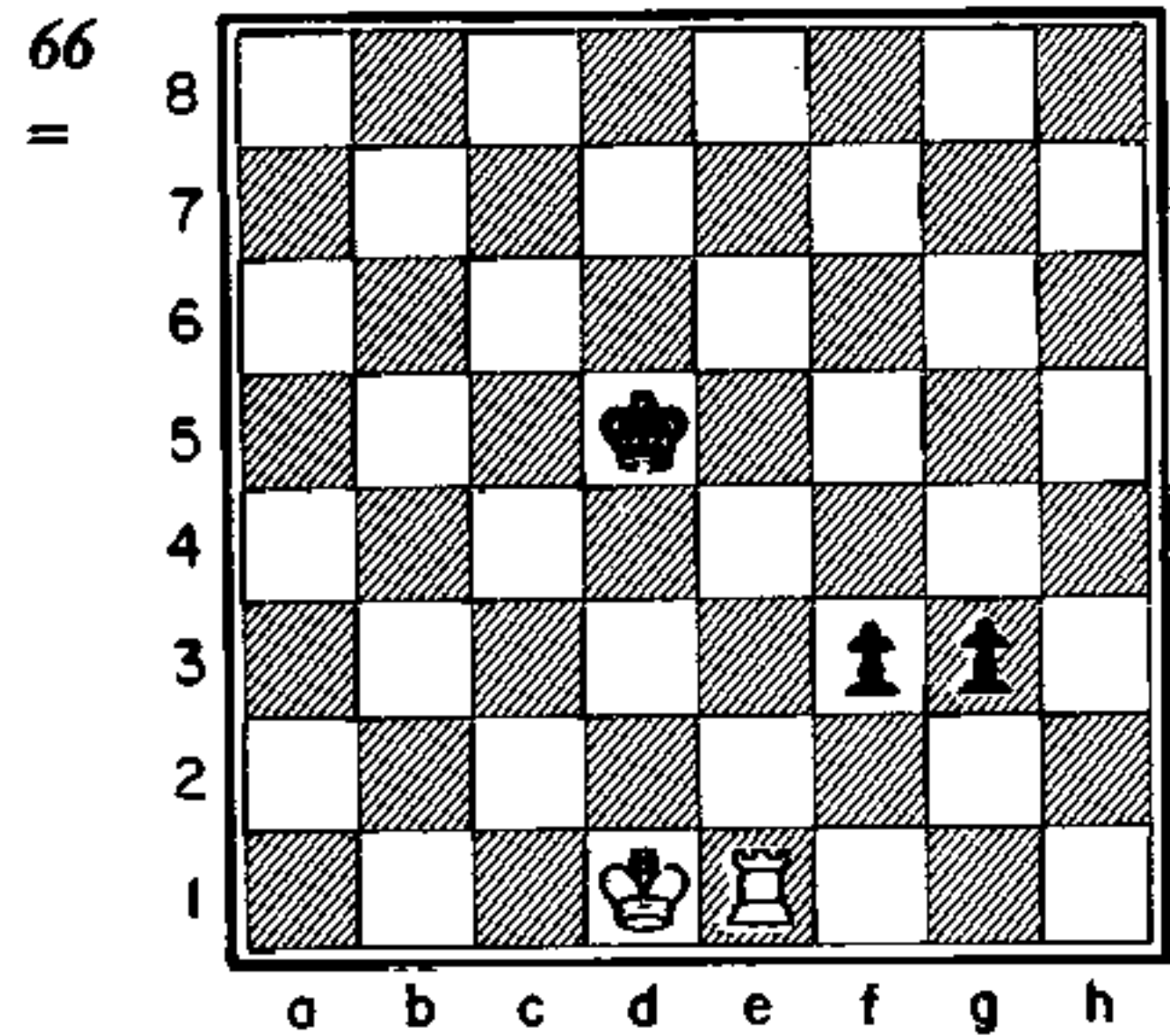
2 ... Ke5 (2 ... g2 3 Ke2+ and 4 Kxf2) 3 Kc3, and White wins.

Prokes, 1946



Let us move the black king one step nearer to the pawns.

Prokes, 1947



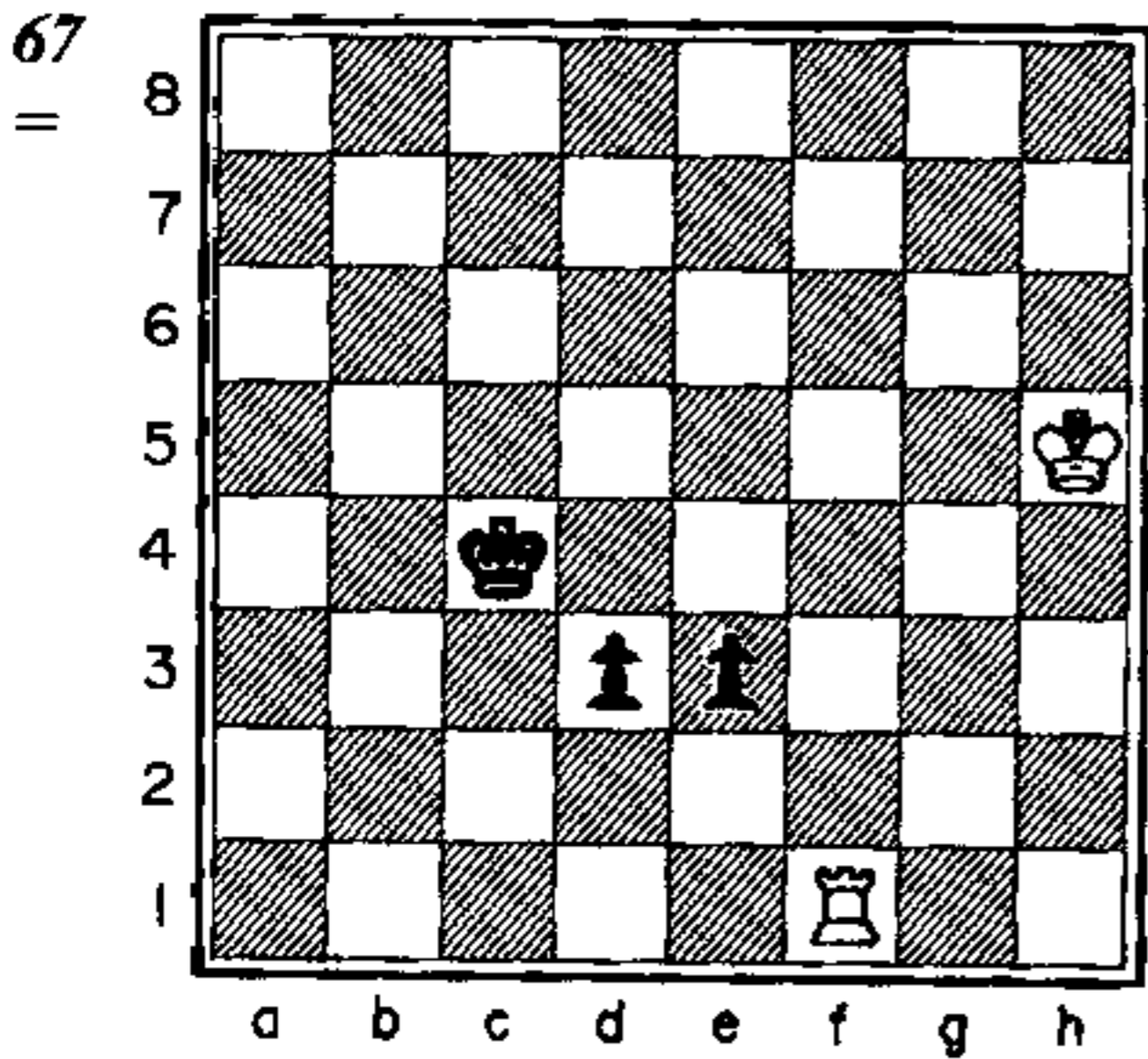
66. This slight change in the position changes its assessment: White can no longer manage to coordinate his forces. Here 1 Kd2? even loses to 1 ... Kd4!, e.g. 2 Rd1 g2 3 Ke1+ Ke3 etc.

The way to draw involves sacrificing the rook: 1 Rf1! (if 1 ... Ke4, then 2 Ke1 Ke3 3 Rxf3+ Kxf3 4 Kf1) 2 Ke1! Ke4 3 Kf2 gxfl=Q + 4 Kxf1. Draw.

Thanks to the mobility of his rook, White gains a draw in the following study.

Rook against Two Pawns

Prokes, 1939



67. The king hurries to oppose the pawns:
1 Kg4 e2.

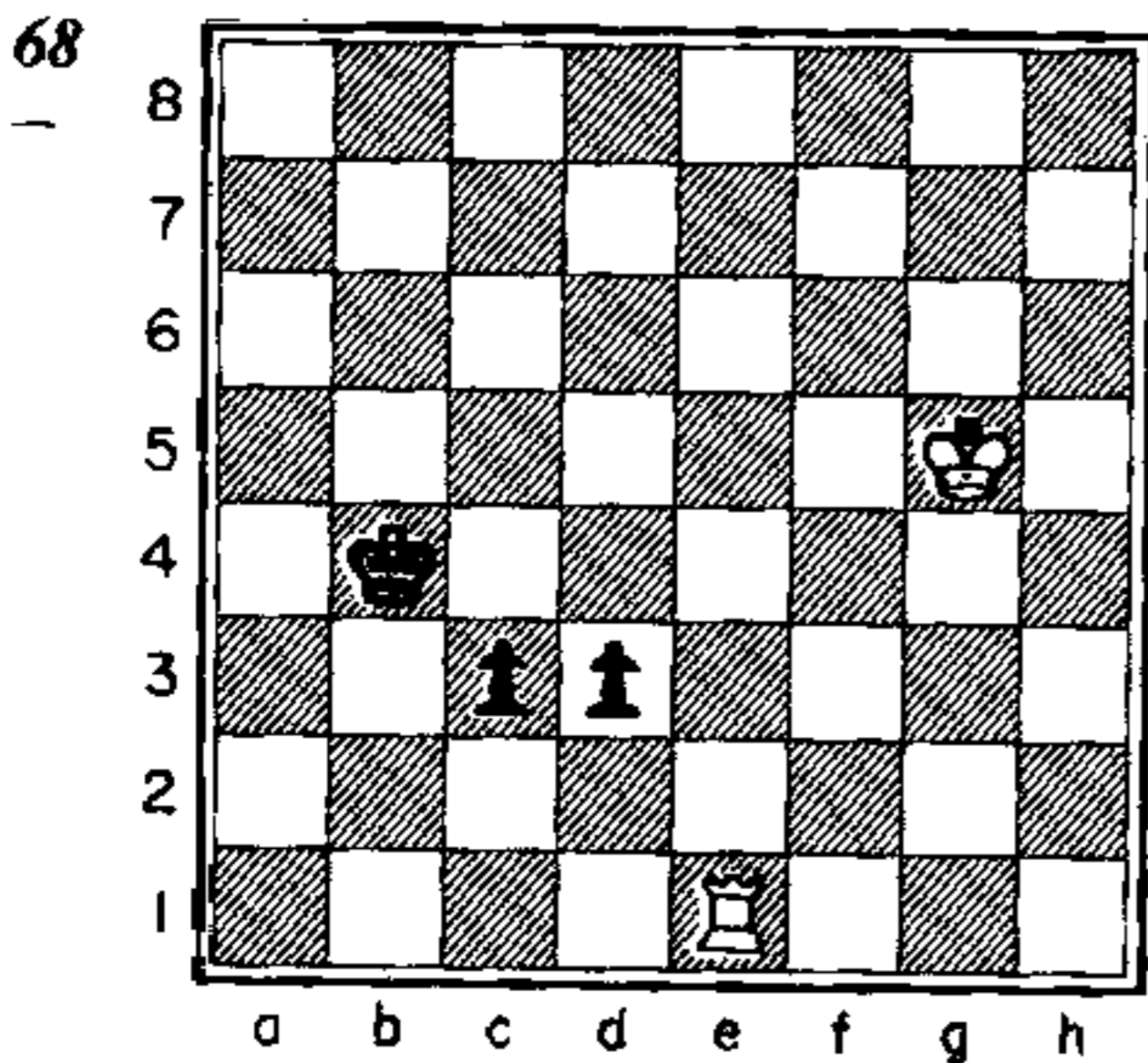
If 1 ... d2, then 2 Kf3 Kd3 3 Ra1! e2 4 Ra3+ Kc2 5 Ra2+ Kc1 6 Ra1+ Kb2 7 K×e2, with a draw.

2 Rc1+ Kd4.

2 ... Kb3 can be met by 3 Kf3 d2 4 Rb1+ Kc2 5 K×e2, while if 2 ... Kd5, then 3 Kf3 d2 4 Rc5+!

3 Kf3 d2 4 Rc4+! Kd3 5 Rd4+! (5 Rc3+? K×c3 6 K×e2 Kc2) 5 ... K×d4 6 K×e2 Kc3 7 Kd1. Draw.

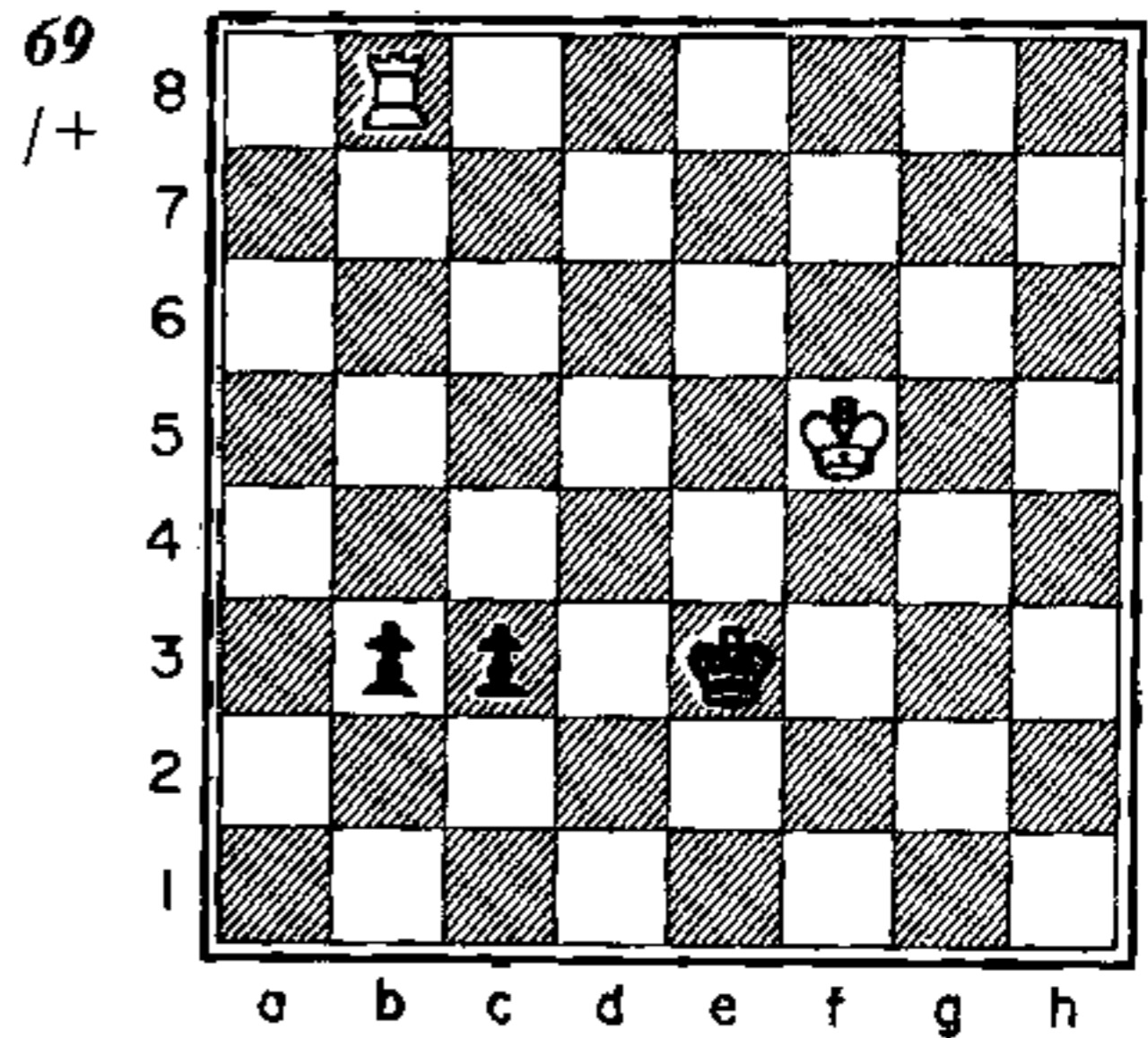
It is easy to show that, if the position is moved one file to the left, the pawns prove stronger than the rook, since its mobility will be restricted: White has insufficient space to attack from the side.



68. After 1 Kf4 Black fails to win by 1 ... d2 due to 2 Rb1+, with the same repeated rook sacrifices as in the previous example. Correct is 1 ... c2! 2 Ke3 Kc3 3 Ra1 d2 4 Ra3+ Kb2, when Black wins.

The rook alone is not capable of stopping pawns which have reached the 6th rank, so if the king is unable to support the rook the battle usually ends in favour of the pawns.

Tarrasch, 1912



69. Black's king is not needed here to help the pawns; rather it is more of a hindrance to them.

1 ... b2!

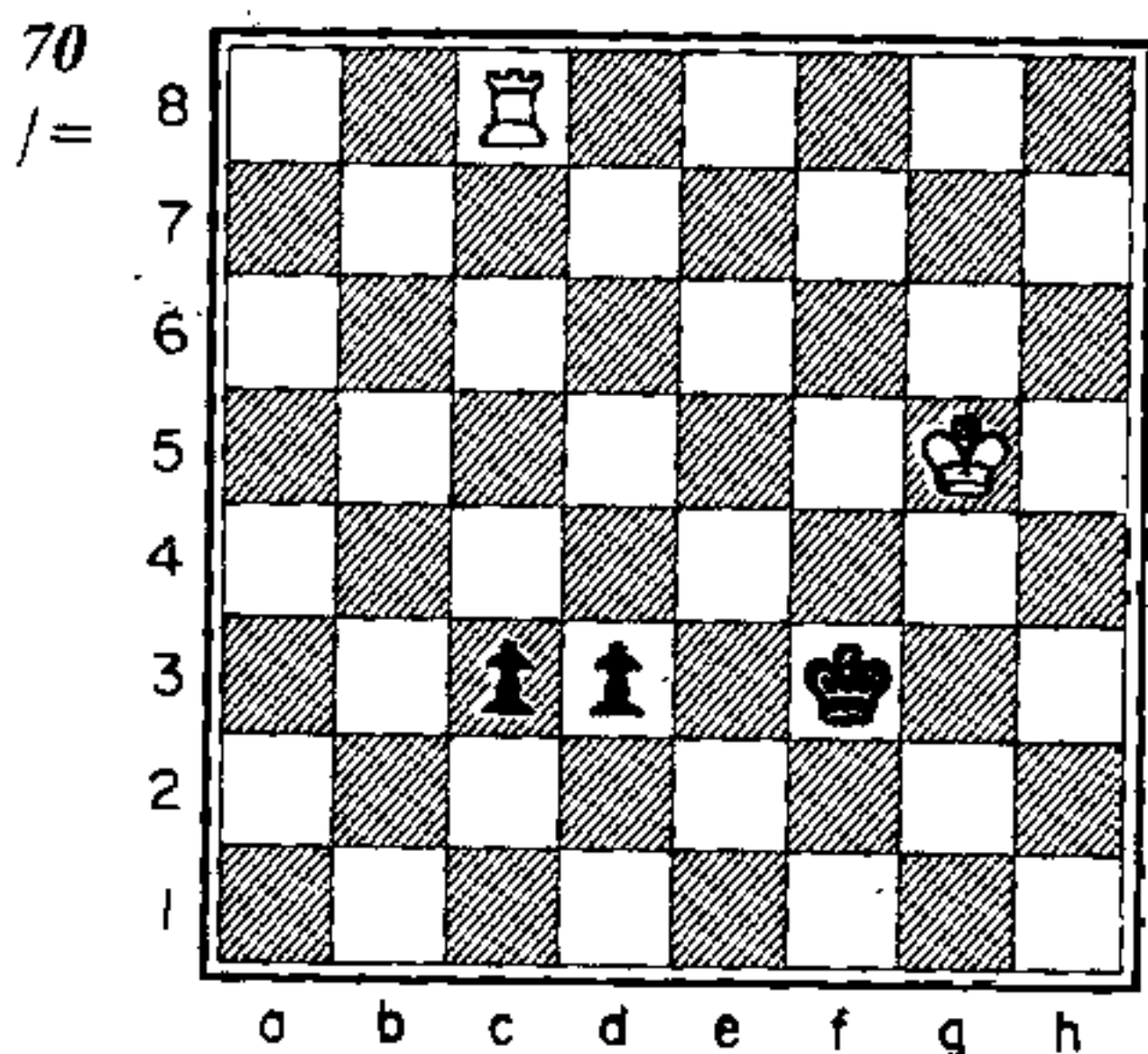
The only move! After 1 ... c2? 2 R×b3+ Kd4 (2 ... Kd2 3 Rb2) 3 Rb4+ Kd5 4 Rb8! White exploits the position of the opponent's king to save the draw (Black has to reply 4 ... Kd4 or 4 ... Kc4, since 4 ... c1=Q even loses to 5 Rd8+ and 6 Rc8+).

2 Ke5! Kf3!

White was again trying to take advantage of the black king's position. On 2 ... c2 there would have followed 3 Rb3+ and 4 R×b2, while if 2 ... Kd3 3 Kd5 Kc2 4 Kc4 White draws by attacking the rear pawn.

3 Kf5 Ke2! 4 Ke4 Kd1 5 Kd3 c2 6 Rb8 c1=N+ and 7 ... b1=Q.

Maizelis, 1950



70. This position is obtained by moving the previous position one file to the right. It turns out that here White has a possibility of saving the game.

At first the play proceeds as before: 1 ... c2! 2 Kf5! Kg3.

On 3 Kg5 Black intends to reply 3 ... Kf2 winning, but White has available a strong continuation.

3 Rc3!

In the previous example Black had sufficient space to the right for the movement of his king, and against the analogous rook manoeuvre 3 Rb3 he would have won by 3 ... Kg4. But here 3 ... Kh4 even loses after 4 Kf4. In view of the opponent's threat to stop the pawns by 5 Ke3, Black would have had to advance them, when 4 ... d2 5 Rxc2 d1=Q allows mate by 6 Rh2.

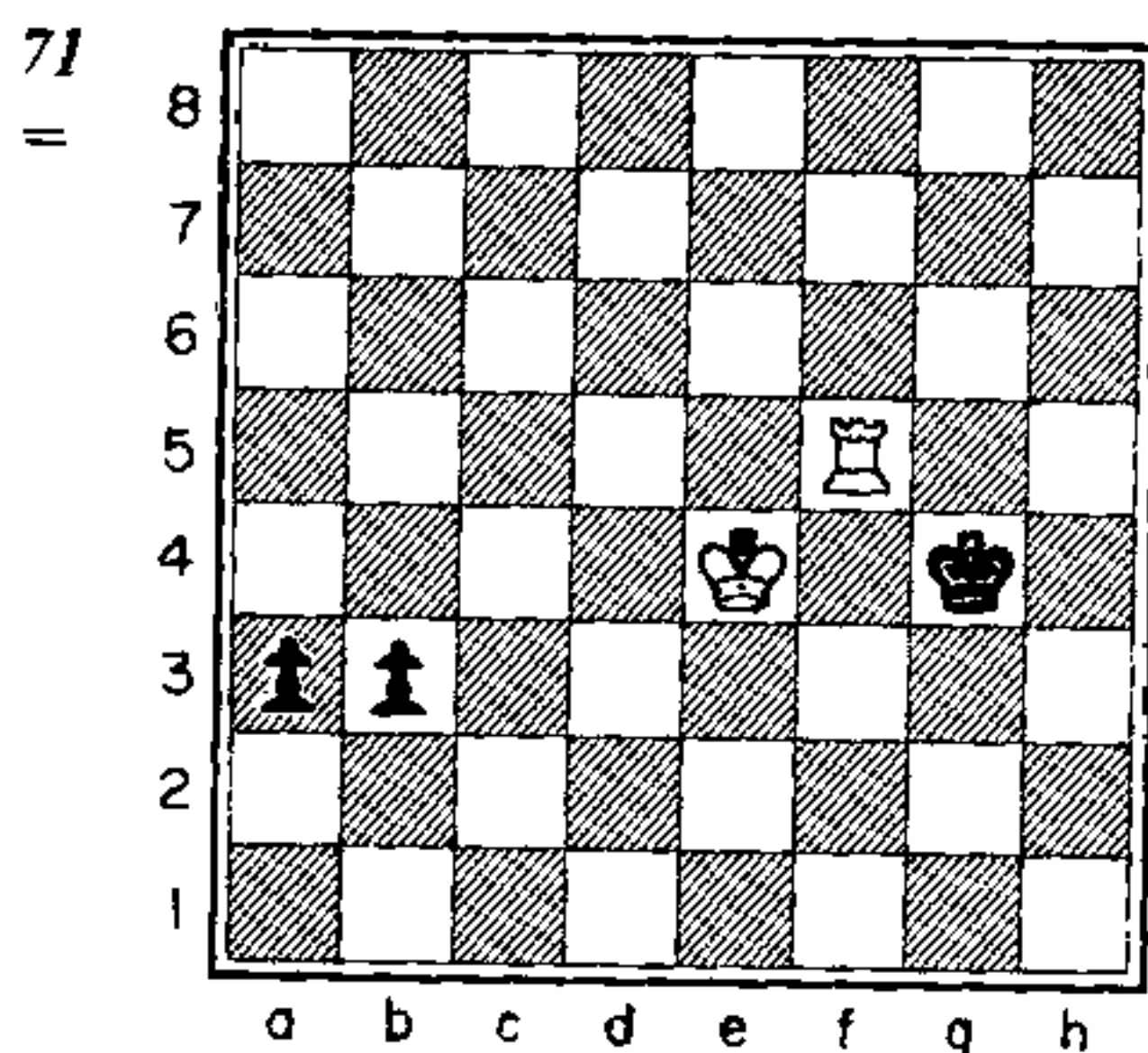
Therefore Black must play 3 ... Kf2 4 Ke4 Ke2 5 Kd4, and the game ends in a draw.

The threat of creating a mating net is a typical saving procedure in many similar positions, where the opponent's king can be driven to the edge of the board.

71. Black threatens 1 ... b2 2 Rb5 a2 3 Rxb2 a1=Q, so White immediately begins an attack by 1 Rf1!

With this aim it would be bad to play 1 Rf8 b2 2 Rg8+ Kh5, when due to 3 ... b1=Q+

von der Lasa, 1864



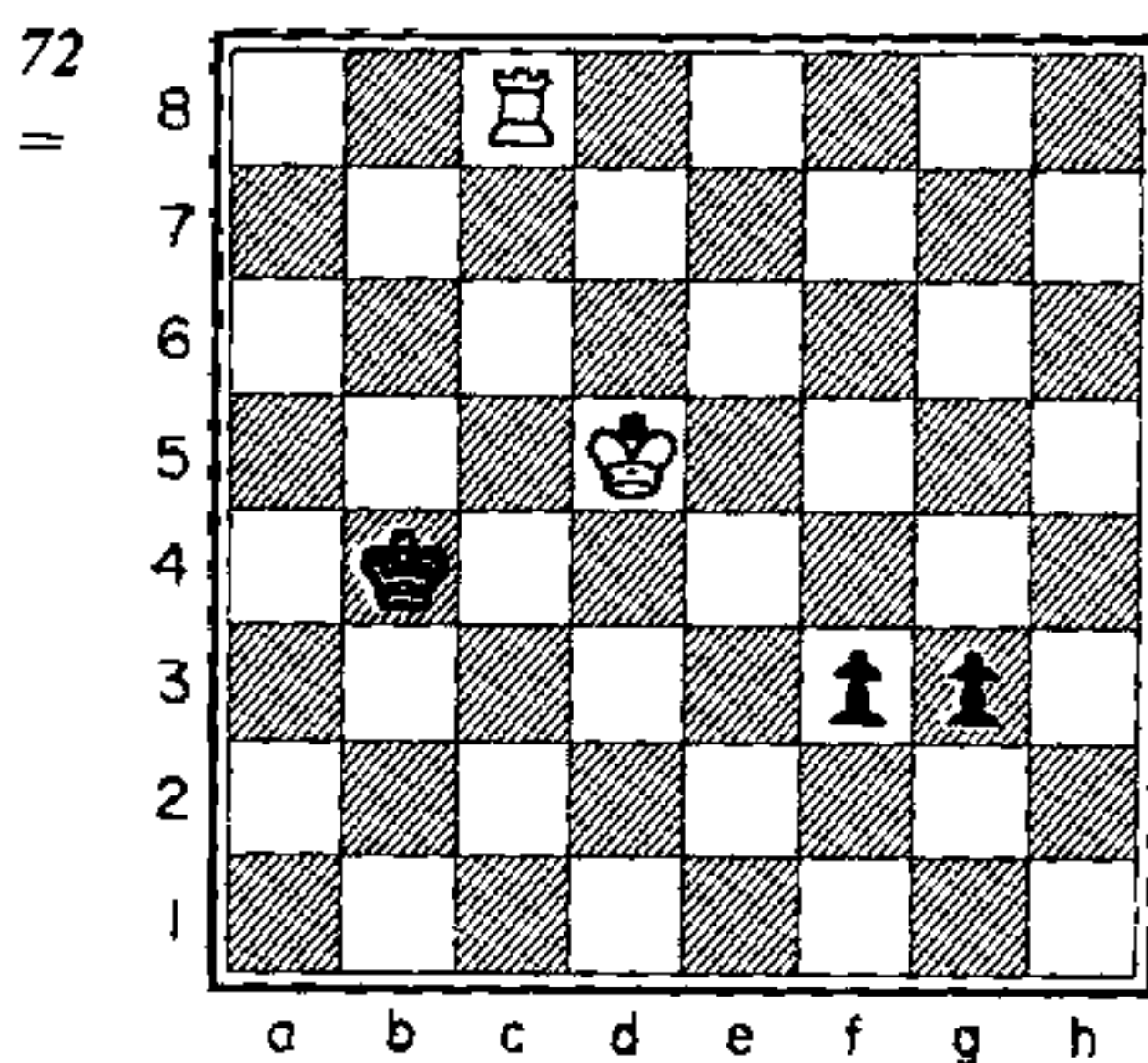
the f5 square is inaccessible to the king.

1 ... b2 2 Rg1+ Kh5 3 Kf5 Kh4 4 Kf4 Kh3 5 Kf3 Kh4!

This caution is essential. 5 ... Kh2?? is met by 6 Rb1!, when Black has to resign.

6 Kf4 Kh3. Draw.

Wotawa, 1950



72. How can a mating net be created here? If 1 Rb8+, then 1 ... Kc3 2 Rg8 g2 3 Kc5 Kd2! (3 ... f2 4 Rg3+!) 4 Kd4 Ke1 5 Ke3 f2 6 Ra8 f1=N+. Also bad is 1 Kd4 f2 2 Rb8+

Rook against Two Pawns

Ka4, since 3 Kc4 is not possible due to 3 ... f1=Q+.

1 Rc4+! Kb3.

If 1 ... Kb5, then 2 Rc1!, switching the rook to the 1st rank with gain of tempo and threatening 3 Ke4. After 2 ... f2 (or 2 ... g2) 3 Rb1+ a situation from the previous example arises.

2 Rf4! f2 3 Kc5!!

A difficult move to find. From this square the king can take part in play on two fronts. If now 3 ... Kc3, then 4 Rf3+ Kd2 5 Kd4!, and we reach a well-known drawn position (61).

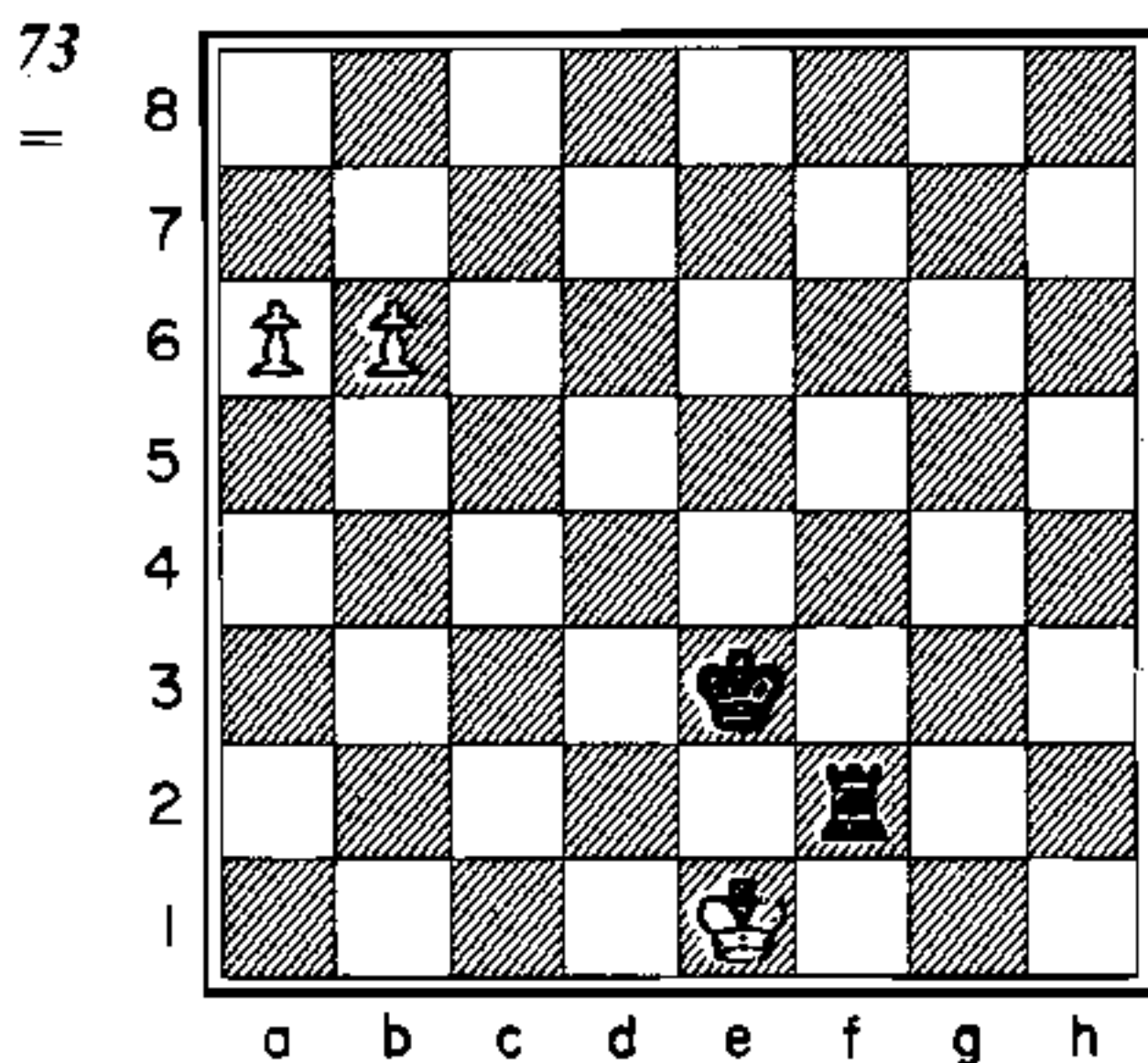
3 ... g2 4 Rf3+ Ka4! 5 Rf4+ Ka5 6 Rf3! (of course, not 6 R × f2 g1=Q, when the rook is pinned) **6 ... Ka6 7 Kc6 Ka7 8 Rf7+!**

The only move. Bad is 8 Kc7? f1=Q 9 Ra3+ Qa6, or 8 Ra3+? Kb8 9 Rb3+ Kc8 10 Ra3 Kd8 etc.

8 ... Kb8 (it was not yet too late to go wrong: 8 ... Ka6? 9 R × f2) **9 Rf8+ Ka7 10 Rf7+.** Draw.

The following position is even more startling.

Kopayev, 1956



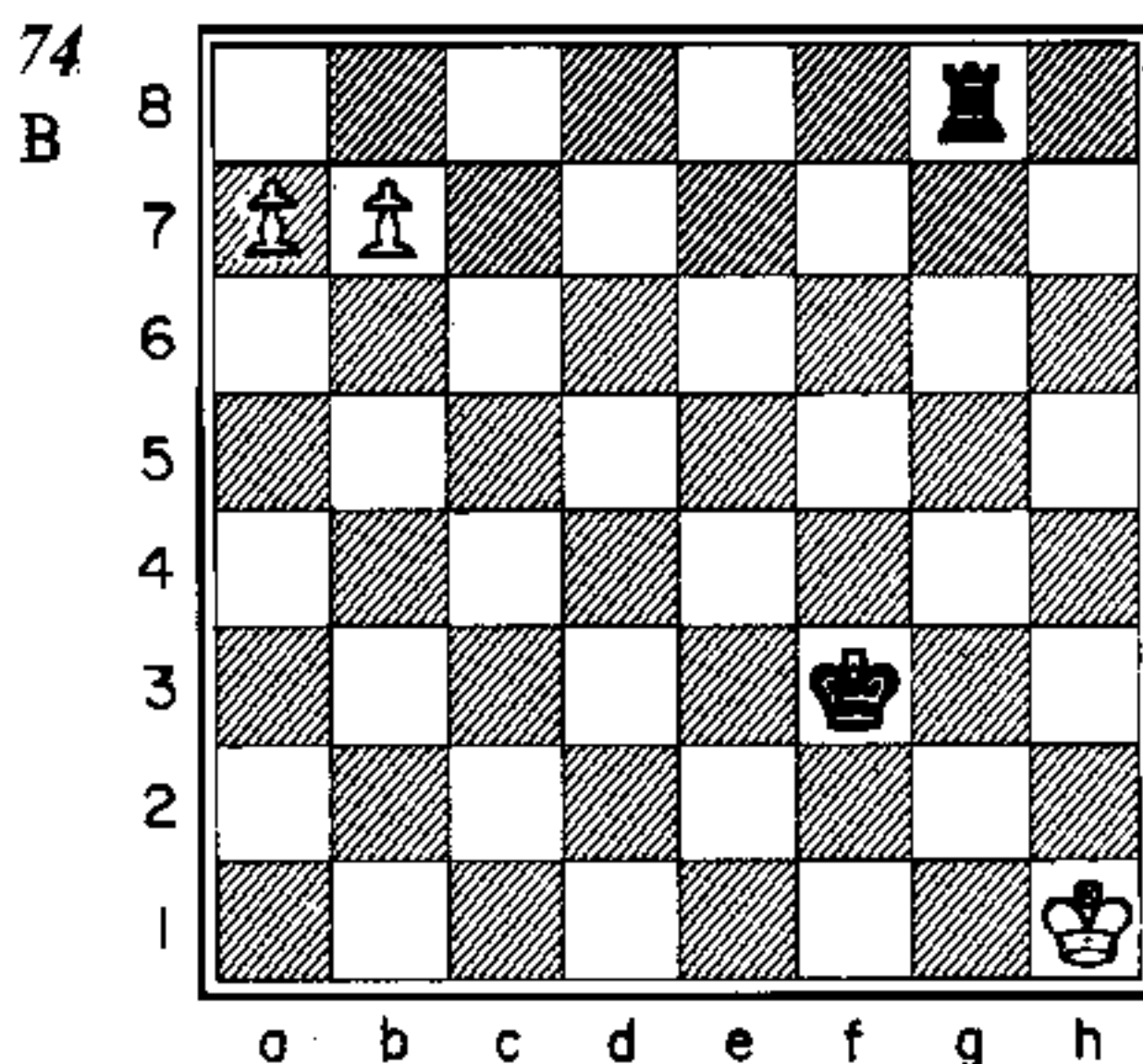
73. In spite of the fact that it is White to move, he cannot win, since his king is dangerously placed. There are two possible continuations:

(a) **1 b7 Rh2!**

Only this move draws. Bad is 1 ... Rb2? 2

Kd1! Kd3 3 Kc1 Kc3 4 a7 Rh2 (4 ... Ra2 5 b8=Q Ra1+ 6 Qb1) 5 Kd1 Kd3 6 Ke1 Ke3 7 Kf1 Kf3 8 Kg1, and wins.

2 Kf1 Kf3 3 Kg1 Rg2+ 4 Kh1 Rg8! 5 a7 (74).



74. With colours reversed, a position from a well-known study by Moravec (1924) has been reached. In spite of the fact that both pawns are on the threshold of queening, White cannot win, since the opponent creates a 'perpetual' threat of mate.

5 ... Rh8+ 6 Kg1 Rg8+ 7 Kf1 Rh8 8 Ke1 Ke3 9 Kd1 Kd3 10 Kc1 Kc3 11 Kb1 Rh1+! 12 Ka2 Rh2+ 13 Ka3 Rh1 14 Ka4 Kc4 15 Ka5 Kc5, and the white king has nothing better than to retrace its steps. In spite of his threatening pawn pair, White cannot avoid the draw. The idea of this method of defence, based on 'perpetual pursuit', was pointed out by Kling and Horwitz back in 1851.

(b) **1 a7 Ra2! 2 Kd1 Kd3 3 Kc1 Kc3 4 Kb1 Ra6! 5 b7 Rb6+ 6 Kc1 Rh6! 7 Kd1 Kd3 8 Ke1 Ke3 9 Kf1 Kf3 10 Kg1 Rg6+! 11 Kf1 Rh6.** Here too both pawns have reached the penultimate rank, but they cannot go any further.

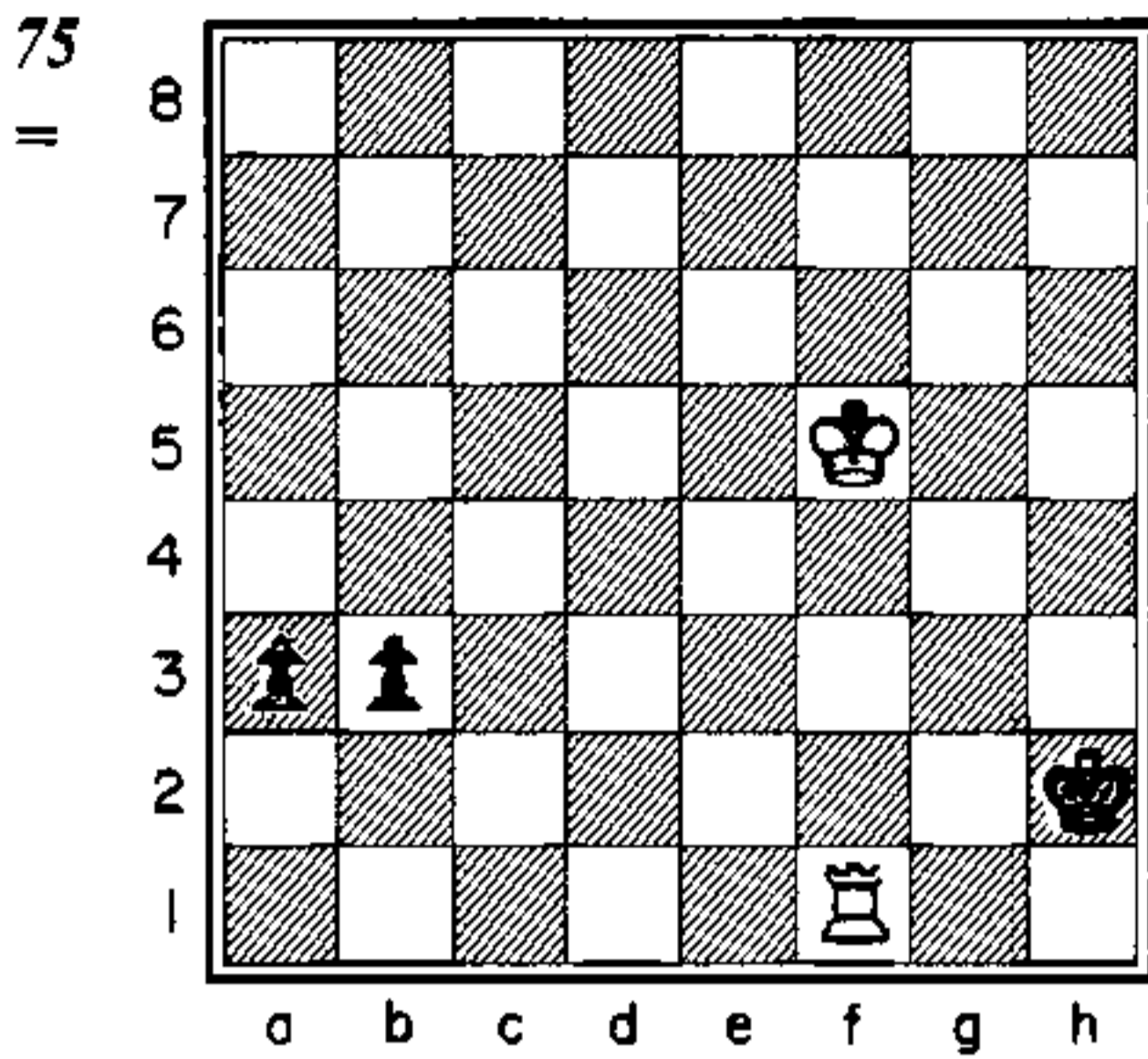
75. In this example the black king moves off the rook's file, but White is able to exploit the fact that it ends up on the same rank as the leading pawn.

1 Kf4 Kg2 (1 ... b2 2 Rb1 or 1 ... a2 2 Ra1 comes to the same thing) **2 Rb1!**

Accurately played! Salvioli correctly reck-

Connected Pawns

Salvioli, 1887



oned that other moves would lose, e.g. 2 Ra1? b2 3 Rb1 Kf2 4 Ke4 Ke2 5 Kd4 Kd2 6 Kc4 Kc2, and Black wins.

If instead Black replies 2... b2, after 3 Ke3 Kg3 4 Rg1 + Kh2 5 Rb1 Kg2? 6 Kd3 Kf3 7 Kc2 the white king arrives in time.

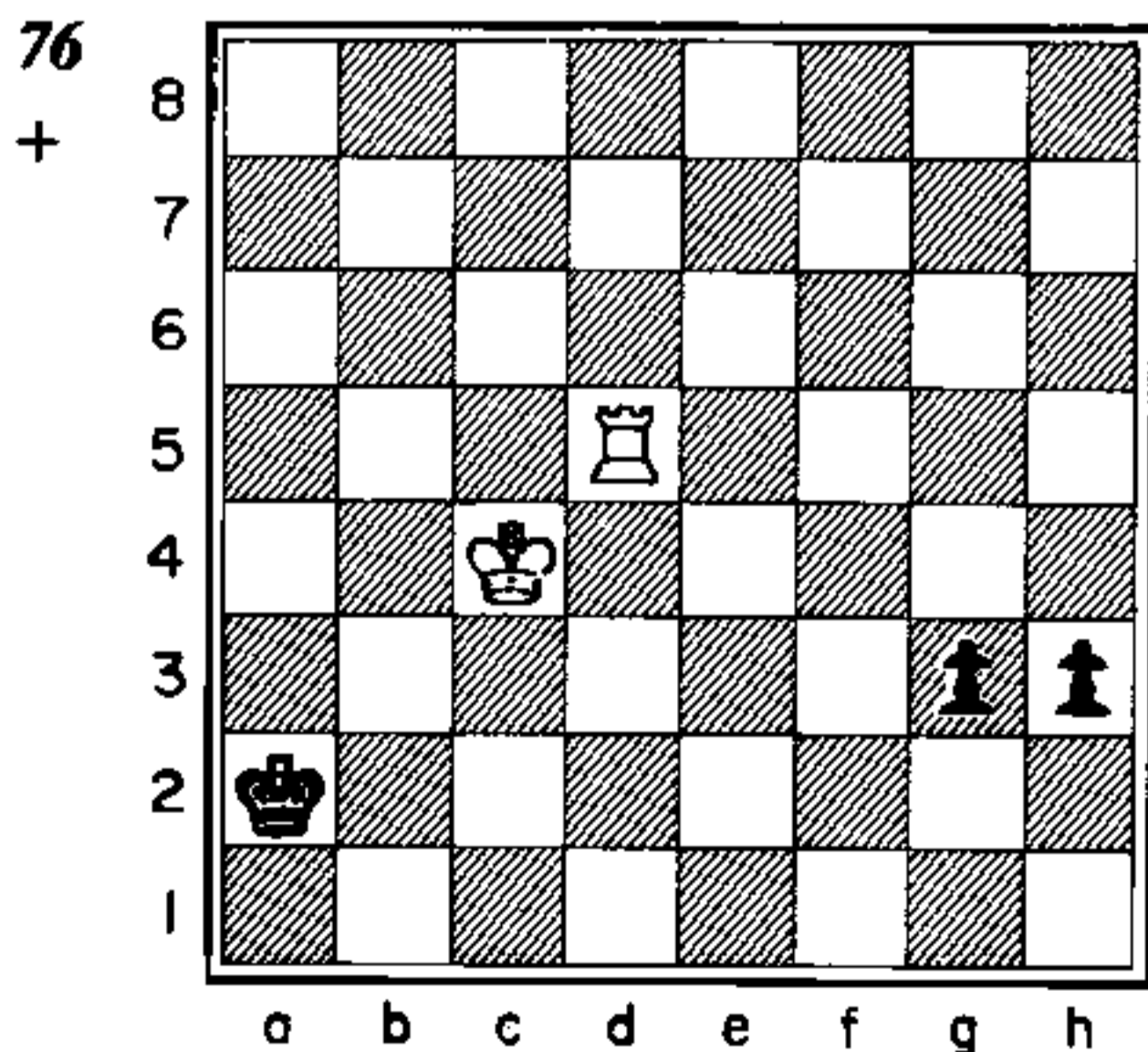
2... a2 3 Ra1 Kf2 4 Ke4 Ke2.

Black cannot break away from the 2nd rank, since 4... Kg3 is met by 5 Rg1 + Kh3 6 Kf3!, when White switches to the familiar method of 'perpetual pursuit'.

5 Kd4 Kd2 6 Kc4 Kc2 7 Kb4 Kb2 8 Rh1 a1 = Q 9 R x a1 with a draw.

In a number of cases, even with pawns on the 6th rank, a poor king position on the edge of the board may become the cause of defeat.

Shapiro, 1920

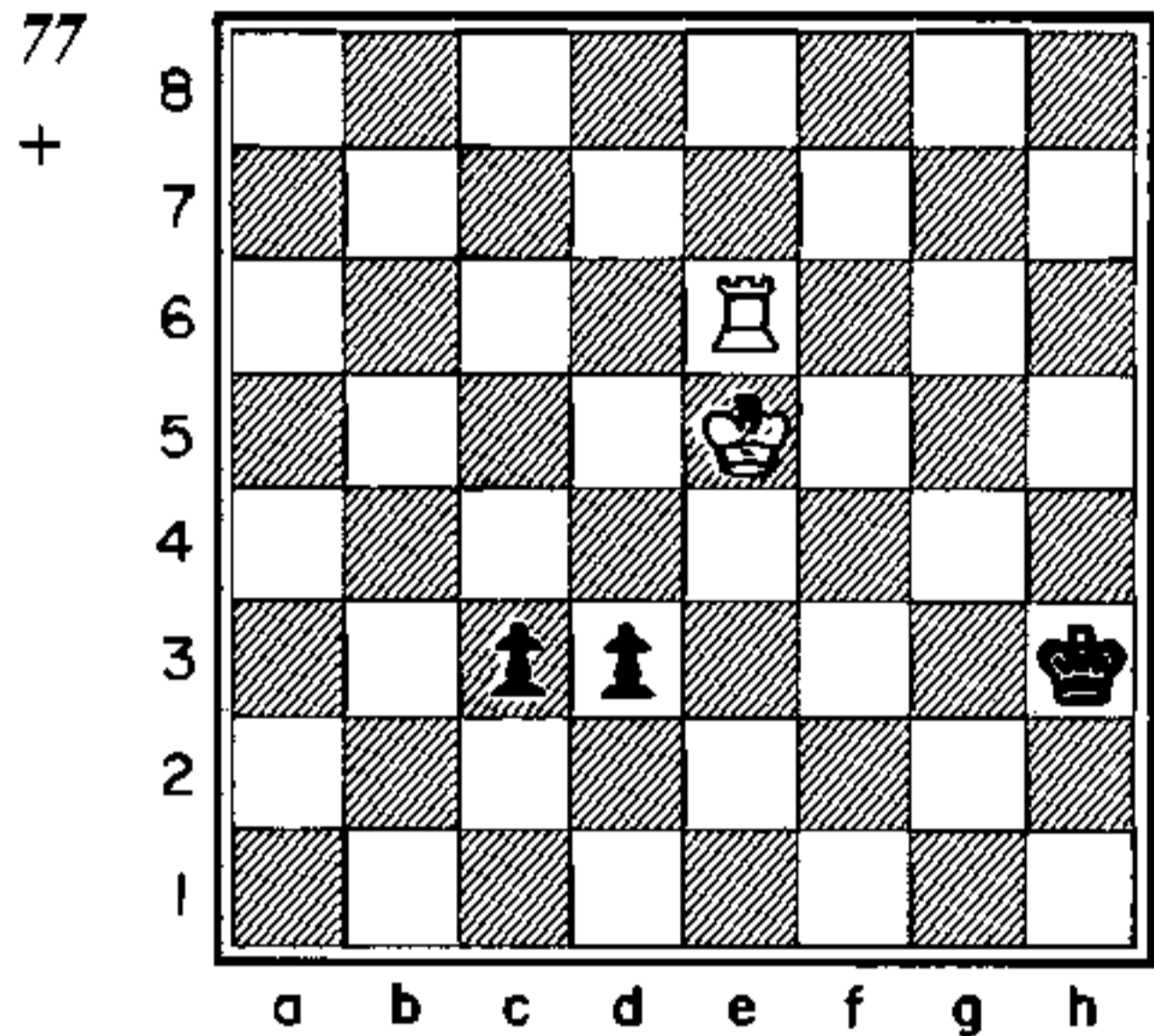


76. 1 Rd2 + Kb1 2 Kc3! Kc1.

There is nothing better. Thus 2... h2 or 2... g2 is met by 3 Rd1 + Ka2 followed by 4 Rh1 or 4 Rg1 respectively, creating the already familiar zugzwang position.

3 Ra2 Kd1 4 Kd3 Kc1 (4... Ke1 5 Ke3 Kd1 6 Kf3 g2 7 Kf2 etc.) 5 Ke3 h2 6 Ra1 + Kb2 7 Rh1! and 8 Kf3, winning.

V. & L. Kaznelson, 1983

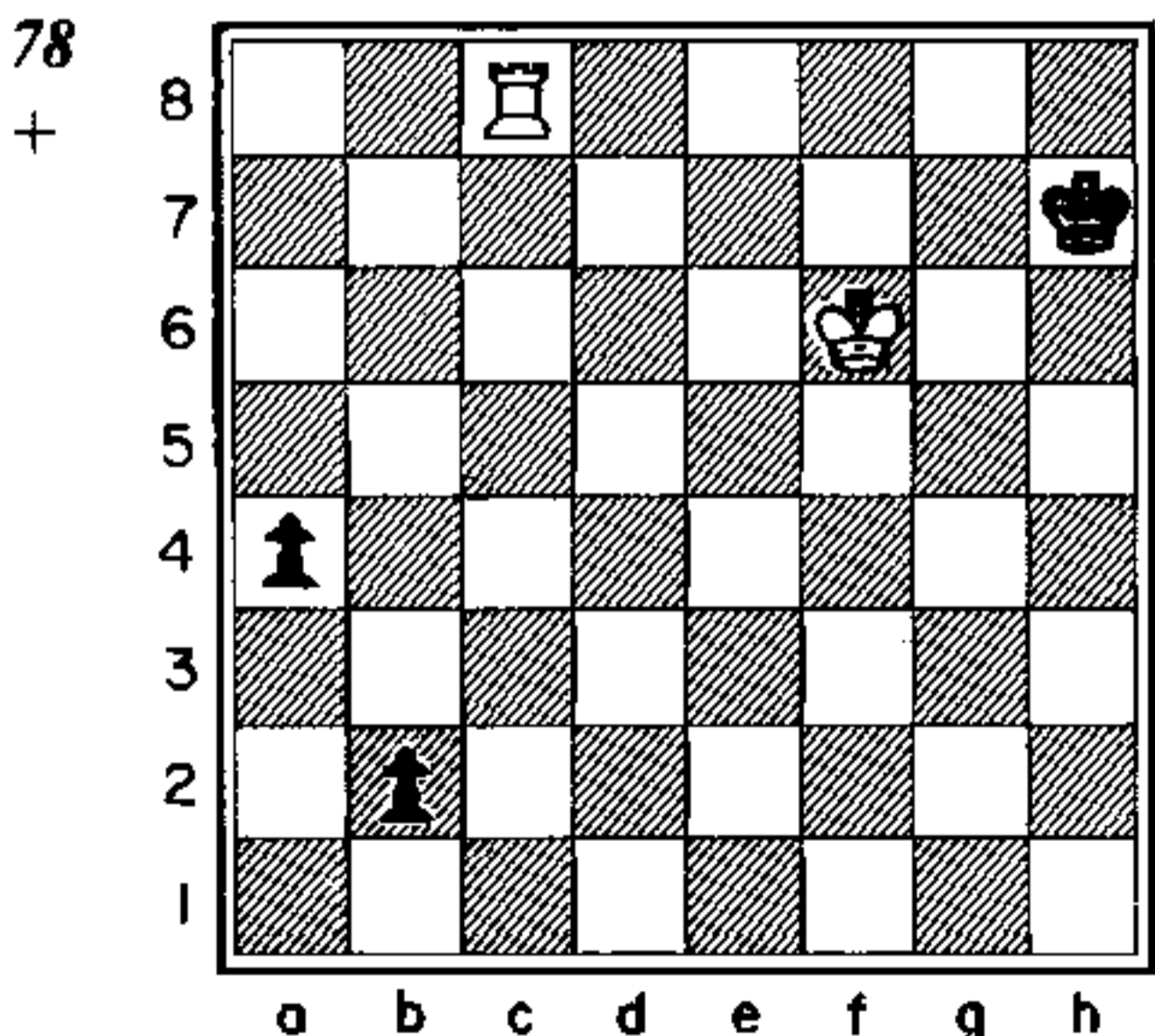


77. The immediate 1 Kf4 would be a mistake due to 1... d2! 2 Rd6 c2 3 Rd3 + Kh4 4 R x d2 c1 = Q, when the rook is pinned.

1 Rc6! c2 2 Kf4 d2 3 Rc3 +! Kh4 4 R x c2 d1 = Q 5 Rh2 mate.

Thanks to mating threats, White also wins in the following two examples, despite the fact that one of the pawns is on the threshold of queening.

Harrwitz, 1862



Rook against Two Pawns

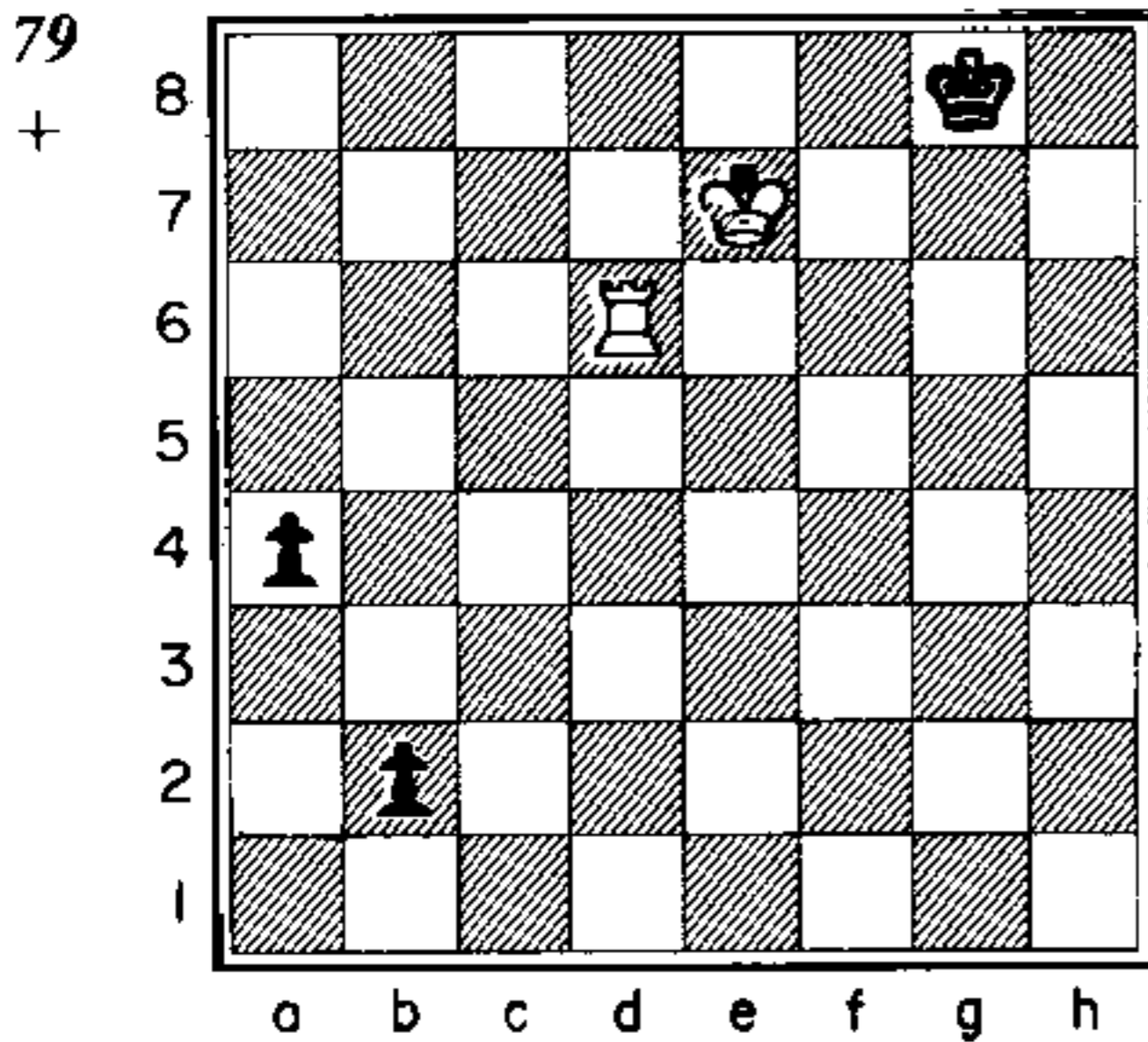
78. First the opponent's king must be forced to occupy the corner square.

1 Rc7+ Kg8.

After 1 ... Kh6 2 Rc2! the b-pawn is immediately lost. Worse is 1 ... Kh8 2 Rb7 a3 3 Kg6, when there is no defence against mate.

2 Rg7+! Kh8 (2 ... Kf8 3 Rb7) 3 Rb7 a3 4 Kg6, and mate is inevitable.

Kopayev, 1953



79. Here subtle play is required of White.

1 Rg6+ Kh8.

The most tenacious. After 1 ... Kh7 White has a straightforward win: 2 Rb6 a3 3 Kf7 a2 4 R x b2 etc.

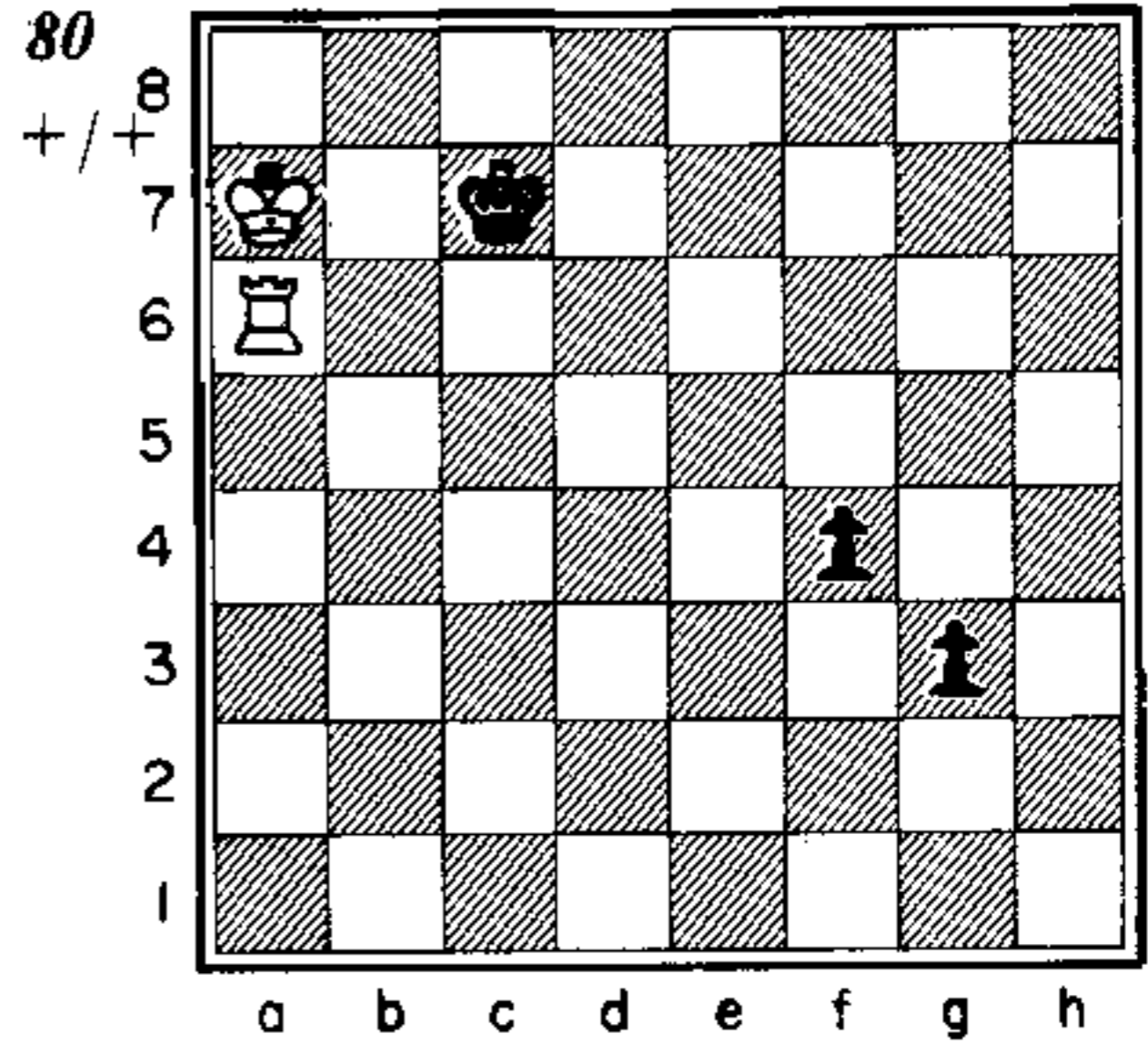
2 Rb6! (it was even possible to lose: 2 Kf7?? b1=Q 3 Rh6+ Qh7+) 2 ... a3 3 Kf8!

In this way White avoids the zugzwang position arising after 3 Kf7 Kh7, when White himself is forced to break up the mating net: after 4 Rb8 Kh6 5 Kf6 Kh7 the game ends in a draw.

3 ... Kh7 4 Kf7 (now it is Black who is in zugzwang) 4 ... a2 5 R x b2 a1=Q 6 Rh2 mate.

If only one of the pawns has reached the 6th rank, and both kings are at some distance from the pawns, the rook can normally halt their advance, and the result depends mainly on how effectively the king can support its pawns.

Sozin, 1931



80. If it is Black to move, the pawns advance irrepressibly. But if it is White to move, the rook first stops the pawns and then wins one of them, after which a familiar position is reached with the opponent's king cut off from the pawn.

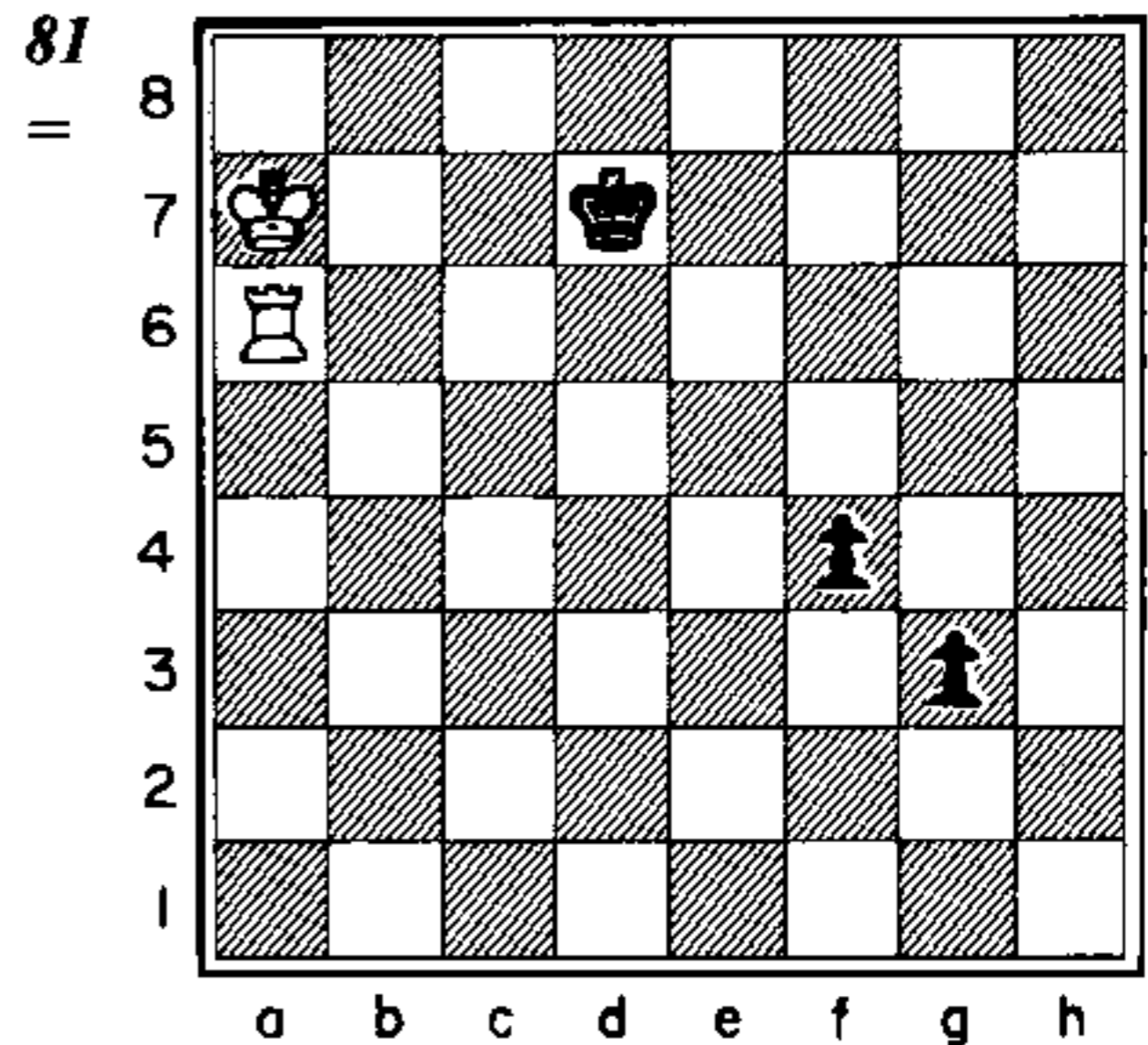
1 Rg6! Kd7 2 Rg4 g2!

The most tenacious. After 2 ... Ke6 3 R x f4 Ke5 4 Rg4 White also wins the second pawn.

3 R x g2 Ke6 4 Rg5! Kf6! 5 Rc5! etc.

But if in the initial position the black king is one square closer to the pawns, White can no longer win, since the king succeeds in supporting the remaining pawn.

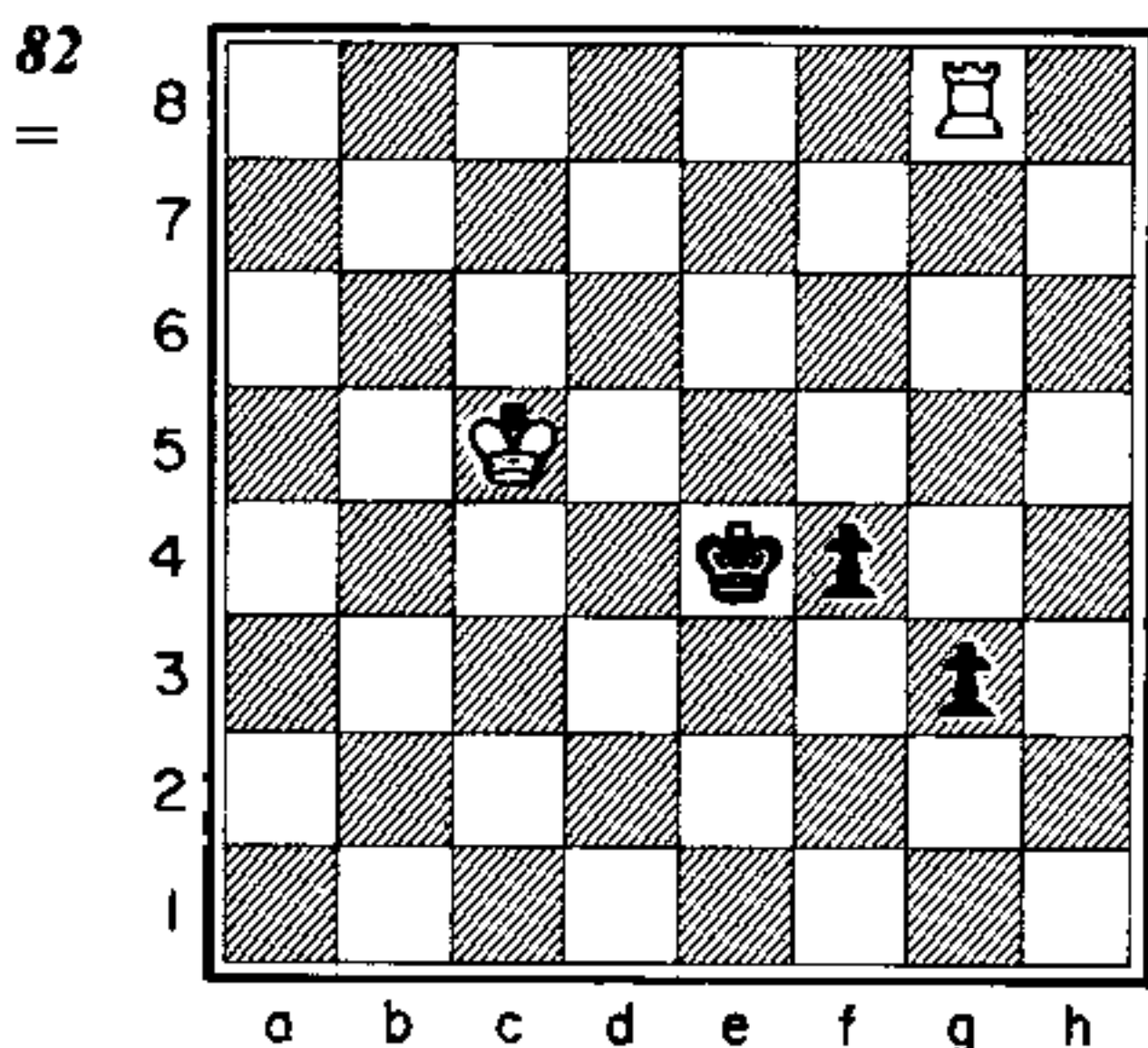
Rabinovich, 1938



Connected Pawns

81. 1 Rg6 Ke7 2 Kb6 Kf7 3 Rg4 Kf6 4 R × f4+ Kg5, and the draw is obvious.

Had White not forced a draw by taking the f-pawn, but had played 4 Kc5, after 4 ... Kf5 5 Rg8 Ke4! (82), he would now have had to find a way to draw. The problem is to break through with his king to the f-pawn.



82. There are two ways to achieve this, one being a by-pass:

1 Kc4 Kf3 (1 ... f3 2 Rg4+! immediately forces a draw) 2 Kd4 Kf2.

If 2 ... Kg2, then 3 Ke4 f3 4 Kf4 f2 5 R × g3+, or 2 ... g2 3 Ke5 with a draw.

3 Ke4 f3 4 Rf8 g2 5 R × f3+ with a draw.

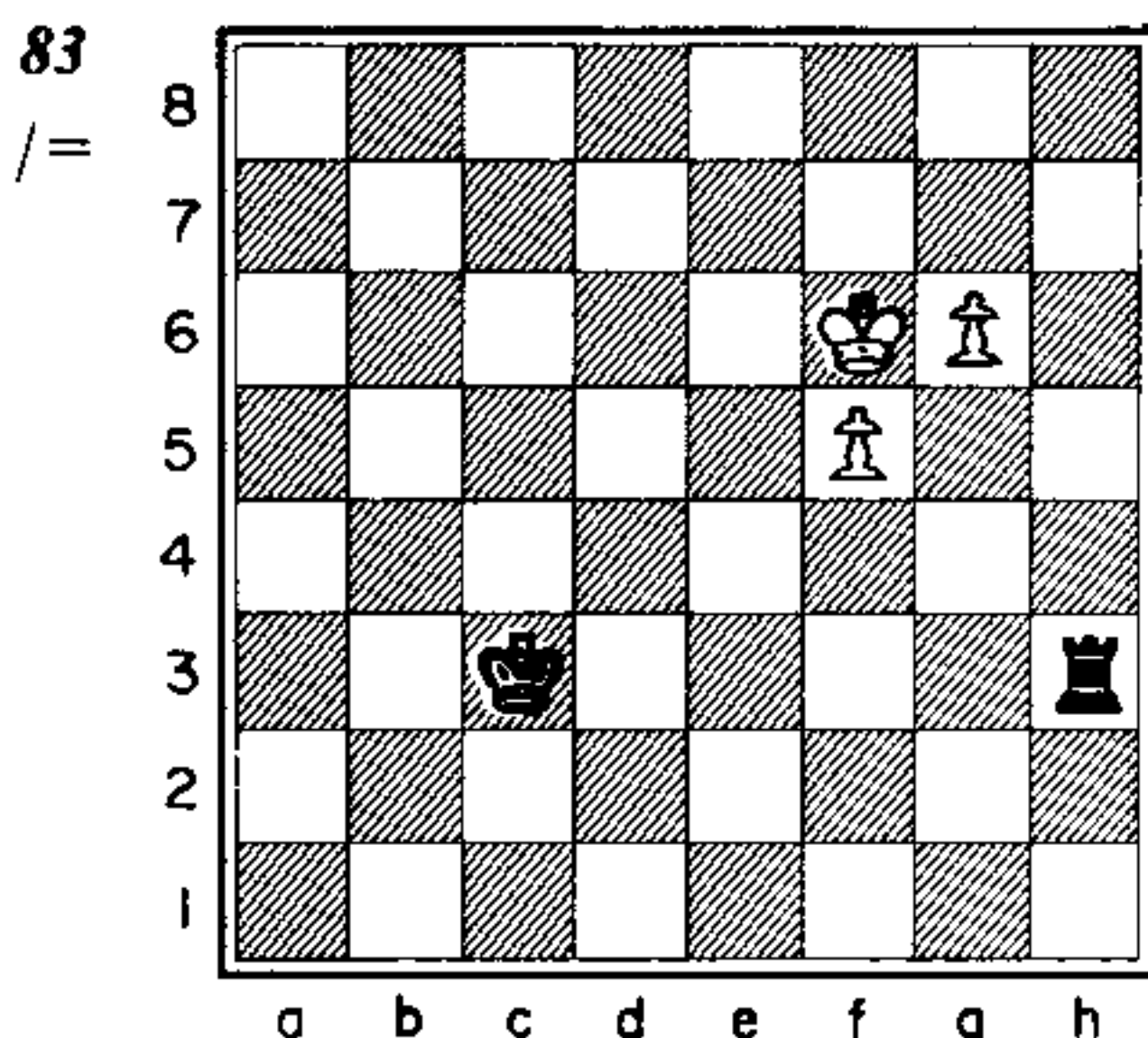
As we know, White could also have managed without winning the pawn. 5 Kf4 g2 5 Ke4 etc. was also sufficient to draw.

But the direct path is even simpler: 1 Kd6! Kf3 2 Ke5 etc.

This example shows once again how the roles in such endings should be distributed between king and rook. The rook controls from the rear the queening square of the leading pawn, while the king attacks the rear pawn. But it must be carefully watched that the opponent does not destroy this coordination.

83. To ensure a draw Black must move his rook to the g-file and attack the f-pawn with his king. With this aim 1 ... Kd4 or 1 ... Rg3

Kopayev, 1958

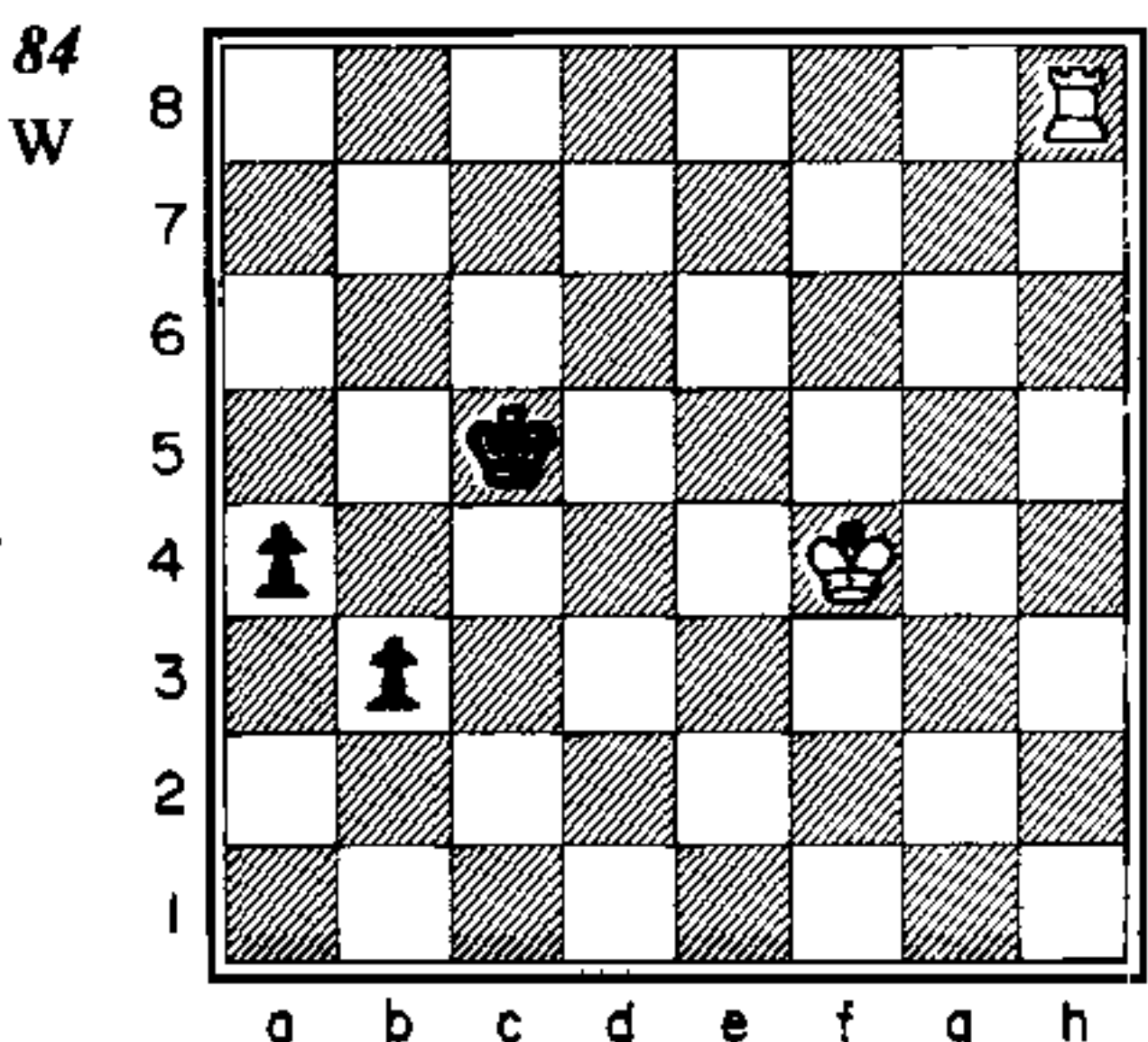


suggests itself, but it turns out that both these continuations lose, since White succeeds in changing the roles of the pawns, transforming the rear pawn into the leading one. For example: 1 ... Kd4 2 Kg7! Ke5 3 f6 Ke6 4 f7 etc.

Black achieves his aim by the subtle 1 ... Rf3! The important thing in this position is not to allow the changing of the pawns' roles. If White plays 2 g7, then 2 ... Rg3 3 Kf7 Kd4 4 f6 Ke5, while 2 Ke5 is met by 2 ... Rg3! 3 f6 Rg5+!, again with a draw.

The following example demonstrates how the battle of the kings proceeds in this ending.

Maizelis, 1939



Rook against Two Pawns

84. The composer's idea was that Black meets 1 Rb8 with $1 \dots \text{Kd4!}$, approaching the pawns and simultaneously not allowing the opponent's king across to them. Since after 2 Rb4+ Kc3 $3 \text{ R} \times \text{a4}$ b2 the pawn cannot be stopped, White has to play 2 Kf3 , but after $2 \dots \text{Kc3}$ 3 Ke3 b2 4 Rc8+ Kb3 5 Rb8+ Ka2 Black wins.

But White has a stronger defence: 1 Ke5! By standing in opposition, he approaches the pawns and prepares to push aside the opponent's king by checking. In this way White acquires chances of saving the game, e.g. $1 \dots \text{b2}$ 2 Rc8+ Kb4 3 Kd4! Kb3 4 Rb8+ Kc2 ($4 \dots \text{Ka2}$ 5 Kc3 b1=Q $6 \text{ R} \times \text{b1}$ $\text{K} \times \text{b1}$ 7 Kb4) 5 Rc8+ Kd2 ($5 \dots \text{Kb1}$ 6 Ra8 , and if $5 \dots \text{Kd1}$, then 6 Rb8 a3 7 Kc3 Kc1 8 Rh8) 6 Rb8 a3 7 Rb3! with a theoretical draw (61), or $1 \dots \text{Kc4}$ 2 Rh4+! Kc3 ($2 \dots \text{Kb5}$ 3 Kd4 b2 4 Rh8) $3 \text{ R} \times \text{a4! b2}$ 4 Ra3+ Kc4 5 Ra4+ Kc5 6 Ra8! But Black manages to overcome his opponent's resistance by $1 \dots \text{a3!}$ 2 Rc8+ Kb5! , e.g. 3 Kd5 a2 4 Rb8+ Ka6! 5 Kc6 Ka7 .

4 g7 Rf1+ 5 Ke3 a pawn queens, and no better is $3 \dots \text{Rf1+}$ 4 Ke5 Re1+ 5 Kd6 Rg1 6 g7 (69).

$1 \dots \text{Rd4+!}$

This at first sight incomprehensible check is the only way of saving the game. The point of it will become clear later:

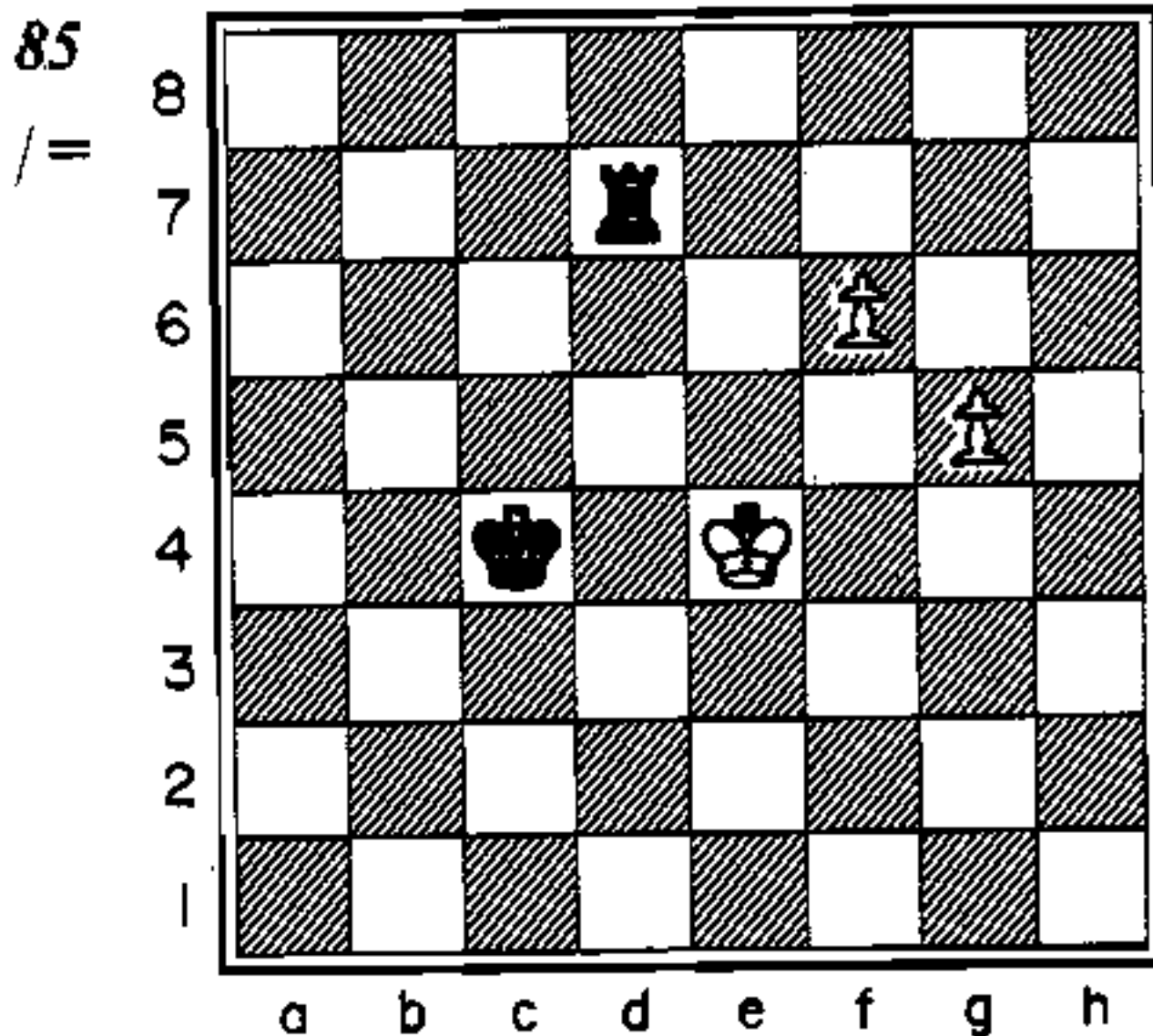
(a) 2 Ke5 (if 2 Kf3 Rd3+ , when 3 Ke2? even loses after $3 \dots \text{Rd8}$ 4 g6 Kd5) $2 \dots \text{Rd5+}$ $3 \text{ Ke6 R} \times \text{g5}$ 4 f7 Rg6+! 5 Ke5 Rg5+ 6 Ke4 Rg1! , saving the draw.

(b) 2 Kf5 Kd5! 3 f7 Rd1!

Thanks to the rook check, Black has managed to seize the important d5 square and approach the pawns, and now, exploiting the fact that the white king is on the same file as the leading pawn, he can improve the position of his rook. Had White played 3 g6 , after $3 \dots \text{Rd1}$ 4 g7 the opposition of the kings would have enabled Black to carry out the necessary distribution of roles: $4 \dots \text{Rf1+}$ 5 Kg6 Rg1+ 6 Kf7 Ke5 with a draw.

4 Kf6 Rf1+ 5 Ke7 Re1+ 6 Kd7 (6 Kf8 Rg1!) $6 \dots \text{Rf1}$ 7 g6 Rf6! with a draw.

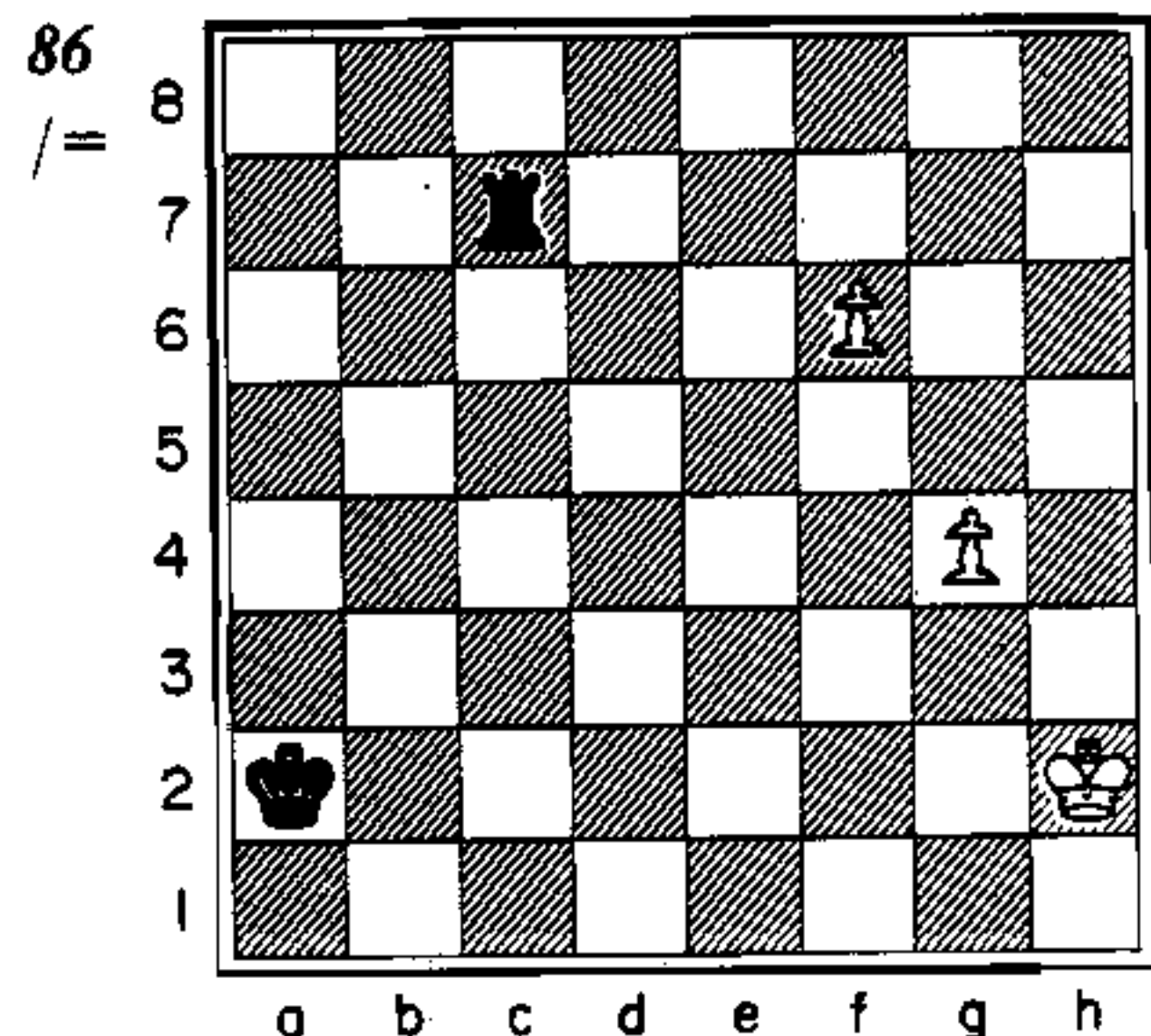
Kopayev, 1958



85. In order to draw, Black has to exploit all the possibilities of a mobile rook.

For a successful defence the rook must be transferred to the rear of the leading pawn, and the rear pawn attacked with the king. But after direct $1 \dots \text{Rd1}$ 2 g6! Re1+ 3 Kf4! Kd5

Kopayev, 1958



86. This example summarizes the various ways of battling against passed pawns. There are three different ways of proceeding:

(a) $1 \dots \text{Rc1}$.

The standard procedure—switching the rook to the rear of the leading pawn.

2 g5.

If White tries by **2 Kg2** to prevent the switching of the rook, he loses one of his pawns after **2 ... Rc6! 3 g5 Rc5.**

2 ... Rf1! 3 Kh3 Kb3 4 Kh4 Kc4 5 g6! (5 Kh5 would have lost) **5 ... R × f6 6 Kg5** with a draw.

(b) In view of the fact that, for the moment the white king itself is at some distance from the pawns, Black has a more effective manoeuvre—switching the rook to the rear of the leading pawn and simultaneously cutting off the opponent's king from the pawns: **1 ... Rc3!**

This is the simplest way to draw, the participation of the black king being altogether unnecessary.

2 g5 Rf3 3 Kg2 Rf5 4 Kg3 R × g5+ with a draw.

(c) Finally, yet another way of halting the pawns is possible—attack from the front: **1 ... Rf7 2 g5 Kb3 3 Kg3 Kc4 4 Kf4 Kd5 5 Kf5.**

The attack from the front has enabled the pawns to be stopped, but now that they are again ready to advance the rook must be switched to the rear of the pawns.

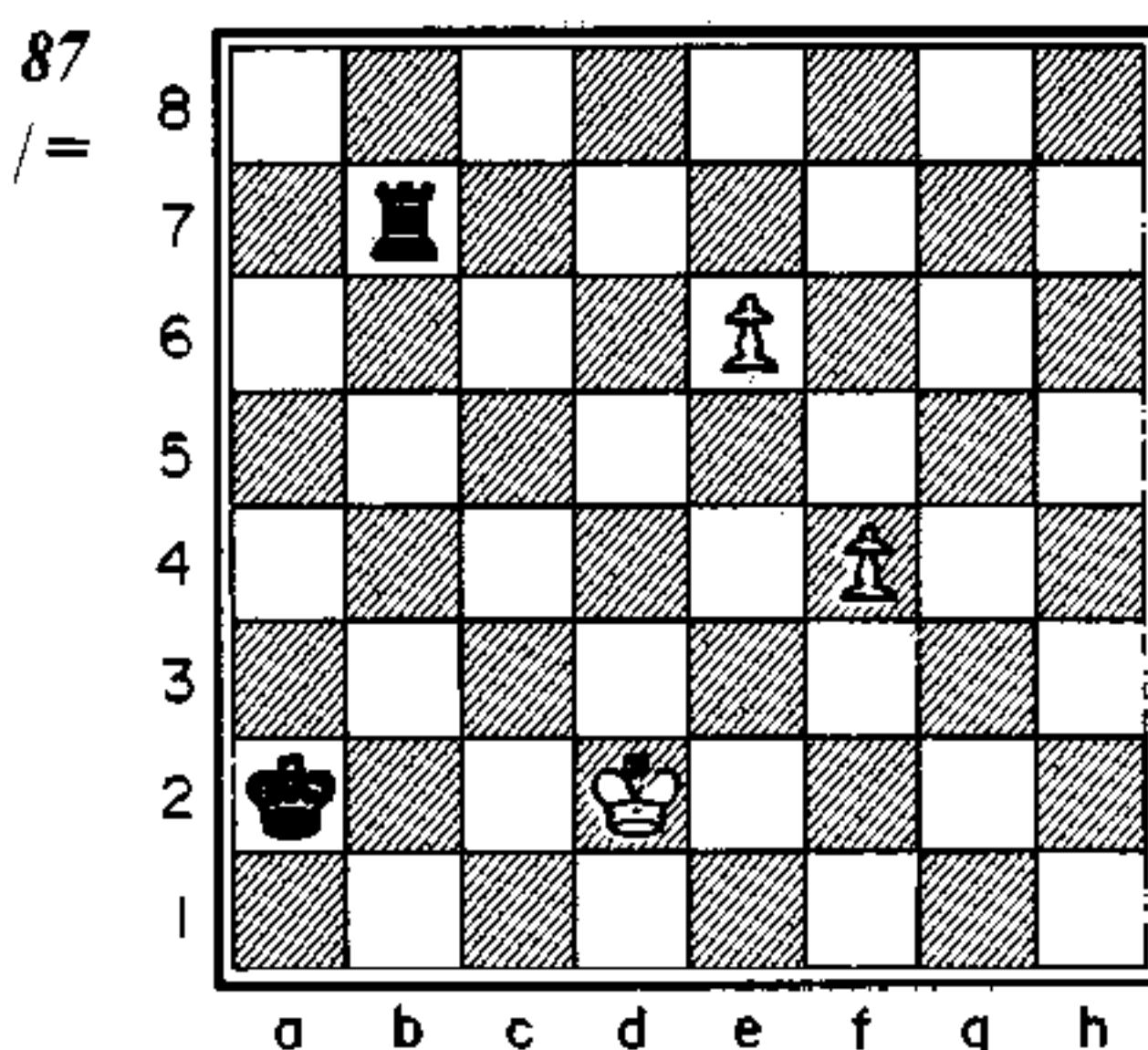
5 ... Ra7! 6 g6 Ra1 7 g7 Rf1 + 8 Kg6 Rg1 + 9 Kf7 Ke5, and the required position is achieved.

In this last example White's king was badly placed and was unable to prevent either the switching of the rook to the rear of the pawns, or the approach of the black king. We will now consider an example where the white king is more actively placed.

87. Here the switching of the rook to the rear of the pawns requires too much time: **1 ... Rb2+ 2 Kd3 Rb1 3 f5 Re1 4 Kc4! Ka3 5 Kd5 Kb4 6 f6,** and White wins.

The draw is saved by the immediate approach of the king: **1 ... Kb3!**

Black's play is based on a familiar procedure. If **2 f5,** then **2 ... Rb5! 3 e7 Rd5+ 4 Kc1 Rc5+!**, and the white king has to return, since **5 Kb1** loses to **5 ... Re5.**



2 Kd3 Kb4.

Note that Black's king has entered the 'square' of the rear pawn—usually a sure sign that the pawns can be stopped.

3 Kd4 Rc7! 4 Kd5 Rcl.

The time has come to activate the rook. Had White played **4 f5** (instead of **4 Kd5**), then **4 ... Rc4+!** would have led to a draw, as already considered in the analysis of example 85.

5 e7 Rd1+ (on **5 f5** there would have followed **5 ... Rc5+—85**) **6 Ke6 Re1+ 7 Kf7.**

Or **7 Kd7 Kc5 8 f5 Rd1+ 9 Kc7 Re1 10 f6 Re6!** with a draw (61), while after **8 e8=Q R × e8 9 K × e8 Kd5** the f-pawn is lost.

7 ... Kc5 8 f5 Kd6 9 f6 Kd7. Draw.

And now two further examples where the draw is achieved in a study-like way.

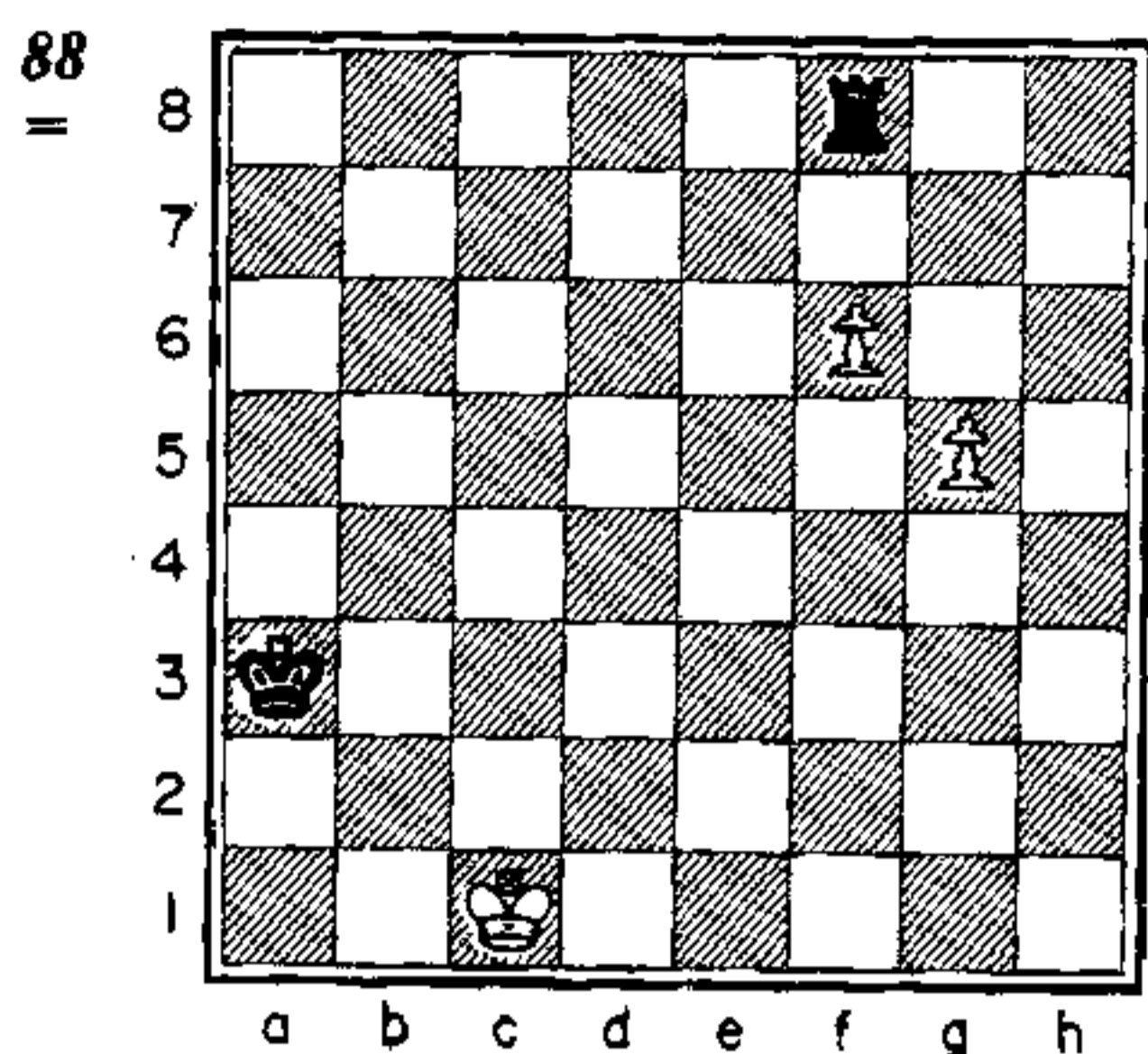
88. Compared with the previous example, the placing of the kings has changed in favour of Black. Nevertheless, here too White succeeds in gaining a draw.

For the moment the pawns are halted, and a race between the kings commences: **1 Kd2 Kb4 2 Ke3 Kc5 3 Kf4 Kd6.**

Now White is faced with a difficult choice. If, for example, **4 Kf5,** then **4 ... Ra8 5 Kg6** (**5 g6 Ra5+ 6 Kg4 Ke6** and wins) **5 ... Ke6 6 Kg7 Ra7+ 7 Kg8 Rb7 8 Kf8 Kf5! 9 Kg8 Kg6,** and Black wins.

Rook against Two Pawns

Gorgiev, 1936



4 g6!!

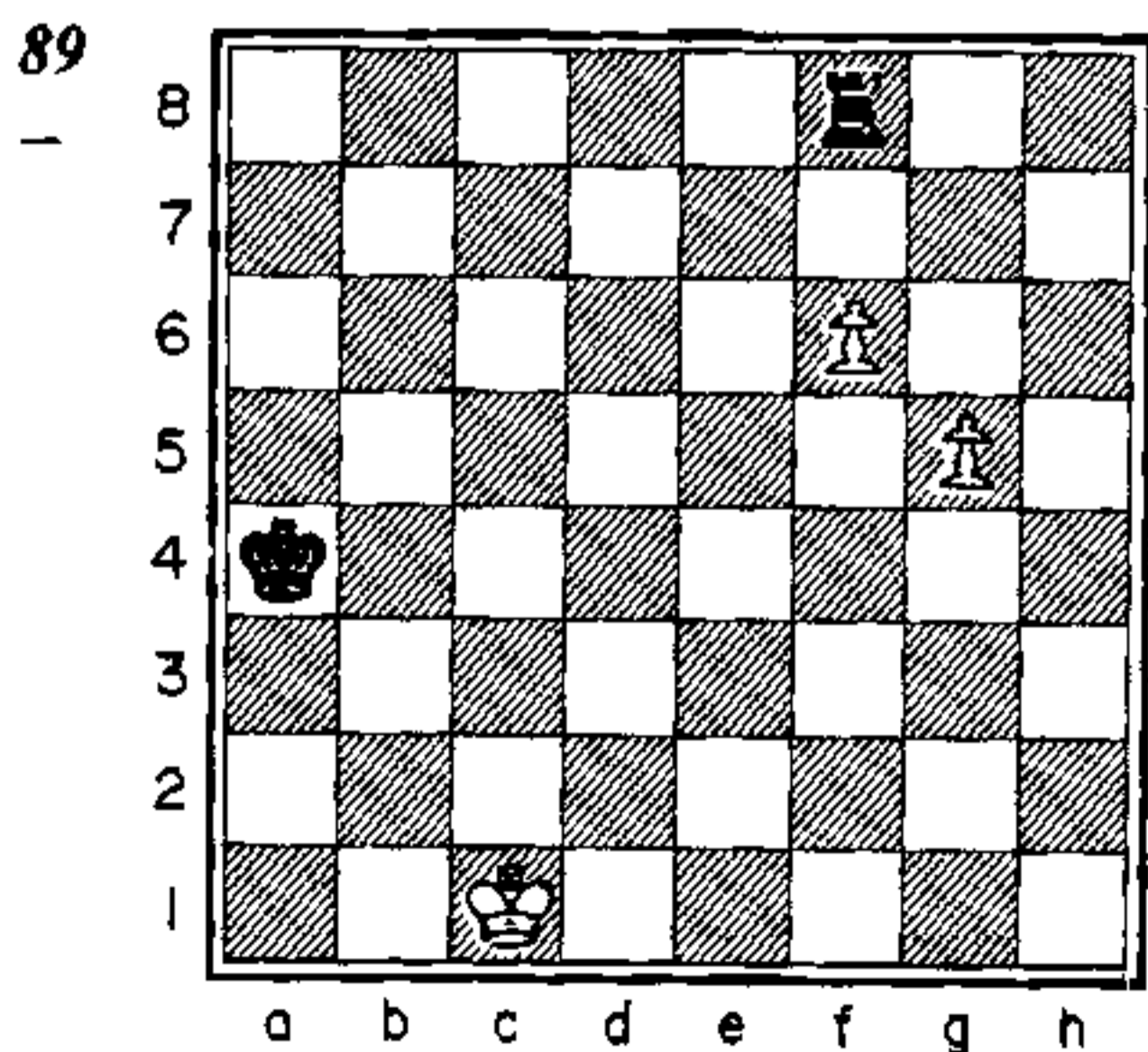
Only in this way, by sacrificing a pawn, forcing the rook to move to f6 and thus allowing an important tempo to be gained, can White save the game.

4... Rxf6+ (no better is 4... Ke6 5 Kg5! Ra8 6 f7, and we obtain example 63, where White draws by stalemate) 5 Kg5 Ke7.

If 5... Rf1 6 g7 Rg1+ (6... Ke7 7 g8=N+!), then 7 Kf6 etc.

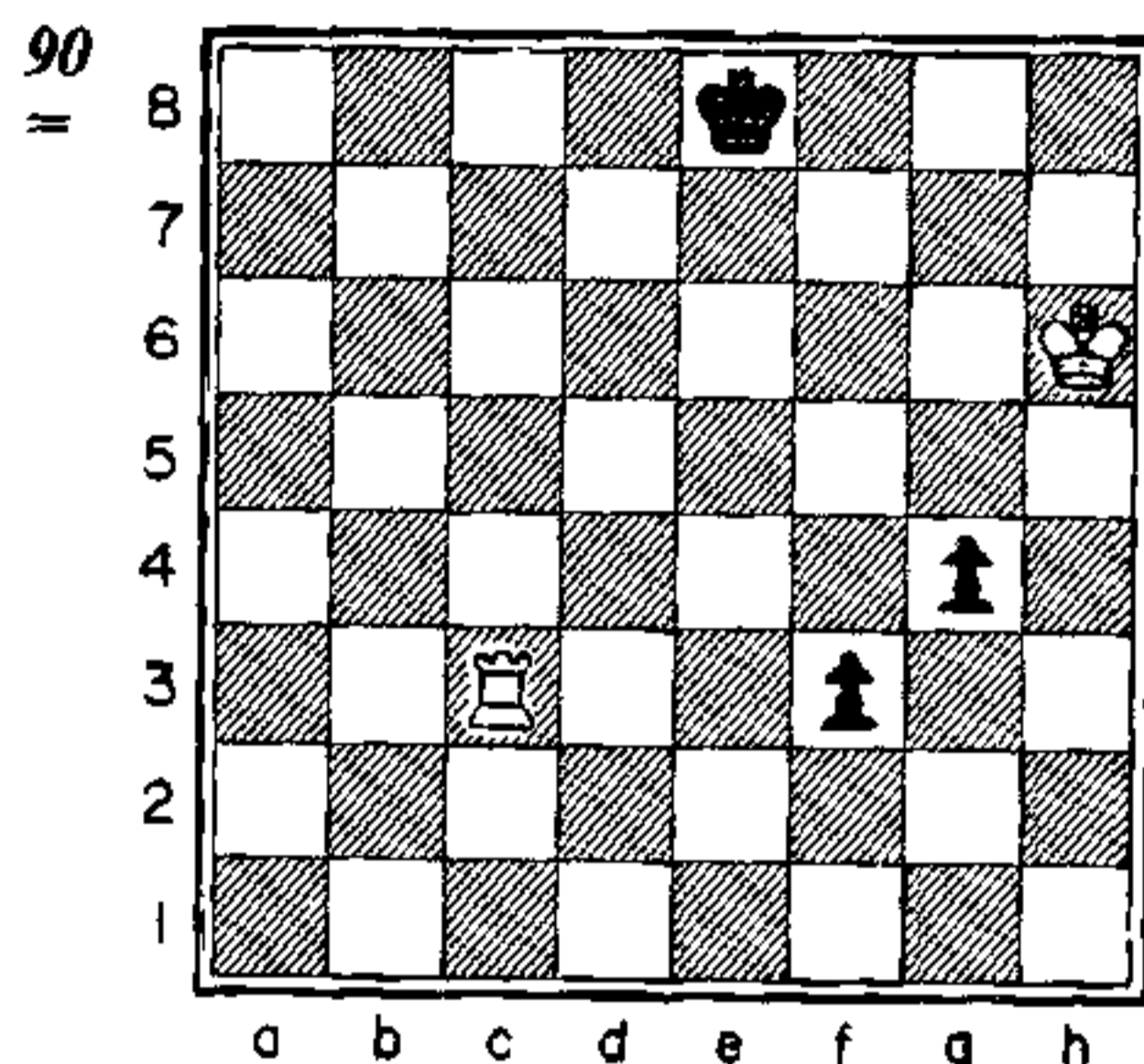
6 g7 Kf7 7 g8=Q+ Kxg8 8 Kxf6. Draw.

It should be noted that a draw proved possible here only in view of the bishop-knight pawn pair. And there is another important circumstance: had Black's king been at a4 in the initial position, he would have been able to win.



89. After 1 Kd2 Kb5 2 Ke3 Kc6 3 Kf4 Kd7 White no longer saves the game by 4 g6, due to 4... Rxf6+ 5 Kg5 Rf1 6 g7 Rg1+ 7 Kf6 Ke8!, when Black wins.

Bron, 1929



90. The deadly 1... f2 is threatened, and at first sight it is not clear how White can coordinate his forces in the battle against the pawns.

1 Rc8+! Ke7! (the rook must not be allowed to go to f8) 2 Rc7+ Ke6 3 Rc6+ Ke5 (if 3... Kd5 4 Rf6 Ke4 5 Kg5 g3, then 6 Rf4+ Ke3 7 Kg4 with a draw) 4 Rc5+ Ke4 5 Rc4+!

Bad is 5 Rg5 Kf4 6 Kh5 f2 7 Rxg4+ Ke5, when Black wins by descending with his king to f8.

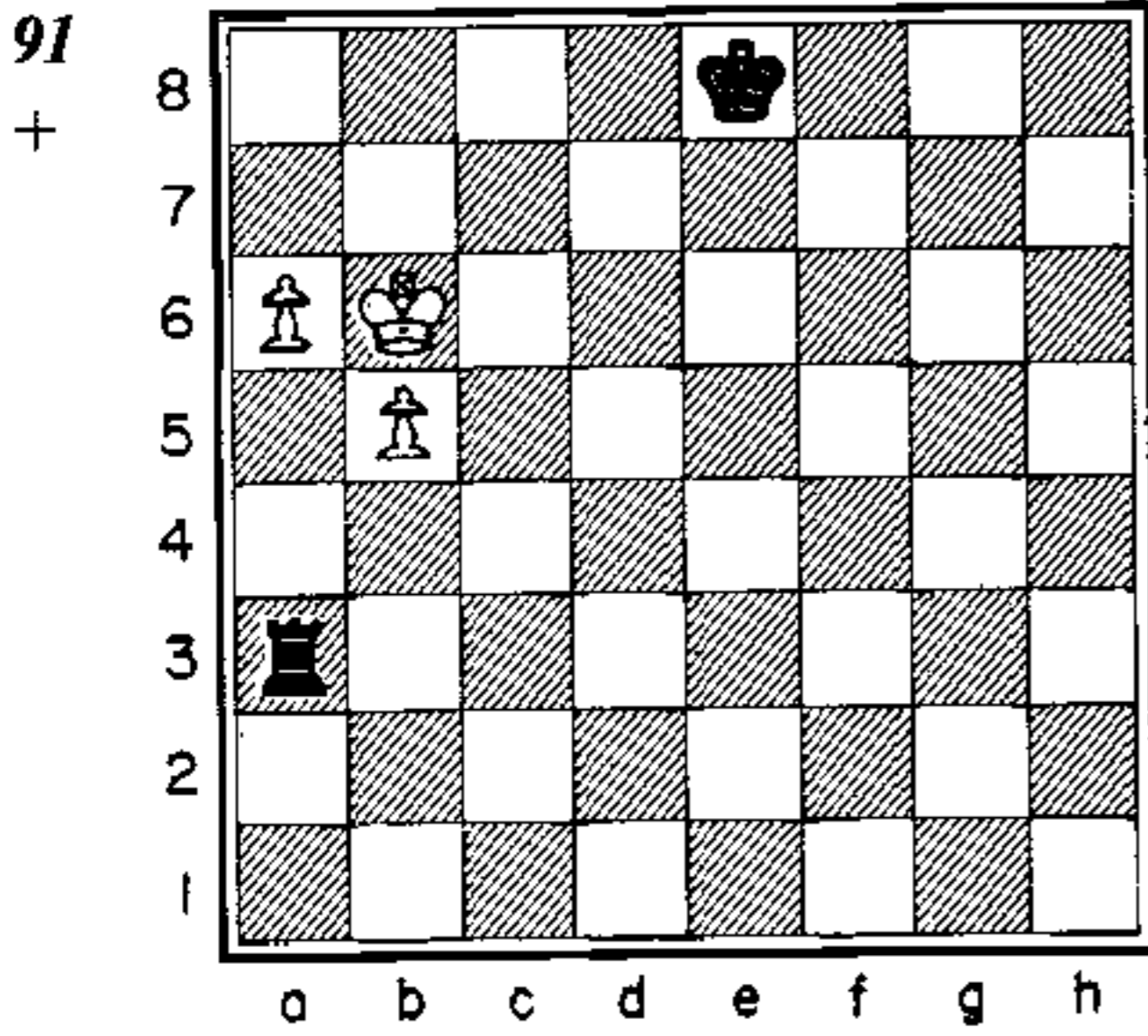
5... Ke3 6 Rxg4 f2 7 Rg3+ Ke4 8 Rg4+ Ke5 9 Rg5+ Ke6 10 Rg6+ Ke7 11 Rg7+ Kf8 12 Rg5 f1=Q 13 Rf5+ Qxf5—stalemate.

If the king cannot manage to support the rook in its battle with the pawns, they will normally force a queen.

91. Direct play does not succeed: 1 a7 Kd7 2 Kb7 Kd6 3 b6 (3 a8=Q Rxa8 4 Kxa8 Kc5) 3... Kc5, and a drawn position is achieved.

1 Ka7! Kd7 (1... Rb3 2 b6 Kd7 3 Kb7 etc. comes to the same thing) 2 b6 Rb3 3 Kb7!

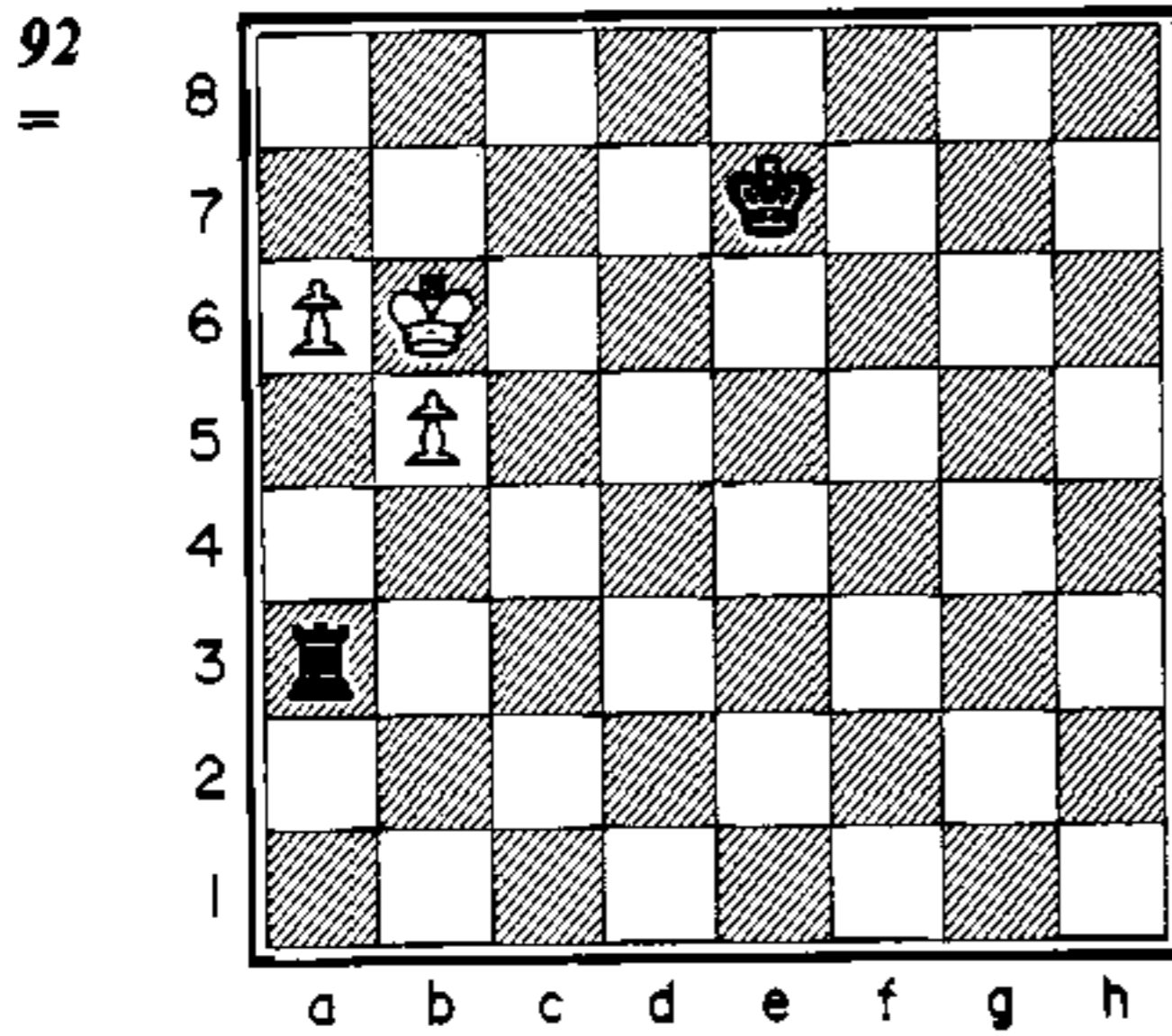
Schmidt, 1935



The only way to win—White changes the roles of his pawns! Now there is no way that the black king can support the rook.

3 ... Ra3 4 a7 Kd6 5 a8=Q, and White wins.

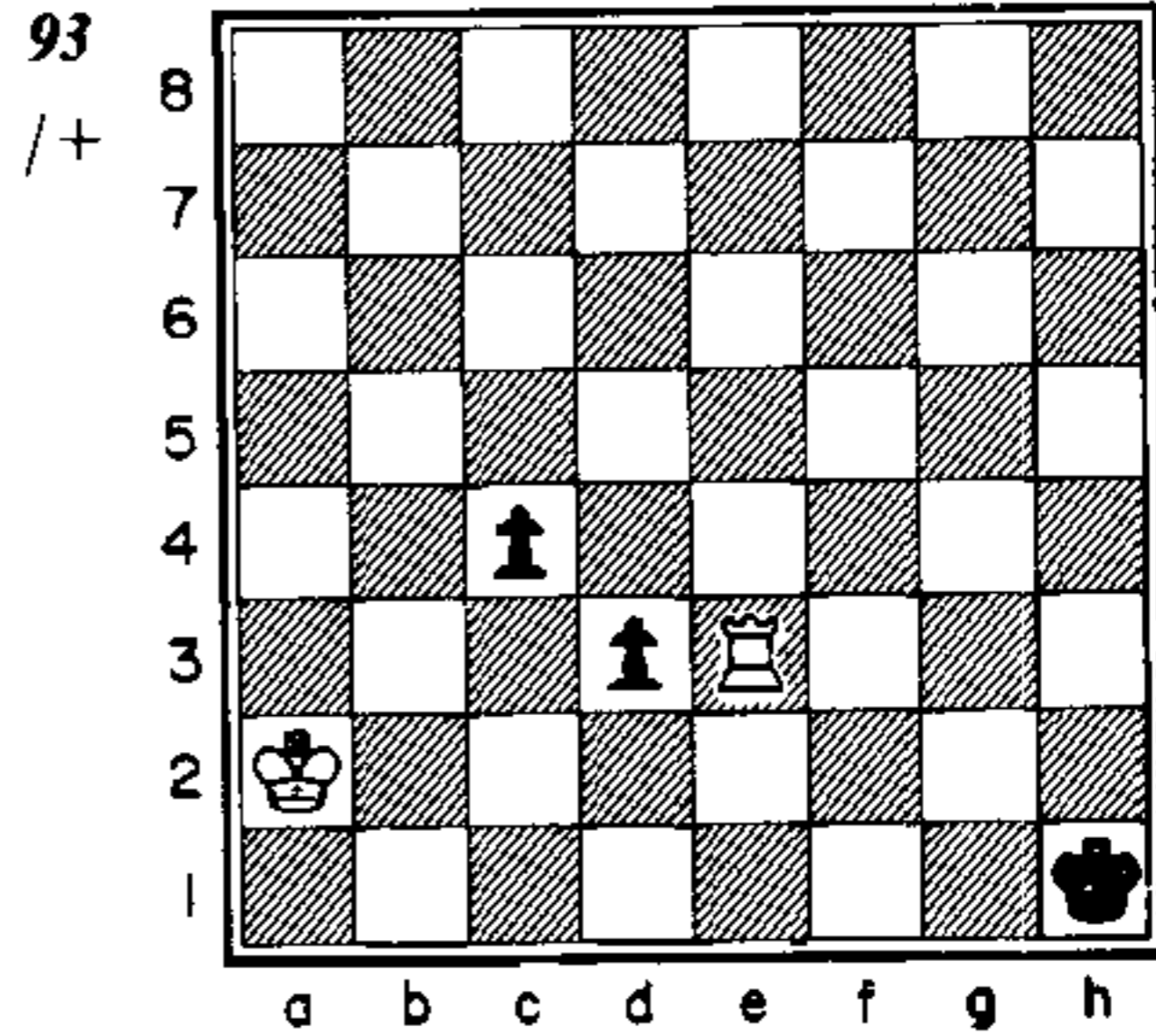
But if Black's king is at e7, he is able to coordinate his forces.



92. In reply to 1 Ka7 the simplest is 1 ... Rb3 2 b6 Kd6, when on 3 Kb7 there follows 3 ... Kc5 4 a7 Rxb6+ with a draw. But, of course, a transposition of moves is also possible: 1 ... Kd6 2 b6 Rb3 etc.

The awkward position of White's rook prevents him from saving the draw in the next example.

Moravec, 1937



93. 1 ... d2 2 Rc3!! (a clever try; if now 2 ... d1=Q 3 Rc1! Qxc1—stalemate) 2 ... Kg1, and now White has three possibilities:

(a) 3 Kb2 d1=Q 4 Rc1 c3+! 5 Kb1 c2+ 6 Kb2 Kf2.

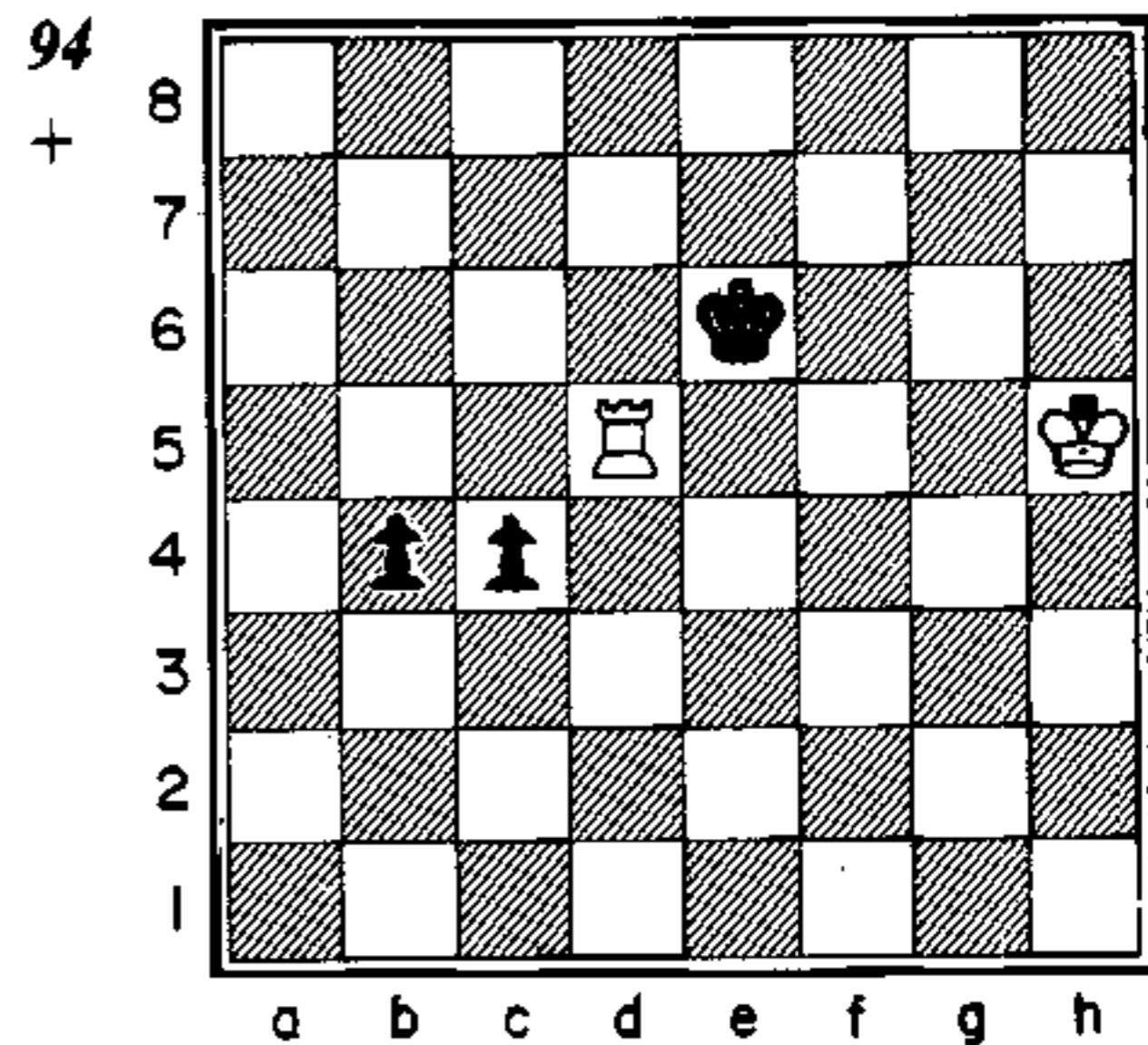
(b) 3 Kb1 Kf2! 4 Rc2 (4 Kc2 Ke2!) 4 ... Ke3 5 Rc3+ Ke2 6 Rc2 Kd3.

(c) 3 Rc2 c3! 4 Kb1 d1=Q 5 Rc1 c2+, and then as in the first variation.

If the pawns are still only on the 5th rank, the chances of the side with the rook are naturally improved.

In the following position White's king is a long way from the pawns. Nevertheless, thanks to the good position of the rook, the king manages to come to its aid.

Schultz, 1946



Rook against Two Pawns

Tassinari, 1856

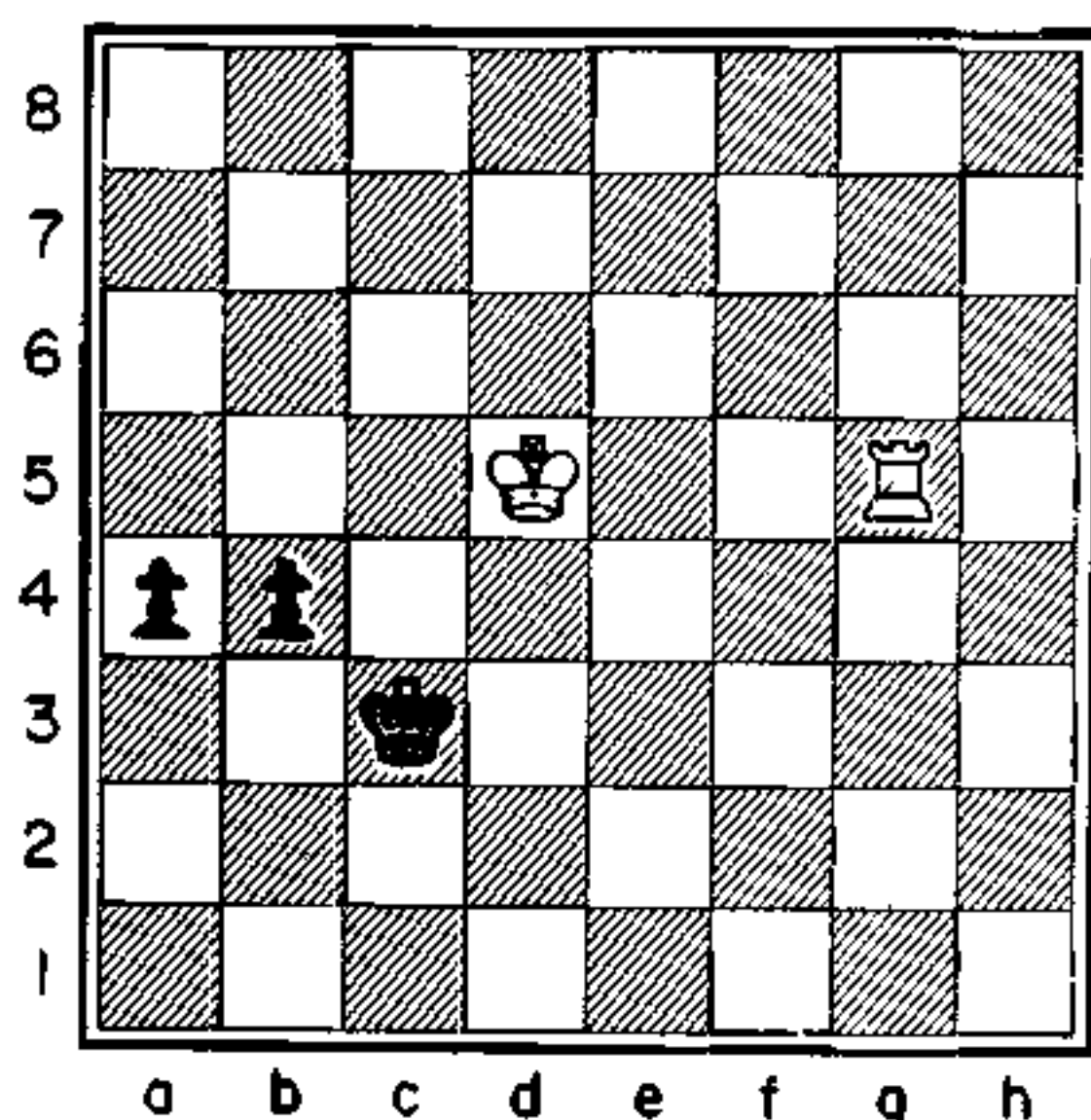
94. The rook is attacked, and three possible moves come into consideration—to b5, c5 and d4. But 1 Rb5? throws away the win due to 1... c3! 2 R×b4 Kd5, and 1 Rd4? c3! has the same result.

1 Rc5! c3 2 Kg4! Kd6 3 Rc8! (of course, not 3 Rc4? Kd5 4 Rc8 Ke4, when White can no longer win) 3... Kd5 4 Kf3 Kd4 5 Ke2 b3, and here the simplest is not the composer's 6 Kd1, but 6 Rb8 Kc4 7 Kd1 etc.

Even if the pawns are supported by their king, and the other king is to the rear of the pawns, the side with the rook may be able to win.

96

=



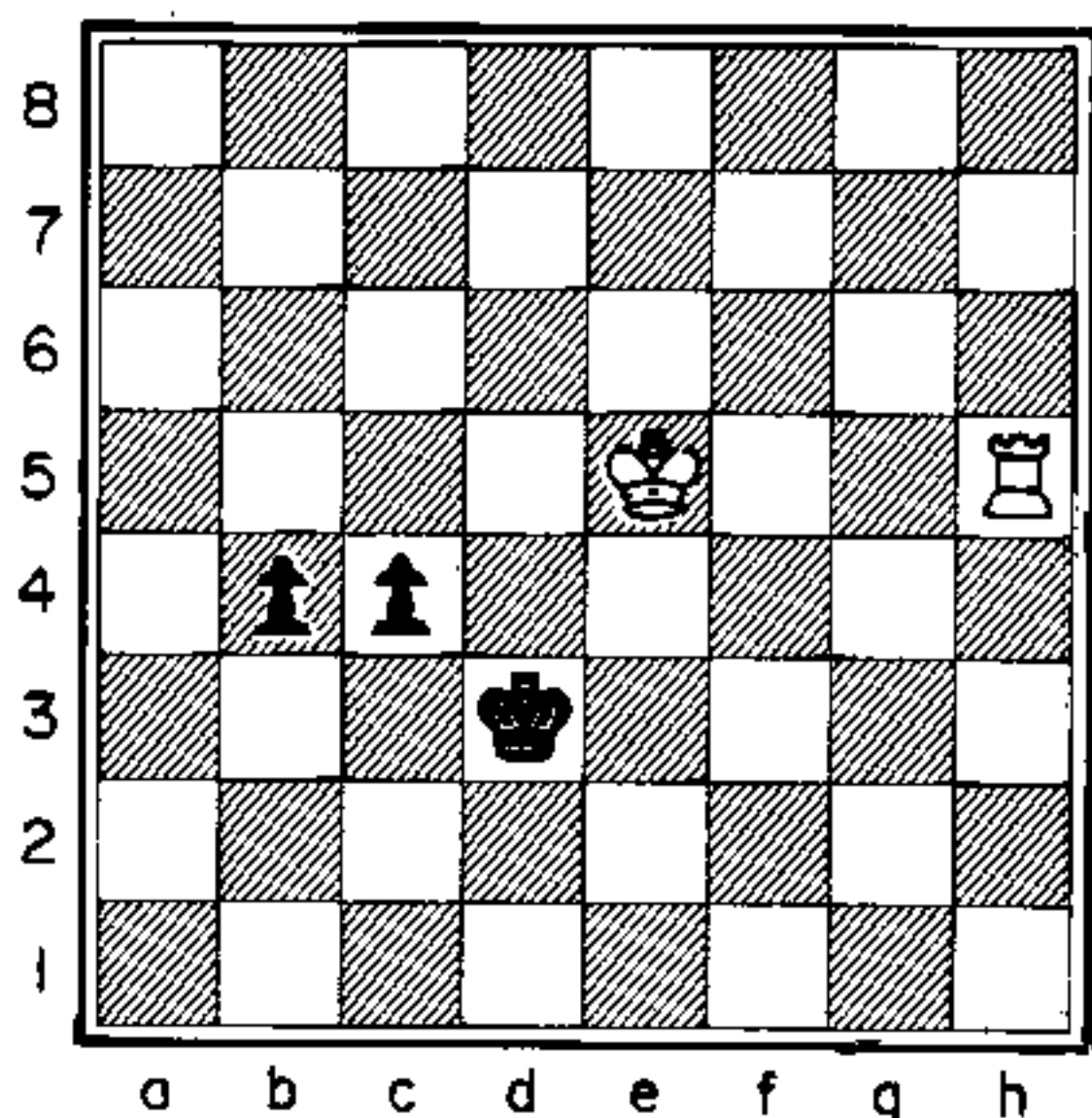
2 Kc4 b3 3 Rg2+ Ka3! 4 Kc3 b2 5 Kc2 Ka2 6 Rg1 a3 7 Rh1 b1=Q+ 8 R×b1. Draw.

S. Urusov, 1859

Maizelis, 1955

95

+



95. First the opponent's king must be pushed back: 1 Rh3+ Kc2 2 Kd4 c3 3 Rh2+ (not 3 Kc4 Kb2!, when White can no longer win), and the rest is already familiar: if 3... Kb3 4 Kd3 Ka3 5 Kc2 etc., or 3... Kb1 4 Kd3 Kc1 5 Kc4! Kb1 6 Kb3, and White wins.

But if the position is moved one file to the left, this changes the assessment.

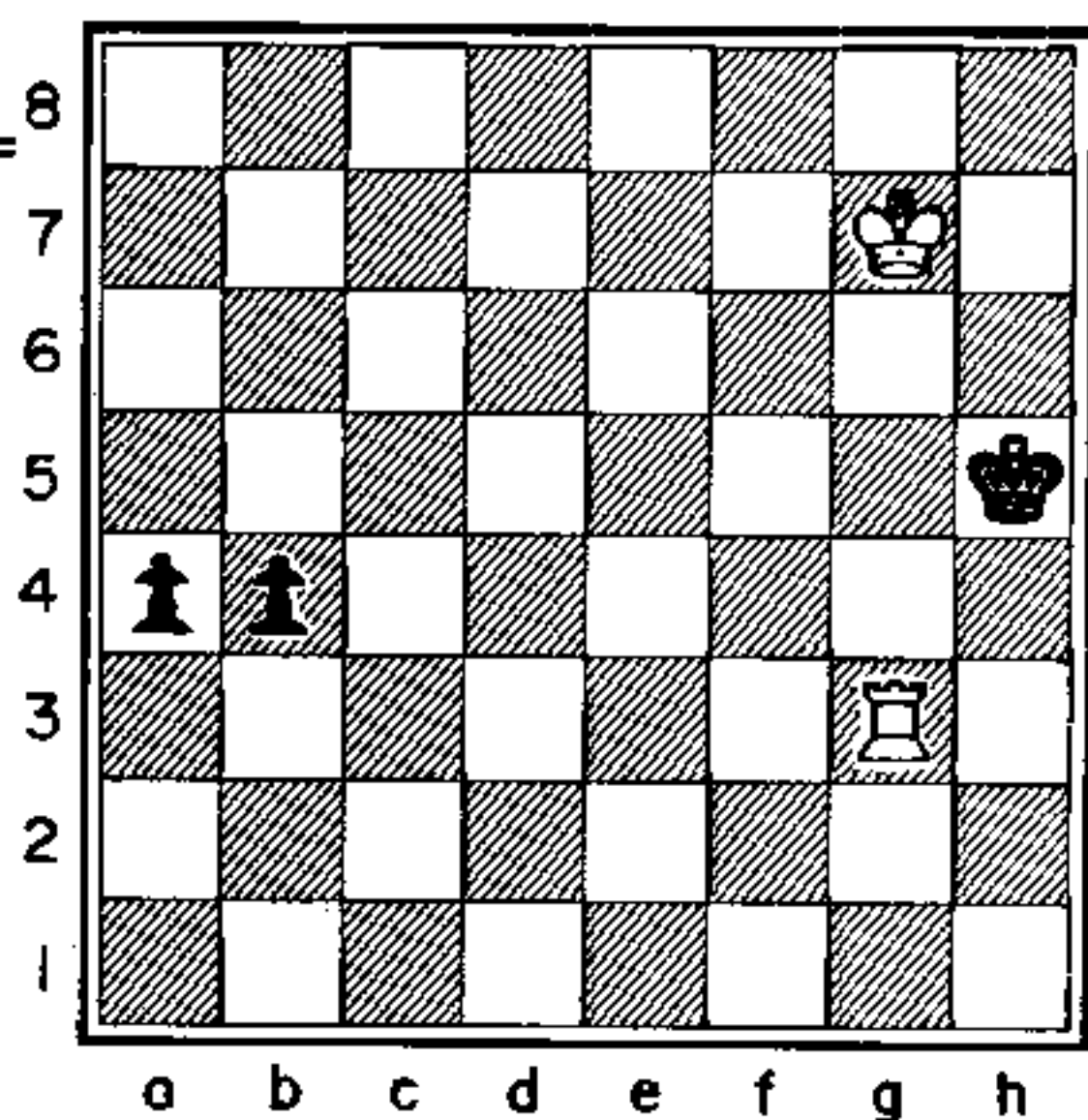
96. Horwitz and Kling gave this position in their book (1851) as an example of a win for White, but later Tassinari showed that this was not so.

1 Rg3+ Kb2!

Horwitz and Kling considered only 1... Kc2, which loses to 2 Kc4 b3 3 Rg2+ Kc1 4 Kc3 Kb1 5 Rh2 Ka1 6 Rh4! b2 7 R×a4+ Kb1 8 Rb4 Ka1 9 Kc2 etc.

97

+/=



97. This position was published by Urusov, who thought that after 1 Kf6 b3 2 Kf5 Kh6 3 Kf6 the game would end in a draw.

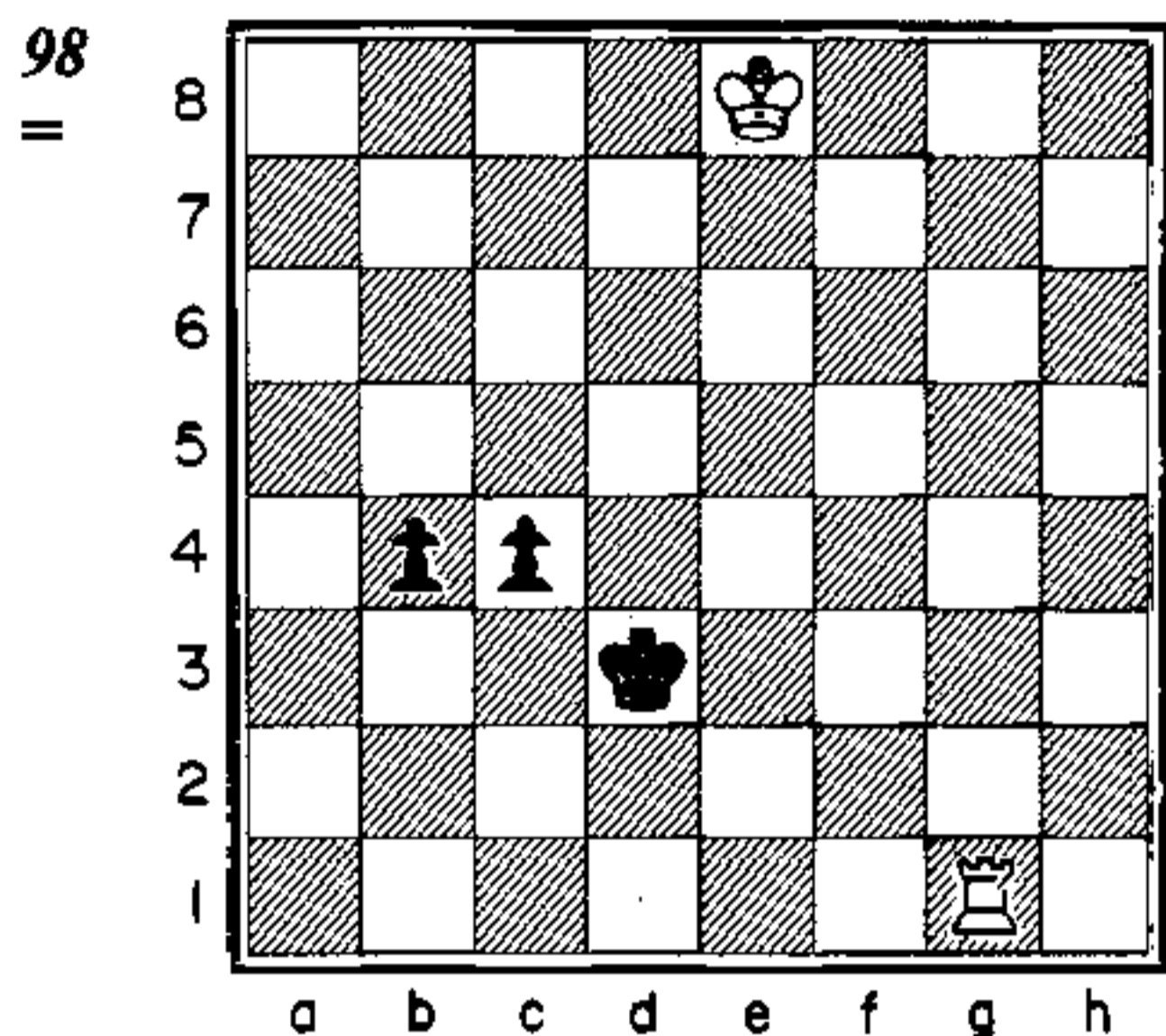
But Maizelis showed that, thanks to the unfortunate position of the opponent's king, White can win with his rook alone: 1 Rd3! b3 2 Rd5+ Kg4 3 Rd4+ Kf3 4 R×a4 Ke2 5 Rb4 etc. However, even after 1 Kf6 b3 it is possible to play 2 Rg5+ Kh4 3 Ra5 etc.

Urusov thought that, if it was Black to move, he could win, but this is also not so,

e.g. 1 ... b3 2 Kf6 b2 3 Rg1 a3 4 Kf5 Kh4 Kf4 Kh3 6 Kf3, and Black has to retrace his steps, since 6 ... Kh2? even loses to 7 Rb1. All this was considered in example 71.

Against pawns on the 5th rank, even if the opponent's king is a long way to the rear of the pawns, there are various saving possibilities.

Kopayev, 1953



98. It is hard to believe that White can stop the pawns, wouldn't you agree? His king is such a long way away. His initial rook manoeuvres look like a prelude to resignation.

1 Rg3+ Kc2.

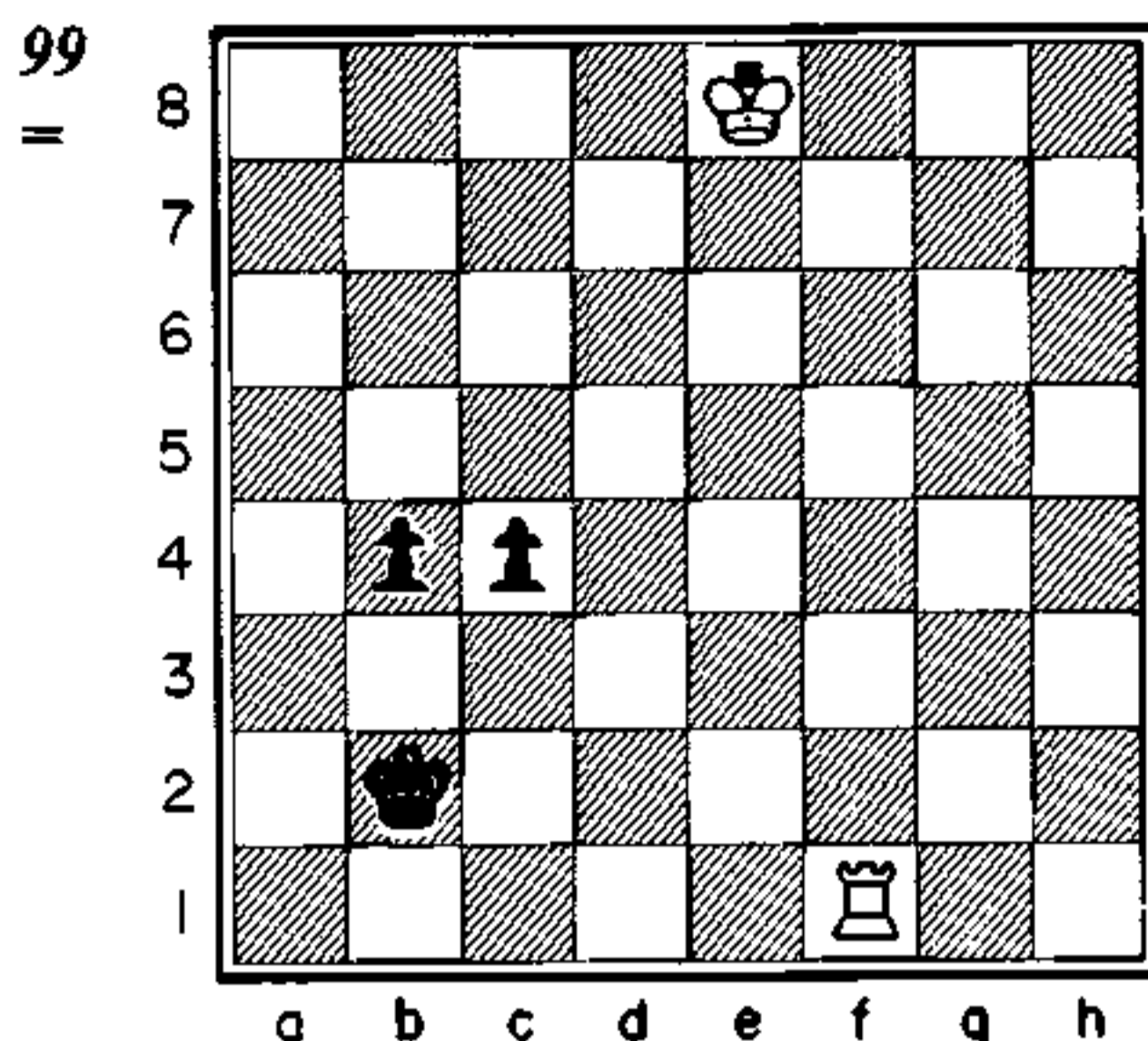
The attempt to avoid the checks by moving the king via d4 to a4 is pointless: White moves his rook to c5 and then brings up his king to b5.

2 Rg4! Kc3 3 Rg3+ Kb2 4 Rg4! Kb3 5 Kd7! c3 6 Kc6 c2 7 Kb5 c1=Q 8 Rxb4+. An unexpected finish: the black king cannot cross the c-file, and White gives perpetual check.

We will see on several further occasions that, for a successful attack from the side, the rook and the opponent's king must be separated by at least two files.

The following position differs only insignificantly from example 98, but the character of the play in it is completely different.

Averbakh, 1984



99. Here the rook is a step closer to the opponent's pawns, and so the plan of attack employed in the previous example does not succeed, e.g. 1 Rf4 Kc3 2 Rf3+ Kd4 3 Rf4+ Kd3 4 Rf3+ Ke4, and Black gains a decisive tempo for the advance of his pawns.

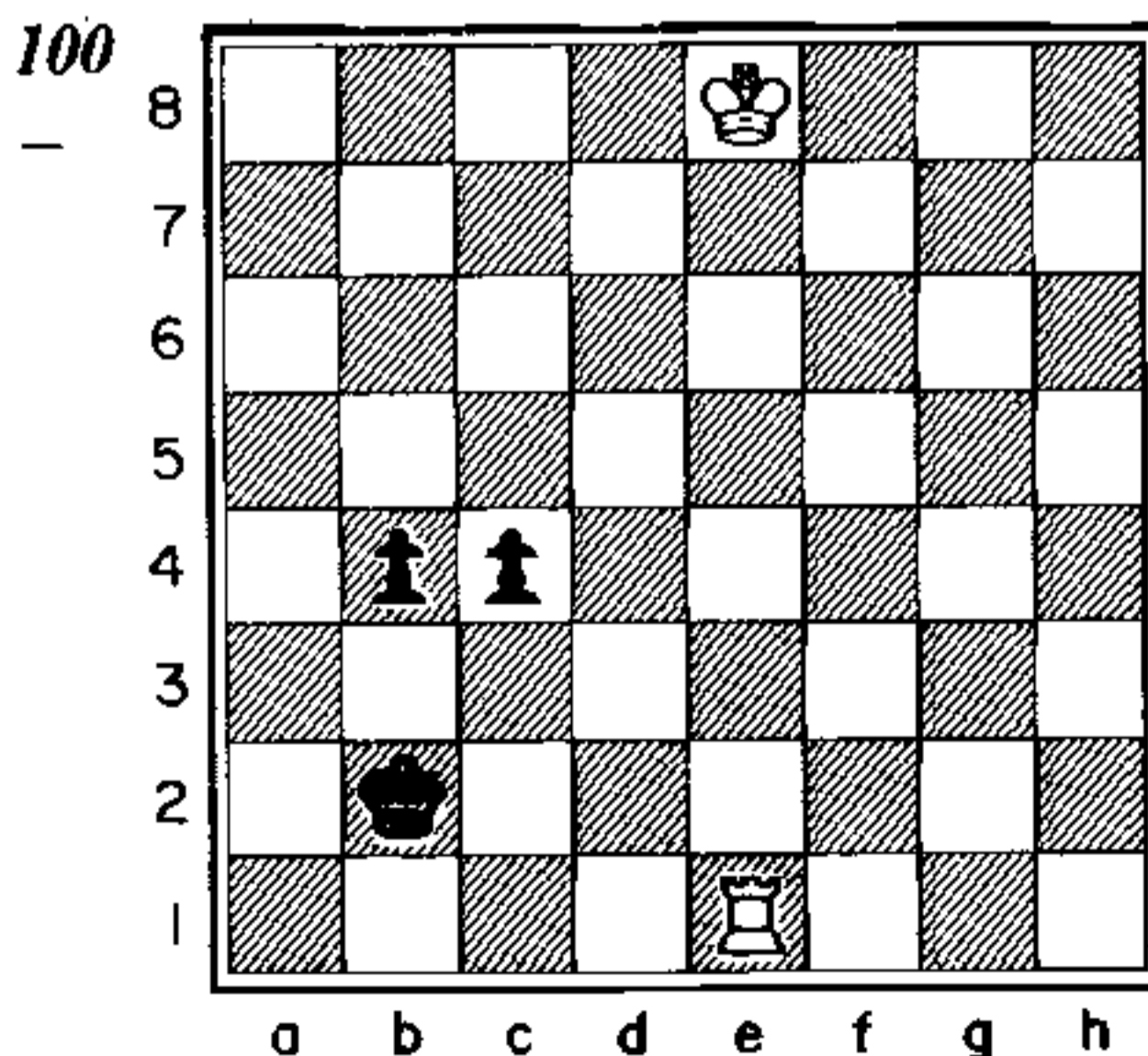
White must immediately bring his king into play: 1 Kd7 c3 2 Kc6 c2! 3 Kb5 Kc3!

If 3 ... b3, then 4 Kb4 with a draw, so Black clears the way for his b-pawn. Now White loses after 4 Rf3+ Kd4! 5 Rf1 b3, but he still has something in reserve.

4 Ka4! b3 5 Ka3 b2 6 Rf3+ Kd2 7 Rf2+ Kd1 8 Rf1+ Ke2 9 Kxb2 Kxf1 10 Kxc2. Draw.

Let us now move the rook a further file to the left.

Runquist, 1949



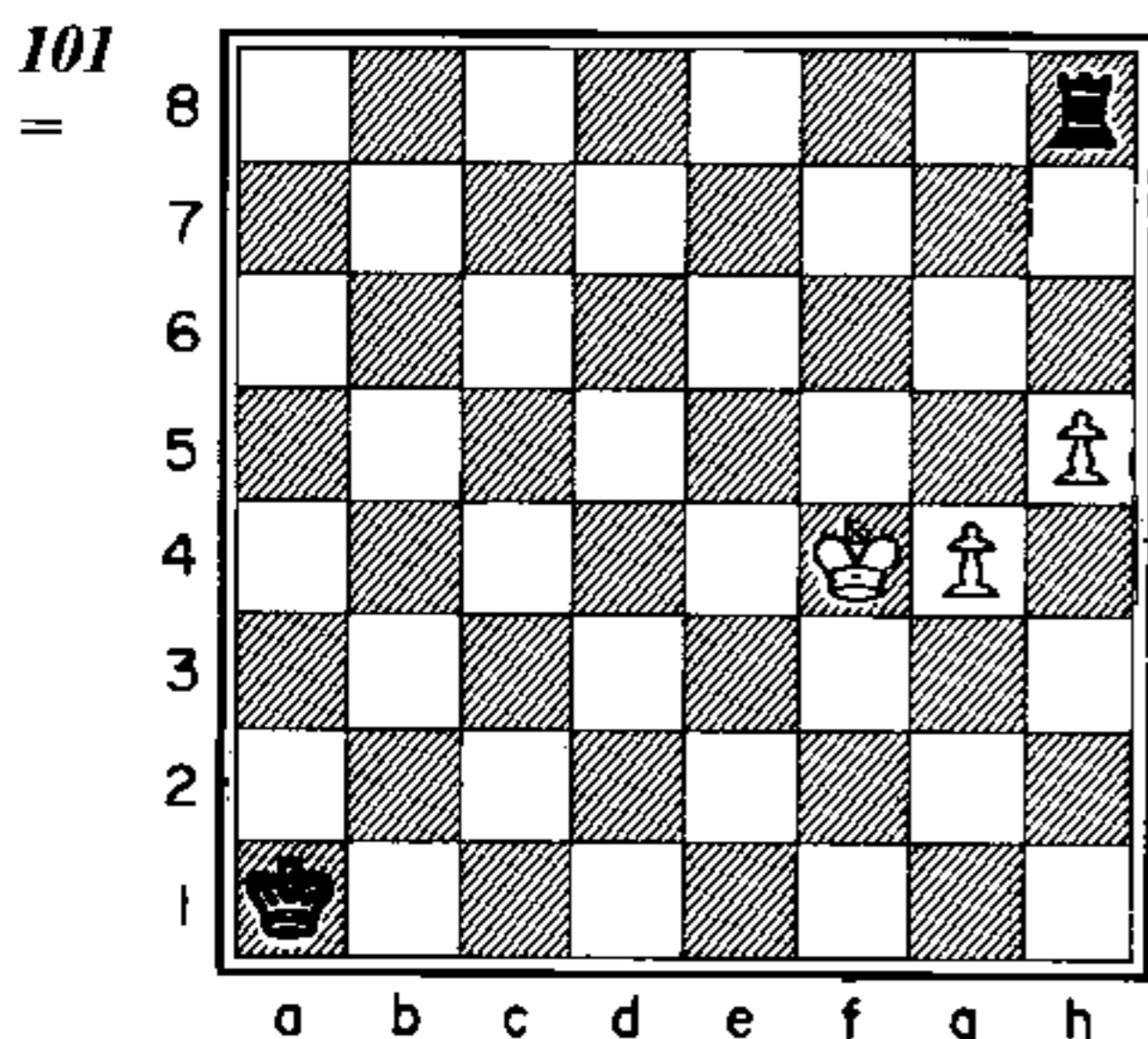
Rook against Two Pawns

100. The poor position of White's rook is the cause of his defeat.

1 Kd7 c3 **2** Kc6 c2 **3** Kb5 Kc3! **4** Ka4 b3 **5** Ka3 b2 **6** Ka2 (6 Re3+ does not help due to 6 ... Kd2, so White tries his last chance) **6** ... c1=Q **7** Rxc1 bxc1=R! etc.

If the pawns are not far advanced, and only one of them has crossed the demarcation line, attacking them from the front may also prove effective.

Kopayev, 1958



101. Despite the fact that the black king is as far away from the pawns as is possible, it succeeds in entering in time the 'square' of the rear pawn. This is due to the fact that White requires time to set his pawns in motion.

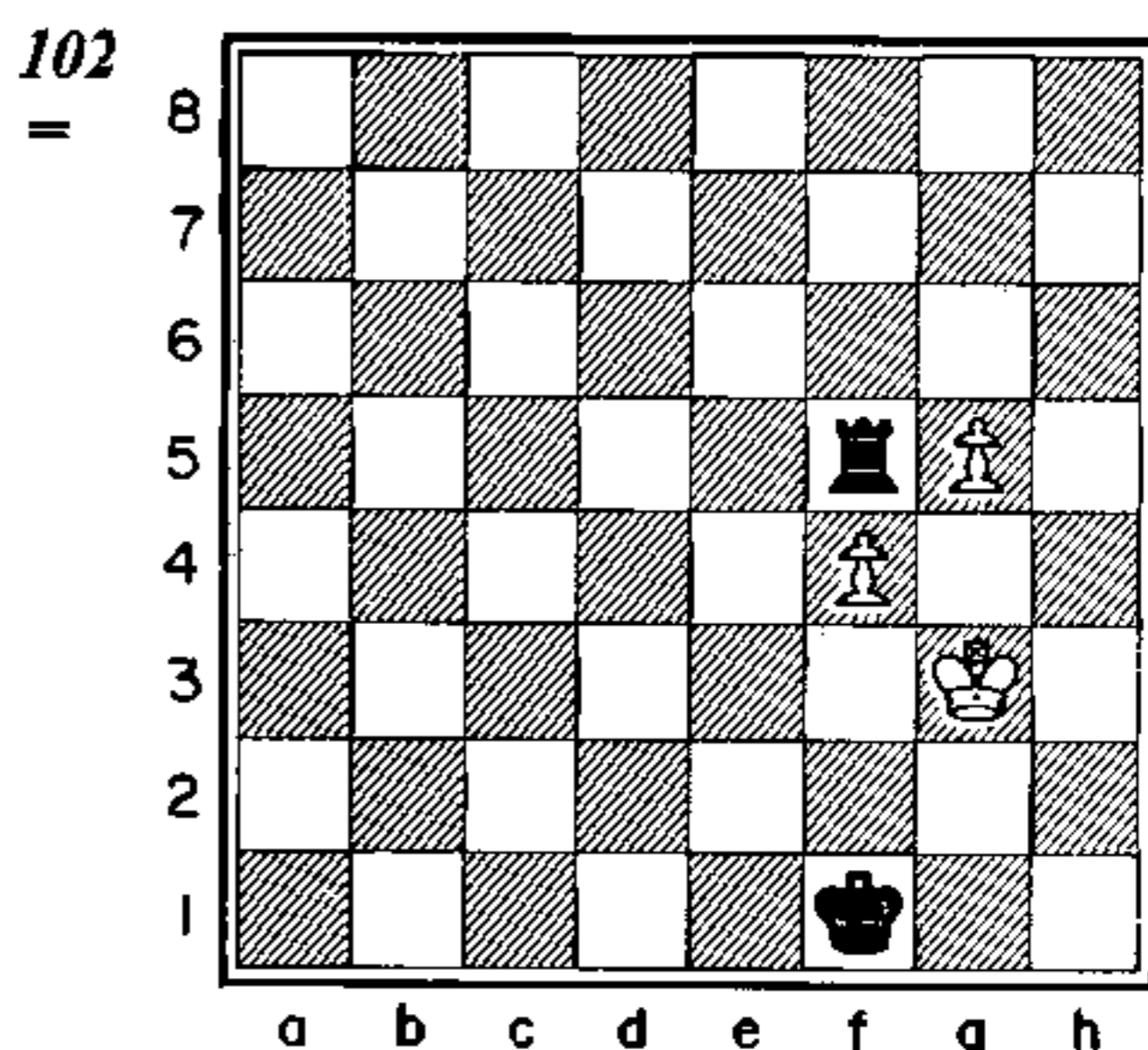
1 Kg5 Kb2 **2** Kh4 (if 2 Kf6, then 2 ... Kc3 3 Kg7 Ra8 4 h6 Kd4 5 g5 Ke5 6 g6 Kf5 7 h7 Kg5 etc.) **2** ... Kc3 **3** g5 Kd4 **4** g6 Ke5!

Black has fulfilled his task—his king is inside the 'square' of the rear pawn. It only remains for him to switch his rook to the rear of the pawns.

5 Kg5 Rf8! **6** g7 Rf1! **7** Kg6 Rg1+ **8** Kf7 Rf1+ **9** Ke7 Rg1 **10** h6 Rg6! The rest is already familiar. Draw.

The following position is of great theoretical significance: it shows how a draw can sometimes be gained under the most unfavourable conditions (king to the rear, rook badly placed).

Kopayev, 1953



102. 1 Kg4 Ra5!

Any rook move between a5 and c5 leads to a draw. Now White has two plans: he can advance either his f-pawn or his g-pawn.

(a) **2** f5 Ra4+ **3** Kg3.

Black's problem is simplified by 3 Kh5, after which he immediately switches his rook to the rear of the pawns by 3 ... Rf4!, with the possible sequel 4 Kg6 Kg2 5 f6 Kg3 6 Kf7 Kg4 7 g6 Kg5, and the king arrives in time.

3 ... Ra5 **4** Kf4 Ra4+ **5** Ke5 Rg4! **6** Kf6 Kf2 **7** g6 Kf3 **8** Kg7 Kf4 **9** f6 Kf5, and again the king reaches the right place.

(b) **2** g6 Kg2 **3** f5.

If 3 g7, then 3 ... Ra3 4 Kh5 Rg3 5 Kh6 Kf3 6 f5 Kf4 7 f6 Kf5, and White has to play 8 g8=Q, since 8 f7 is met by 8 ... Rh3 mate!

3 ... Ra4+ **4** Kh5 (after 4 Kg5 Black draws more simply: 4 ... Kg3 5 f6 Ra5+ 6 Kh6 Rf5 7 Kg7 Kg4 8 f7 Kg5) **4** ... Kg3 **5** g7 Rh4+! **6** Kg6 Rg4+! **7** Kh7 Rh4+! **8** Kg8 Rf4! **9** Kh7 Rh4+ **10** Kg6 Rg4+ **11** Kf7 Kf4. Draw.

In this example Black employed the so-called *combined method of defence*, based on the great mobility of his rook. First the opponent's king was pushed away by checks from the side, to clear a way for its own king to the pawns. When this was achieved, the rook was switched to the rear of the leading pawn.

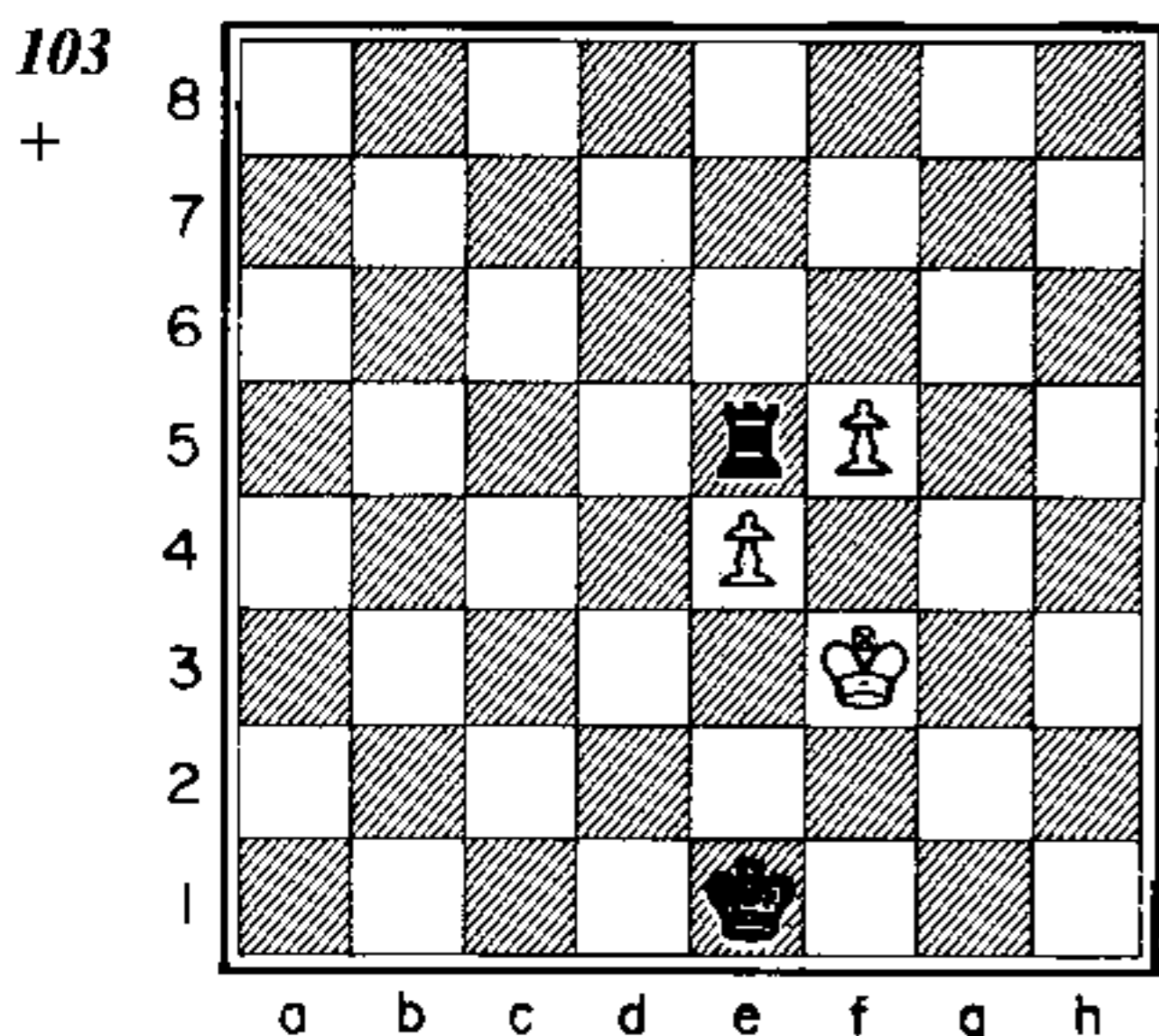
The combined method succeeds only if the

Connected Pawns

connected pawns are on the rook's and knight's files, or the knight's and bishop's files.

If position 102 is moved one file to the left, Black can no longer save the draw.

Averbakh, 1984



103. 1 Kf4 Ra5 2 f6 Kf2 3 e5!

As in the previous example, only a draw results from 3 f7 Ra3 4 Kf5 Rf3+ 5 Kg6 Rg3+ 6 Kf6 Rf3+ 7 Ke7 Ke3 8 e5 Ke4 9 e6 Ke5 etc.

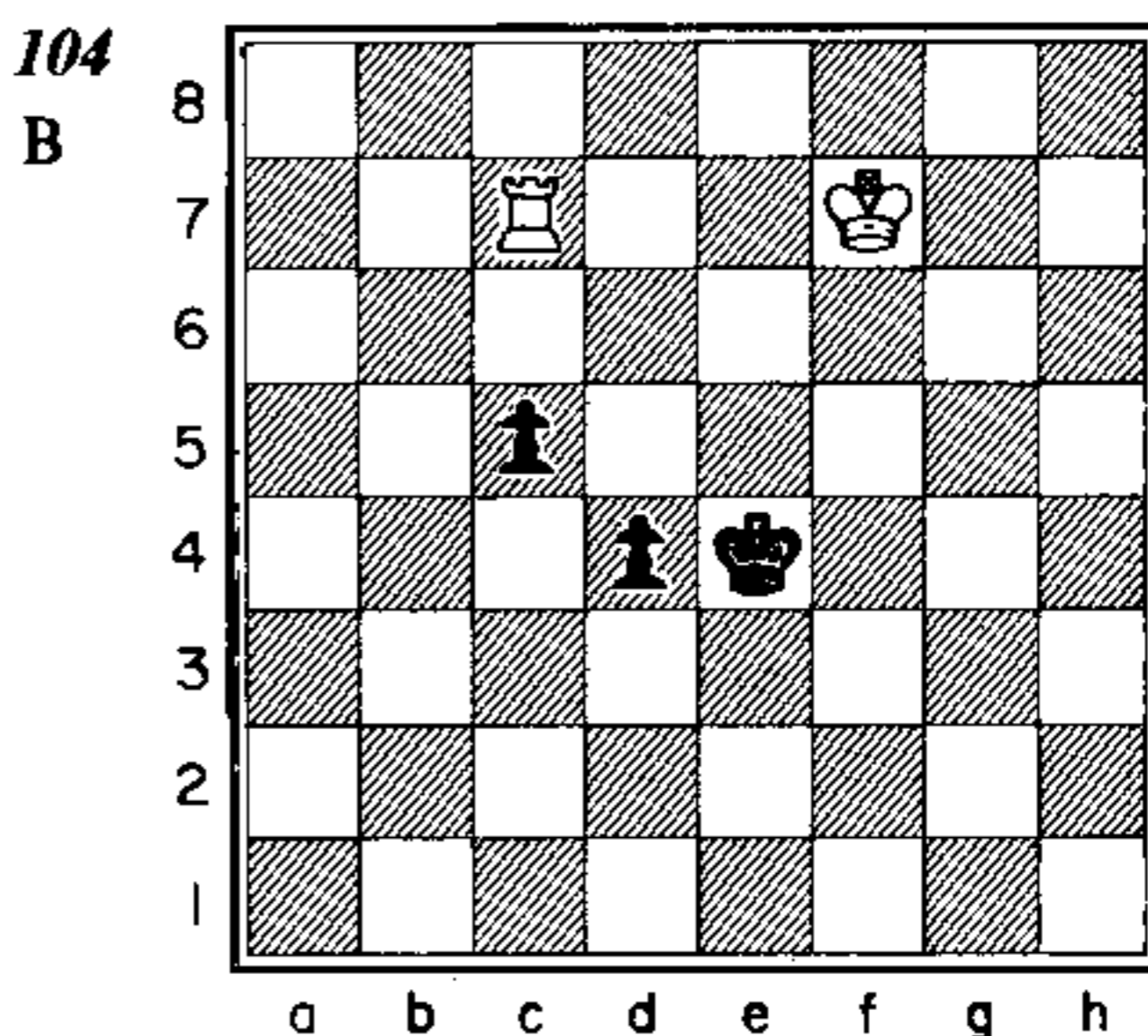
3... Ra4+ 4 Kg5 Kf3 5 f7! (5 e6 is weaker due to 5... Ra5+ 6 Kg6 Re5 7 e7 Kg4! 8 f7 Re6+! with a draw) 5... Rg4+ 6 Kh5! There was no such move in the previous example. Now the pawns cannot be stopped, since 6... Rf4 is decisively met by 7 e6 and 8 e7.

It might seem that, by playing his king to g3 on the 4th move, Black can draw, since he can check with his rook at h4. But this is not so: at g3 the king is further away from the e-pawn, a factor which White can exploit, e.g. 4... Kg3 5 f7 Rg4+ 6 Kf6! Rf4+ 7 Ke7 Kg4 8 e6, and White wins.

And now two more examples of an attack from the rear.

104. The rook is well placed here, therefore the gaining of a draw does not present any great problem. It is true that after 1... d3 it is wrong to play 2 Rxc5? due to 2... d2 3

Zhudro-Fogelevich
Gorky, 1938

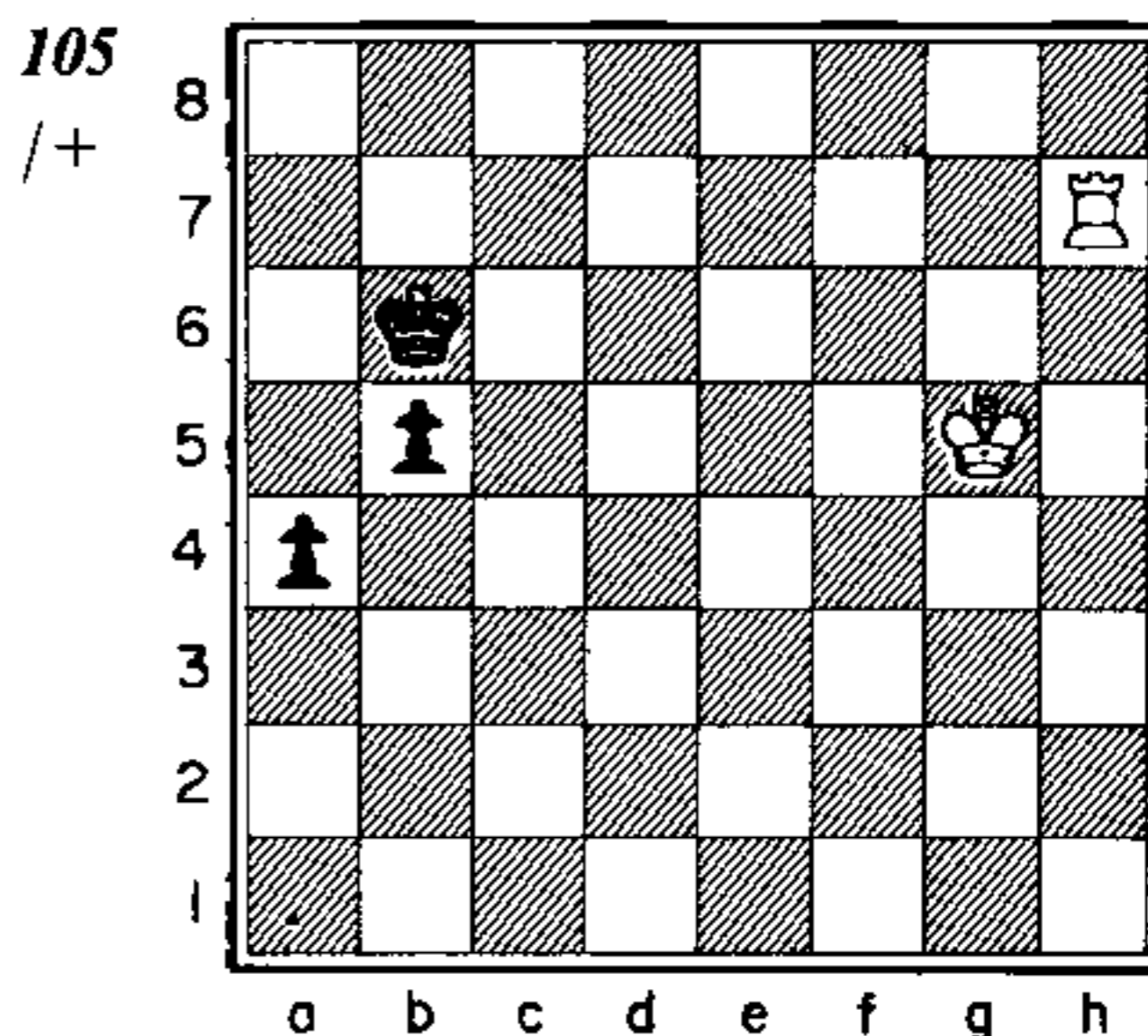


Rc4+ Ke5 4 Rc5+ Kd6 5 Rc8 Kd7, when Black wins.

Correct is 2 Ke6! d2 (2... Ke3 3 Rxc5) 3 Rd7 Ke3 4 Rxd2! Kxd2 5 Kd5. Therefore the players agreed a draw.

The following position is extremely interesting.

Maizelis, 1939



105. White's king is a long way from the pawns, and for the moment his rook too is not taking part in the play. After 1... b4 2 Rh8 (the rook must be positioned to the rear of the pawns) 2... b3 3 Kf4 Kc5 we reach

Rook against Two Pawns

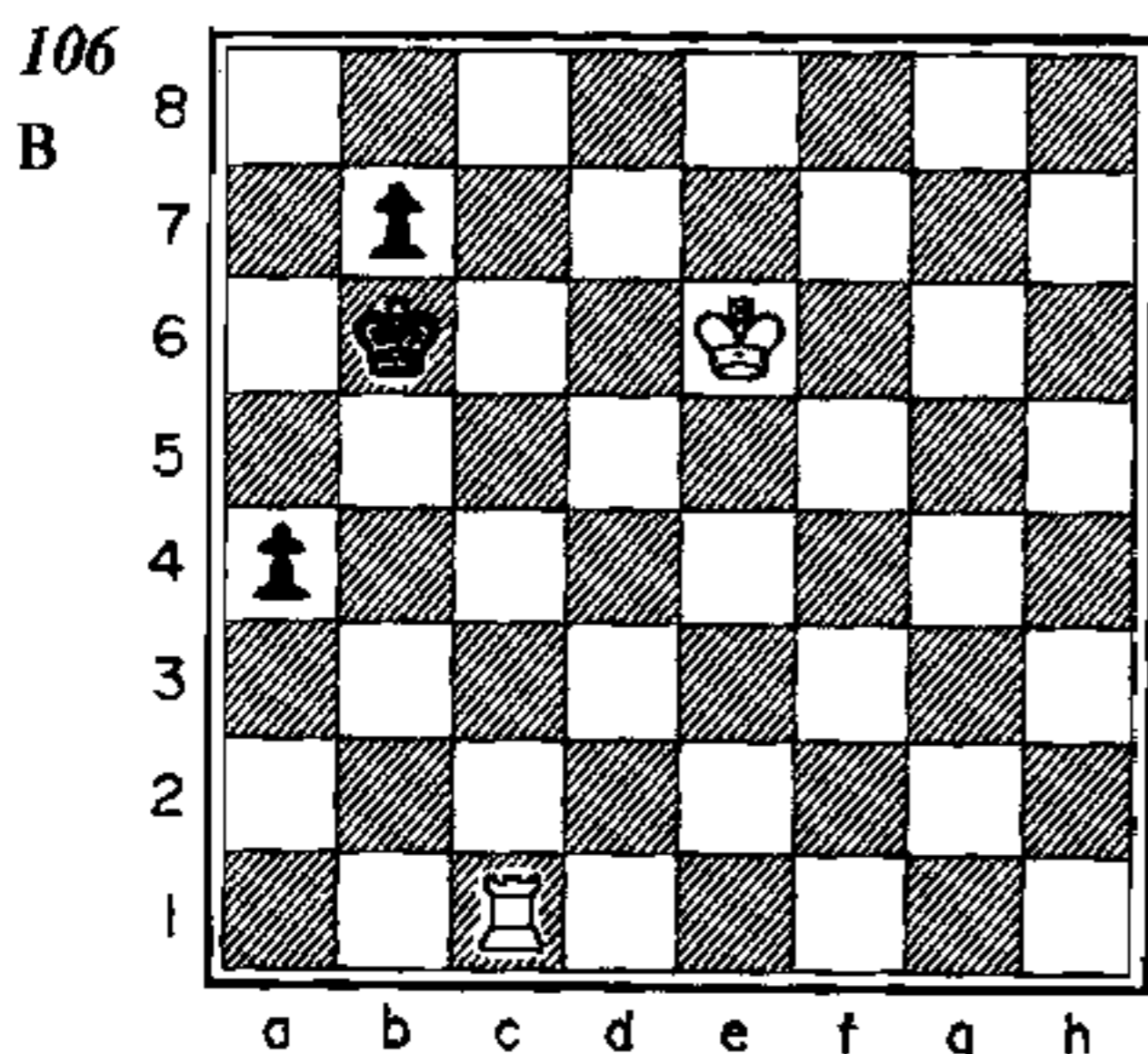
example 84, where, according to the composer, White must continue 4 Rb8 Kd4!, when Black wins. But 4 Ke5!, 'shoulder-charging' the opponent's king in turn, refutes this idea.

The win is achieved by the unsuspected 3 ... Kc7!, not allowing the rook to go to the rear of the leading pawn. Now the transfer of the rook to the 1st rank is too late: 4 Rh1 b2 5 Ke3 a3 6 Kd2 a2 etc., and it does not help to play 4 Ke5 b2 5 Rh7+ Kc6 6 Rh6+ Kc5 7 Rh8 Kc4.

In conclusion, here are a few positions with pawns which are less far advanced.

Sackmann, 1920

Berger, 1922



106. The white king is fairly close to the pawns, and Black's problem is to find a plan which will hinder the opponent to the greatest extent in realizing his advantage.

1 ... Ka5.

If 1 ... a3 2 Ra1 Kc5 3 R×a3 b5, then 4 Ke5 Kc4 5 Ke4 b4 6 Ra8, and White wins.

2 Kd5 Kb4!

This is stronger than the line considered by Sackmann: 2 ... b5 3 Kc5 a3 4 Rb1 Ka4 5 Rb4+ and wins.

3 Kd4! Kb3.

There is nothing better; if 3 ... a3, then 4 Rb1+ Ka4 5 Kc3 a2 6 Rh1 Ka3 7 Kc2 b5 8 Rh3+ and 9 Kb2.

4 Kd3 Kb2 (4 ... a3 5 Rb1+ Ka2 6 R×b7 Ka1 7 Kc2 a2 8 Kb3) 5 Kd2 a3.

If 5 ... b5, then 6 Rc5 b4 7 Rc4 Kb3 (7 ... b3 8 R×a4 Kb1 9 Rb4 b2 10 Kc3 Ka1 11 Kc2) 8 Rh4 a3 9 Kc1 Ka2 10 R×b4 Ka1 11 Kc2, and White wins.

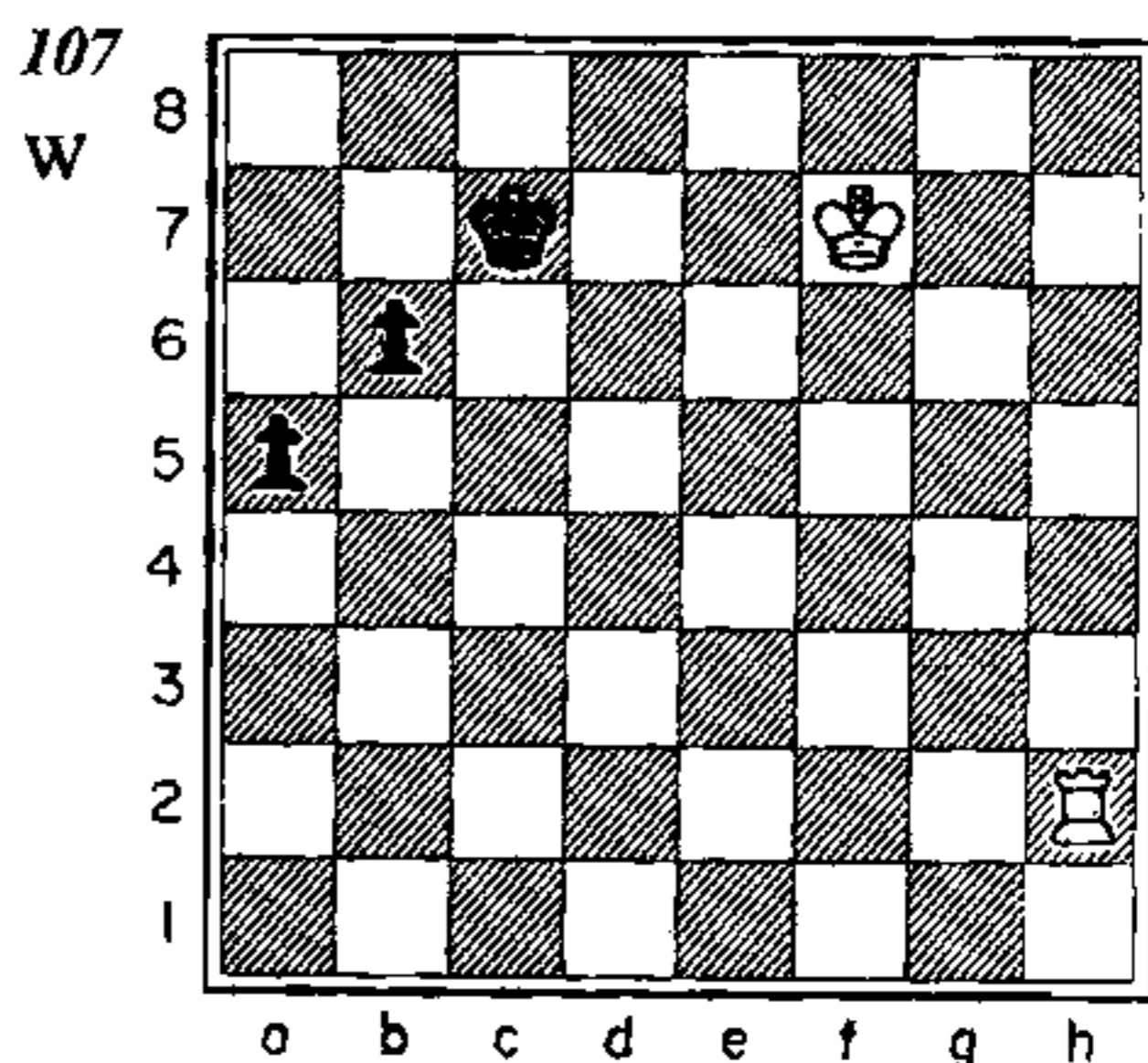
6 Rc5!

This suggestion by Maizelis wins most quickly. Berger considered 6 Rc2+ Kb3 7 Rc7 b5 8 Kc1, which of course also wins.

6 ... a2 7 Rb5+ Ka3 (7 ... Ka1 8 Kc3 b6 9 Kb3) 8 Kc2 a1=N+ 9 Kc3, and White wins.

Salwe-Fahrni

Nuremberg, 1906



107. In this position a draw was agreed. Tarrasch, commenting on the game in the tournament bulletin, caustically remarked: 'A striking demonstration of the superiority of the younger generation of masters in knowledge and technique is the fact that, with enviable certainty, Salwe and Fahrni judged this position to be drawn, whereas a player such as myself would still have had doubts about the possible outcome, and for several hours would have played on, to see what in the end happened. According to my analysis, which, it is true, may be incorrect, Black should lose here ...'

As demonstration, Tarrasch gives the following variations:

(a) 1 Rh6 Kb7 2 Rd6 a4 3 Ke6 Ka6 4 Kd5 Kb5 5 Kd4 Kb4 6 R×b6+, and White wins.

Isolated Pawns

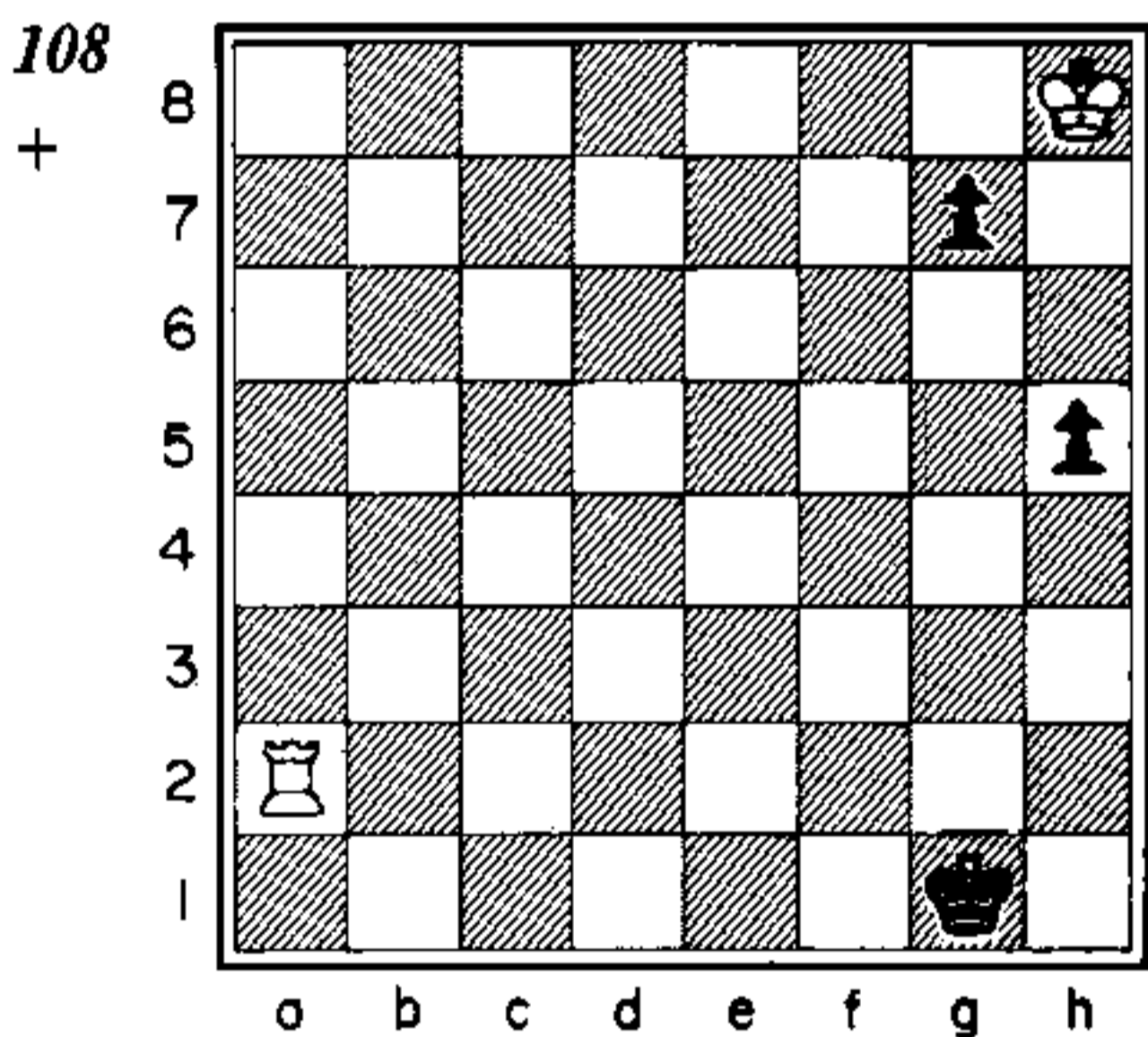
(b) 1 Rh6 a4 2 Re6 b5 3 Kf6 a3 4 Ra6 b4 5 Ra4 etc.

As Maizelis pointed out, there is a mistake by Tarrasch in this second variation. After 5 Ra4? Black gains a draw by 5 ... Kb6! 6 R × b4+ Ka5. But Tarrasch's assessment is correct. Instead of 5 Ra4, correct of course is 5 Ke5! Kb7 6 Ra4 Kb6 7 Kd4 Kb5 8 Ra8 etc.

But Tarrasch's demonstration is nevertheless insufficiently convincing, since he did not consider Black's most tenacious defence—1 ... b5.

Maizelis (1956) correctly remarked that 1 Rh6 is hardly the strongest move. Indeed, the most accurate is 1 Ke6 Kc6 2 Rc2+ Kb5 3 Kd5 Kb4! 4 Kd4! Kb3 5 Rc3+! Kb2 (5 ... Kb4 6 Kd3 a4 7 Kc2) 6 Rc6 b5 7 Rc5 a4 (7 ... b4 8 R × a5 b3 9 Rc5 Ka1 10 Kc3 b2 11 Ra5+ Kb1 12 Rb5 Ka1 13 Kc2) 8 R × b5+ Kc2 9 Ra5 Kb3 10 Kd3 a3 11 Rb5+ Ka4 12 Rb8 a2 13 Kc2, and White wins.

Moravec, 1913



108. The black h-pawn is ready to make a swift advance, and at first sight it is not clear how White can stop it. If 1 K × g7?, then 1 ... h4 2 Kg6 h3 3 Kg5 h2, since 4 Kg4! h1 = Q 5 Kg3 does not work, as by 5 ... Qh8! Black defends against the mate, and wins. Therefore, in chasing after the h-pawn, White should not open the a1-h8 diagonal.

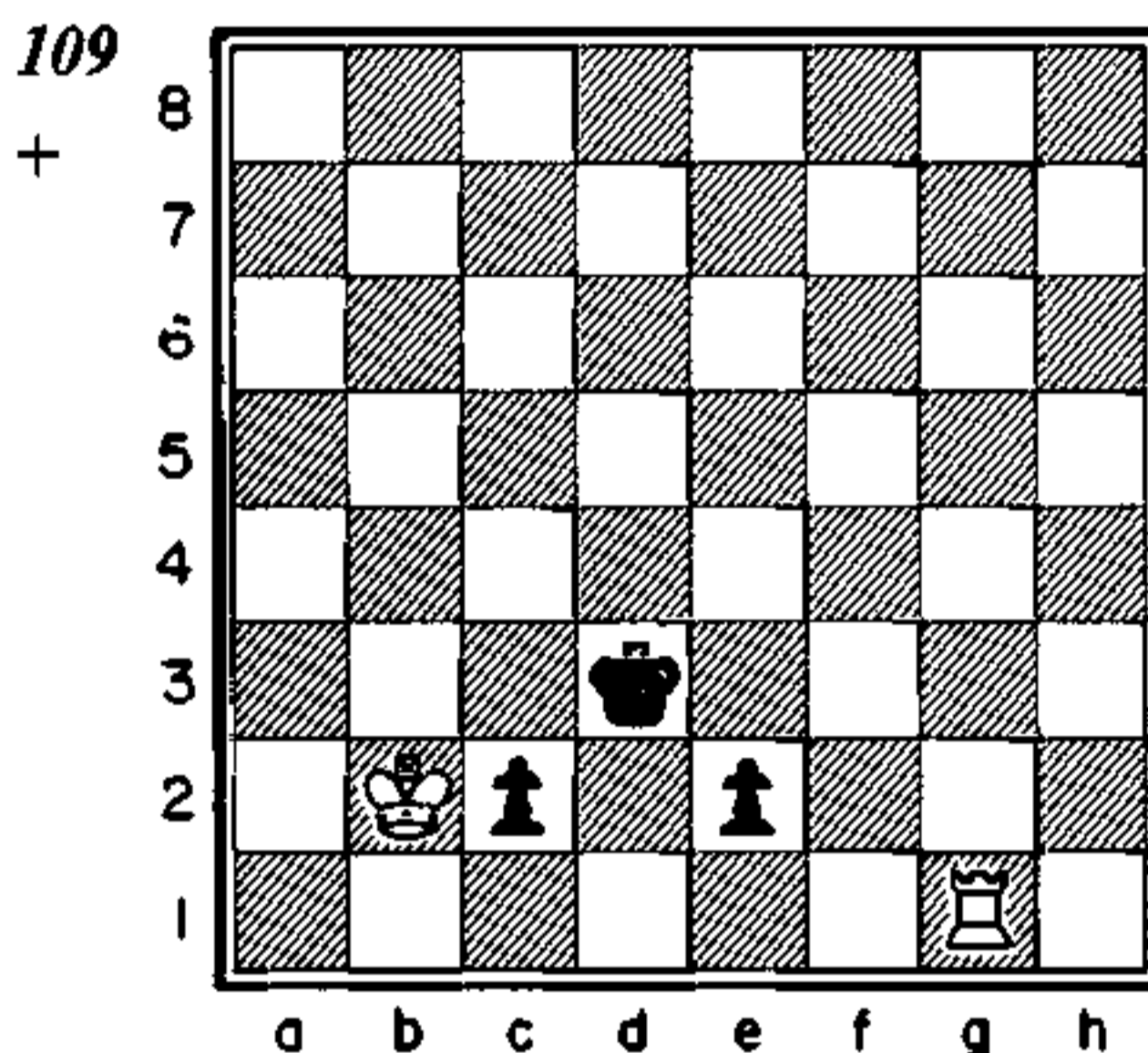
1 Kh7! h4 (1 ... g5 2 Kg6 g4 3 Kg5 g3 4

Kh4 g2 5 Kh3 is no better) 2 Kg6 h3 3 Kg5 h2 4 Kg4 h1 = Q 5 Kg3, and White wins.

2.2 ISOLATED PAWNS

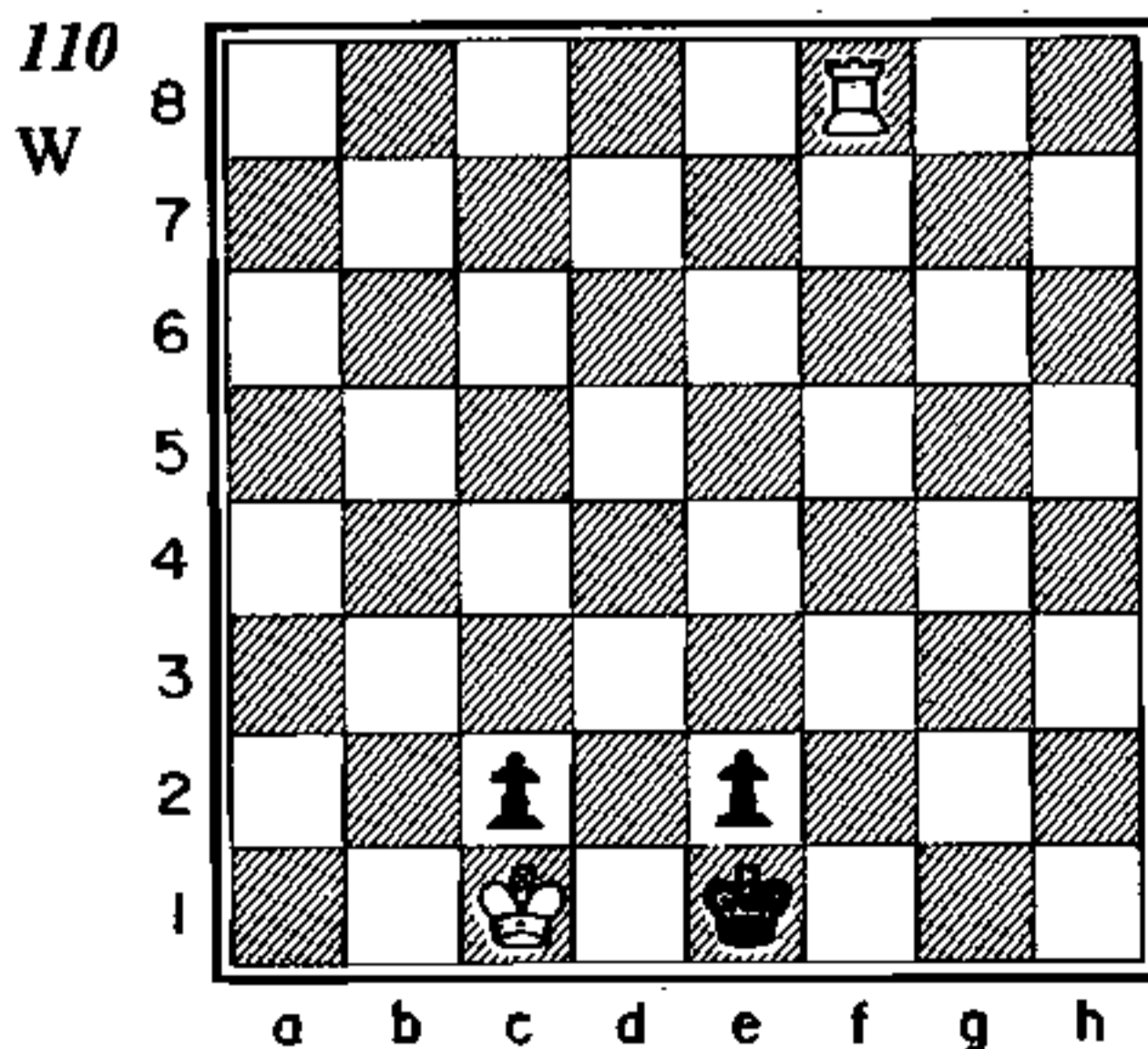
Isolated pawns are not such a danger to the rook as connected pawns. Even if they reach the penultimate rank, they cannot be queened without the support of their king, provided only that the rook is controlling the back rank.

We will begin our analysis with positions where the distance between the pawns is one file.



109. One of the critical positions of this type of ending. Black is threatening 1 ... Kd2 with a draw, but by 1 Kc1 White parries this threat, after which the game swings his way, e.g. 1 ... Ke3 2 Rh1! (2 K × c2? Kf2) 2 ... Kd3 (2 ... Kf2 3 Kd2) 3 Re1, and White wins.

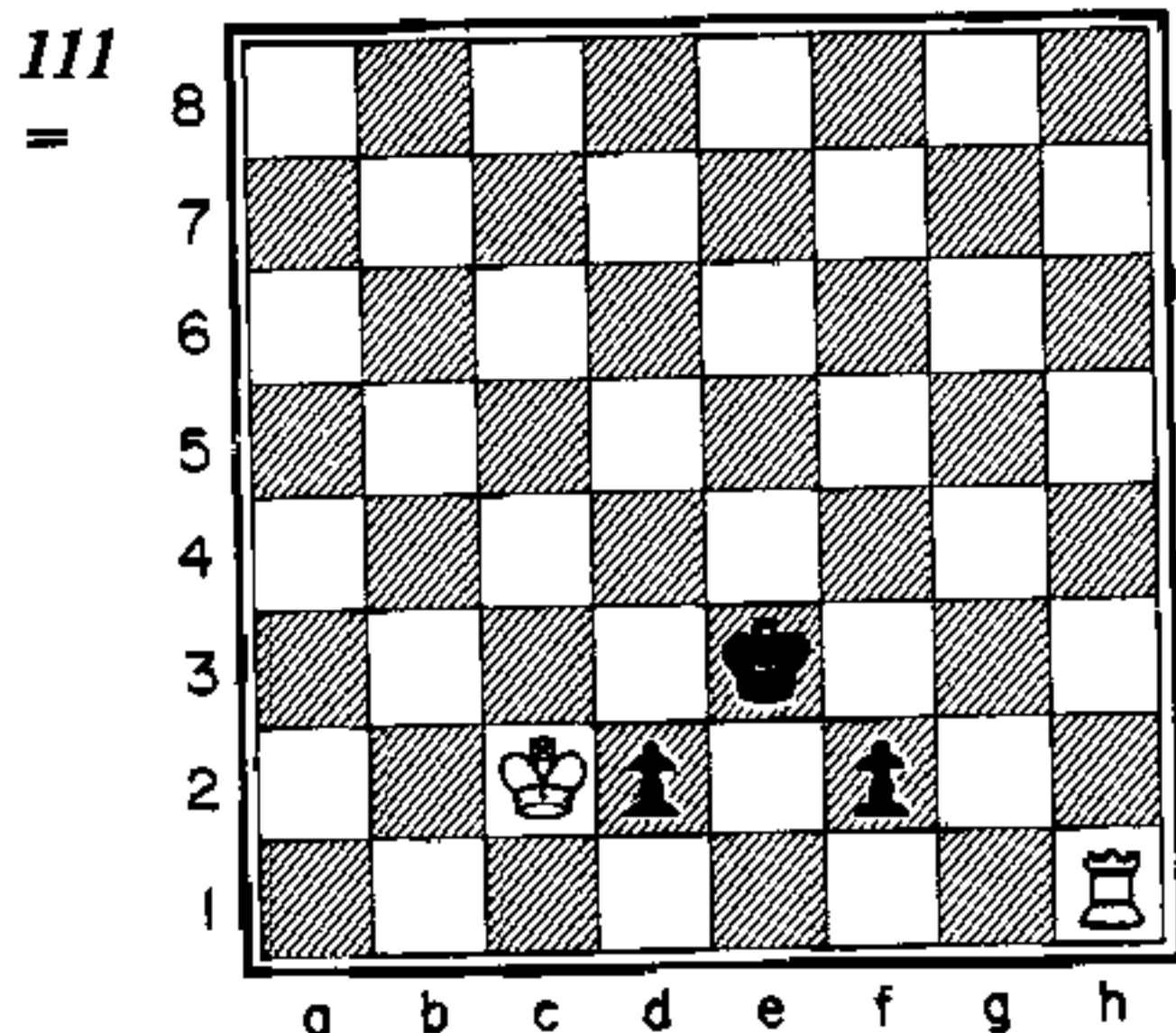
Kopayev, 1958



Rook against Two Pawns

110. This position reduces to the previous one: **1 Rh8! Kf2** (1 ... **Kf1 2 Rh1+ Kg2 3 Re1 Kf2 4 Kd2**) **2 Rh2+ Ke3 3 Rh1 Kd3 4 Re1!**, and White wins.

If position 109 is moved one file to the left the result does not change, but let us try moving it one file to the right.



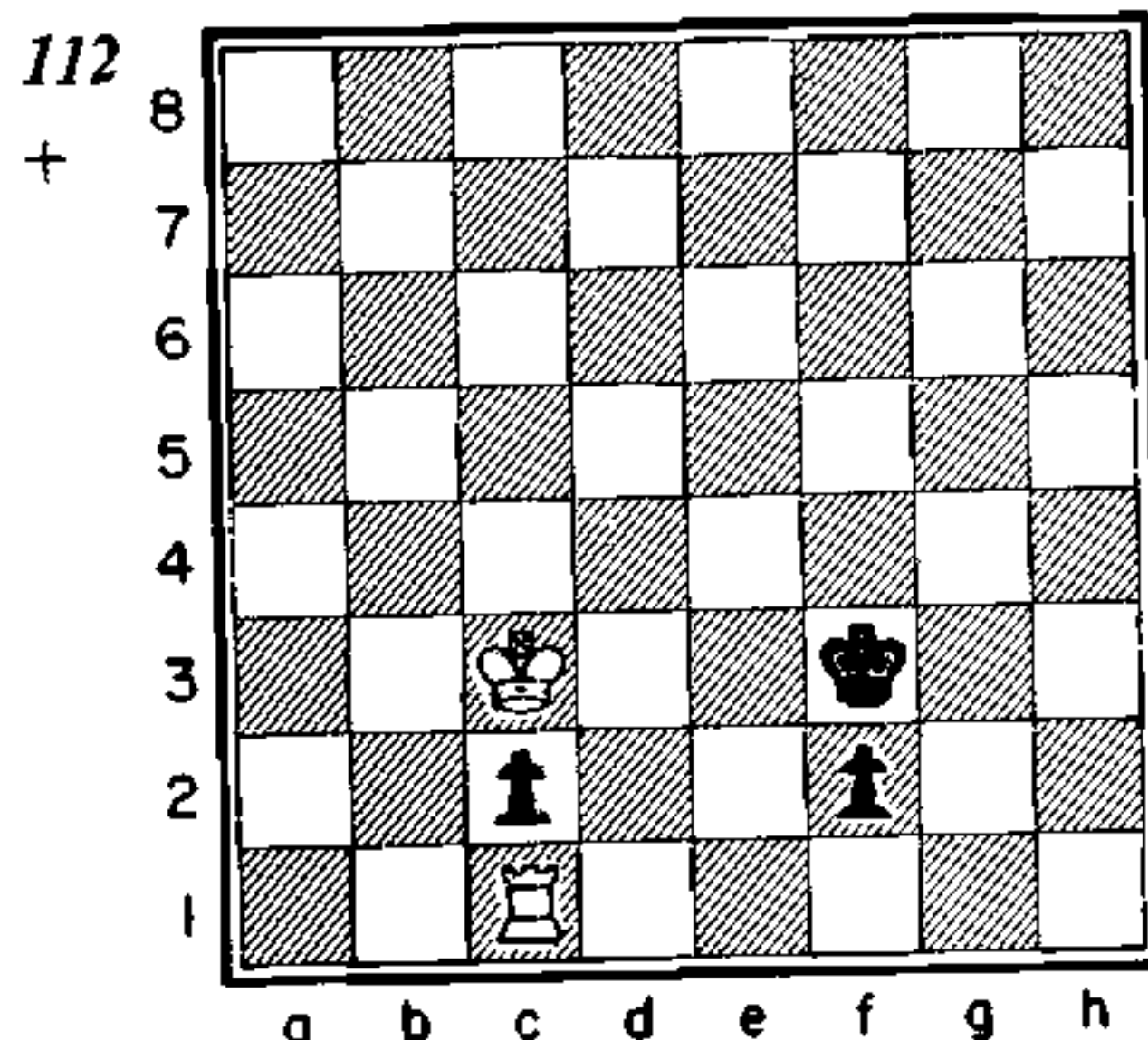
111. Here White can no longer realize his advantage: after **1 Kd1 Kf3 2 Rf1 Ke3 3 Rh1 Kf3** the game ends by repetition of moves.

It is quite clear that White will also be unable to win in the position reached by moving position 111 one file to the right, since there is insufficient space for the rook's attack from the side.

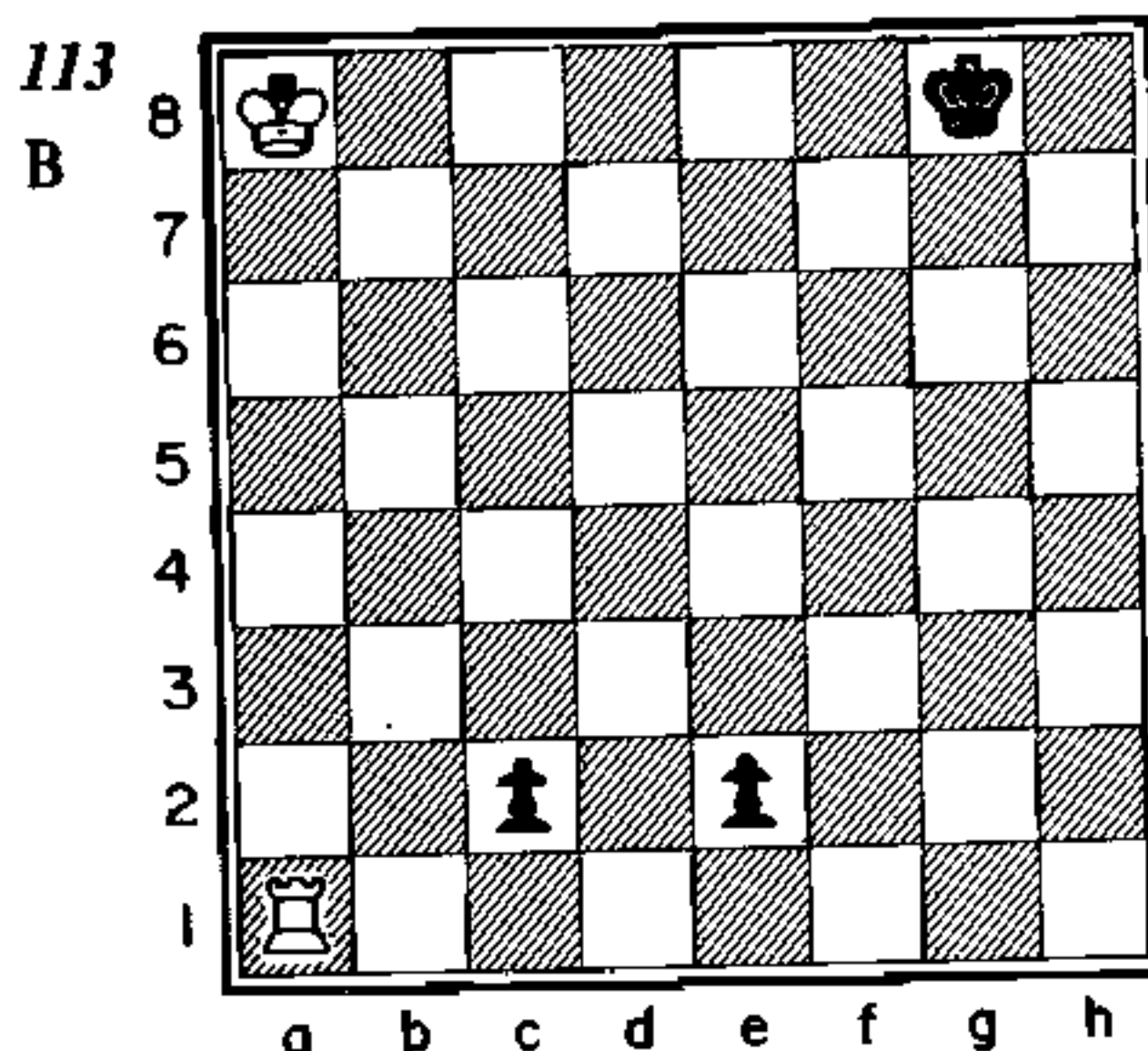
If the distance between pawns on the penultimate rank is greater than one file, it is normally more difficult to stop them. Here it is important to coordinate the forces, so as to prevent the pawn supported by the king from queening, and to not allow the king across to the second pawn.

112. The black king is threatening to penetrate to e2, so correct is **1 Kd3(d2) Kg2 2 Ke2**, when White wins.

The above positions are like beacons, by which one should be guided in various situations where the kings are a long way from the pawns.



from Euwe, 1940



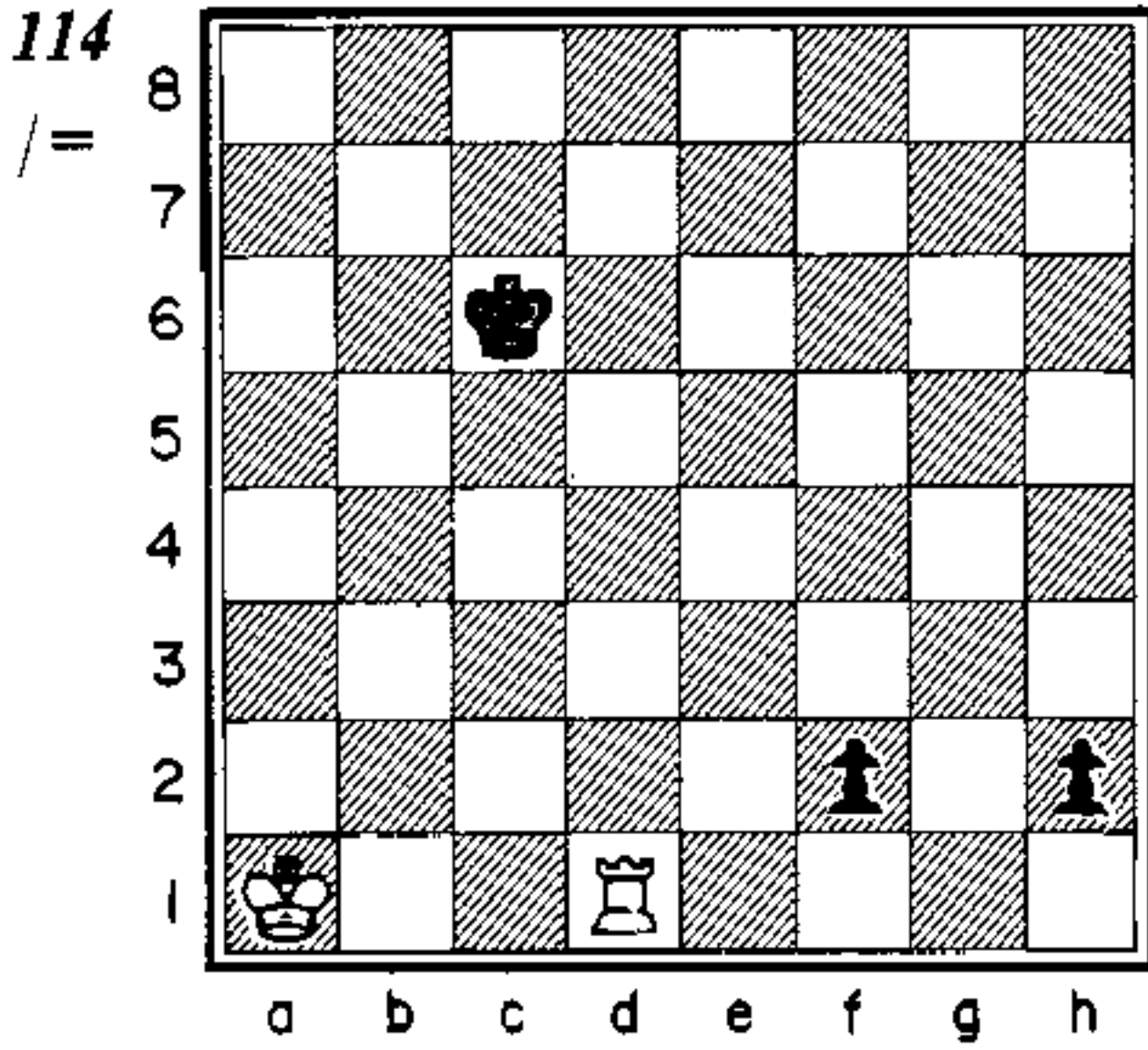
113. Here the white king succeeds in keeping the black king out of d2, and by reaching this square itself it helps the rook to stop the pawns.

1 ... Kf7 2 Kb7 Ke6 3 Kc6! Ke5 4 Kc5 Ke4 5 Kc4 Ke3 6 Kc3 Kf2 7 Kd2, and White wins.

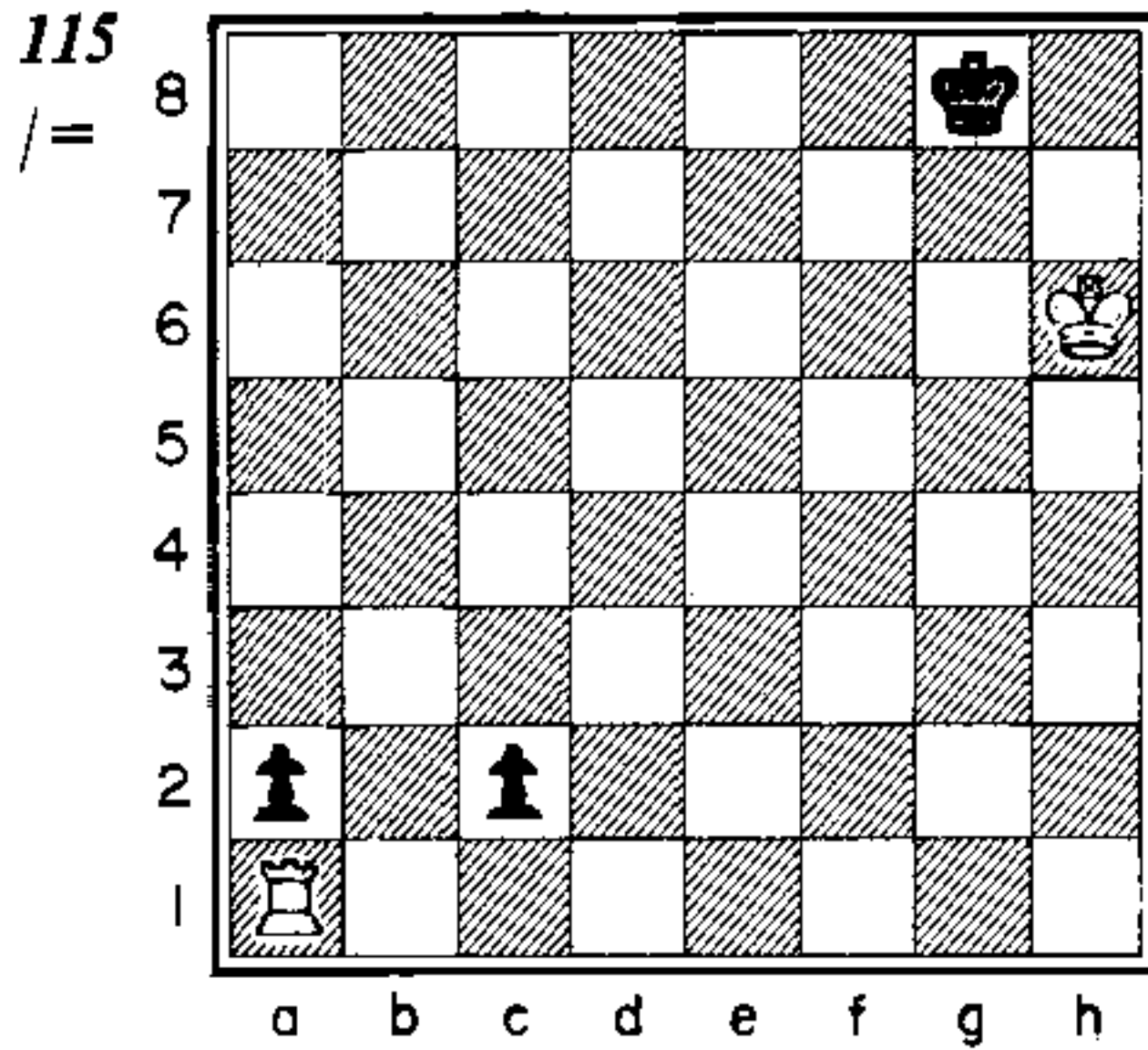
The following two studies reduce to drawn positions with a single pawn (4 and 38).

114. After **1 ... Kc5 2 Kb2** things seem bad for Black, since his king is cut off from the pawns, but there follows **2 ... h1=Q! 3 R×h1 Kd4 4 Kc2 Ke3 5 Kd1 Kf3 6 Rf1 Ke3!** with a draw.

Prokes, 1941



Grigoriev, 1929



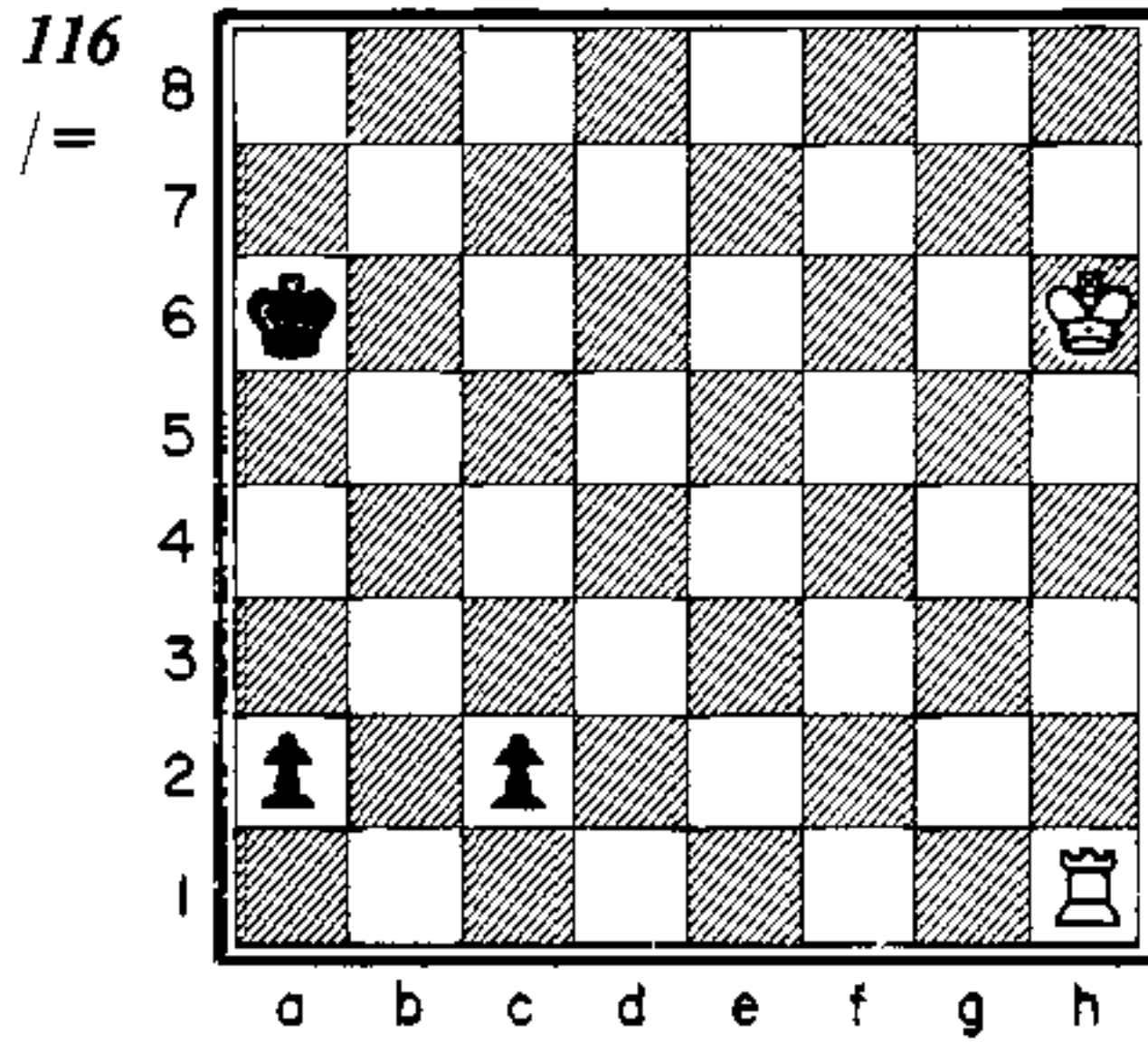
115. A race between the kings commences: 1 ... Kf7 2 Kg5 Ke6 3 Kf4 Kd5 4 Ke3 Kc4 5 Kd2.

One gains the impression that White is close to success: 5 ... Kb3 6 Kc1 leads to a win. However ...

5 ... c1=Q+! 6 Kxc1 (6 Rxc1+ Kb3, and the rook is in the way of its own king) 6 ... Kb3, and White is in zugzwang. Draw.

If the king cannot support the rook, the situation changes in favour of the pawns, and it is now the other side who has to seek a way of saving the draw.

116. The white king is obviously too late in reaching the pawns: 1 ... Kb5 2 Kg5 Kc4 3 Kf4 Kd3!

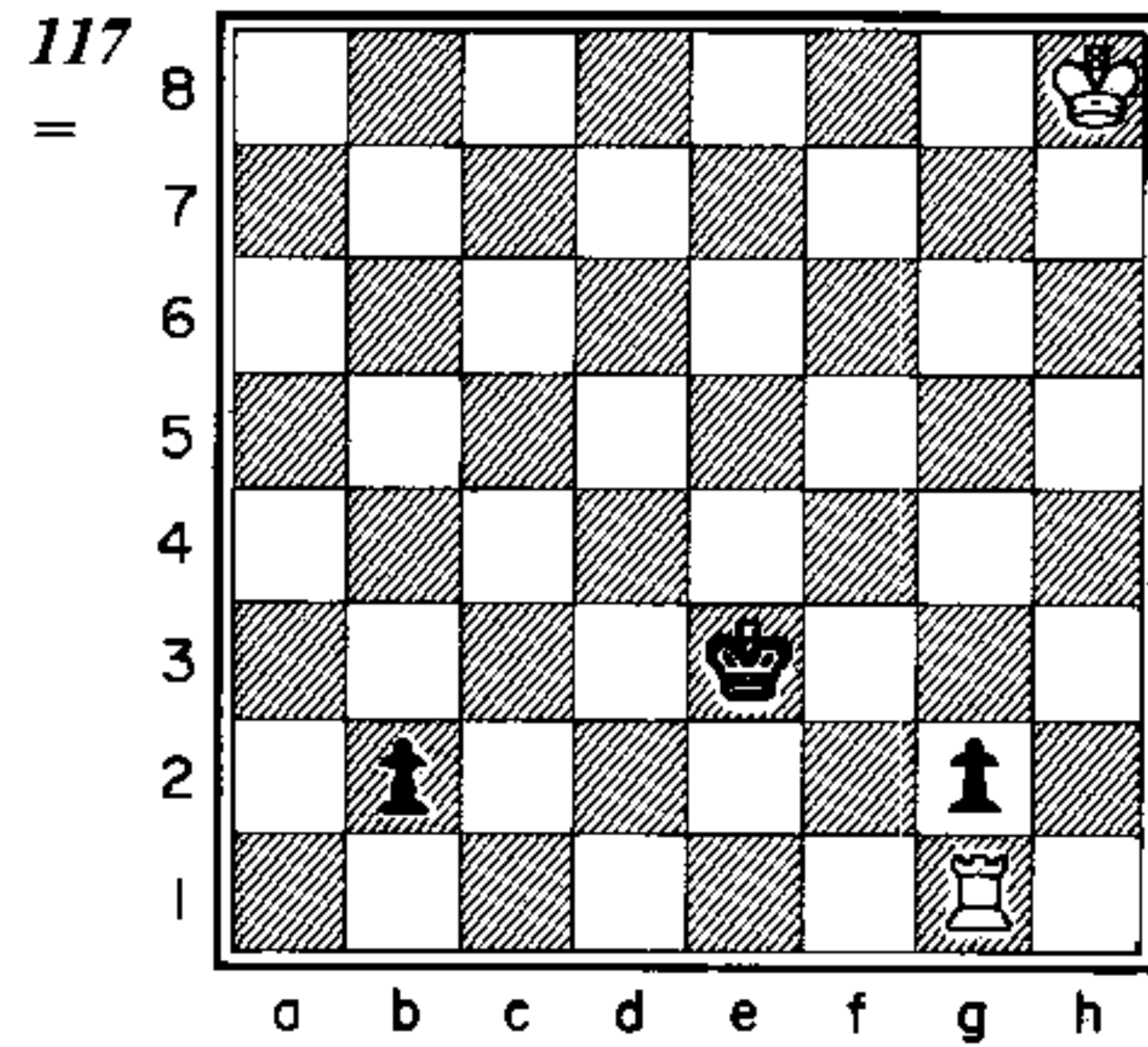


White's situation has become critical, but thanks to the fact that one of the pawns is a rook's pawn, there is a way of saving the game.

4 Ra1! (not 4 Kf3 Kd2 5 Rh2+ Kc3 6 Rh1 Kb2) 4 ... Kc3 (if 4 ... Kd2, then 5 Rxa2) 5 Ke3 Kb2 6 Kd2! Kxa1 7 Kc1—stalemate.

If the distance between the pawns is greater than three files, the rook alone, without the support of its king, is able to maintain the balance.

from Reti, 1929

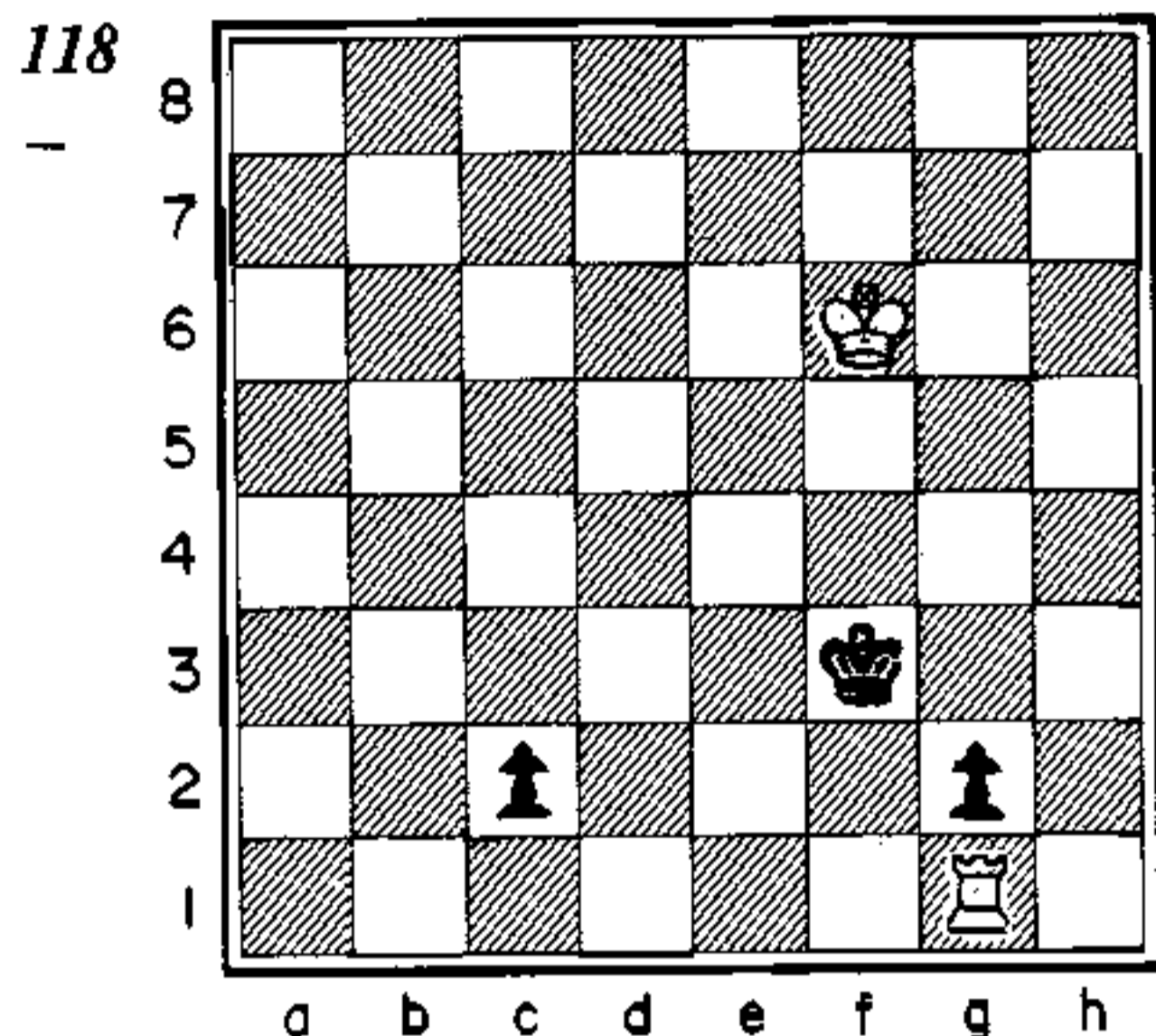


117. Black is threatening 1 ... Kf2, but by 1 Rb1! White parries this threat. There can follow 1 ... Kd3 2 Rg1! Ke2 3 Rb1! with a draw. The idea of White's defence is simple: due to the loss of a pawn, the black king cannot step onto the 2nd rank.

Rook against Two Pawns

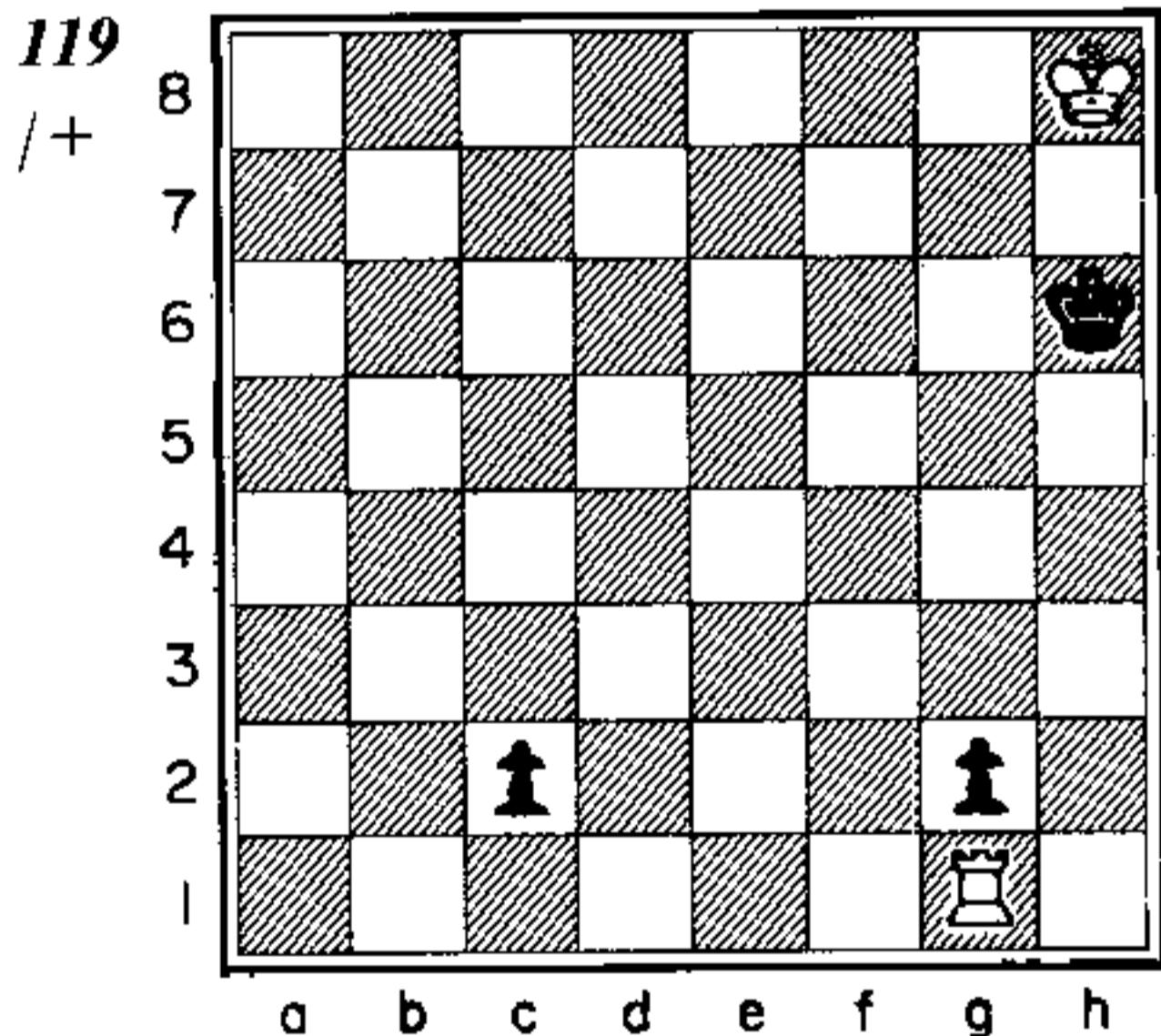
But if the distance between the pawns is three files or less, without the support of its king the rook can no longer cope with the pawns.

from Reti, 1929



118. After 1 Rc1 Ke3! 2 Ke5 (2 Rg1 Kf2) 2 ... Kd2 Black wins.

The following position reduces to this example.

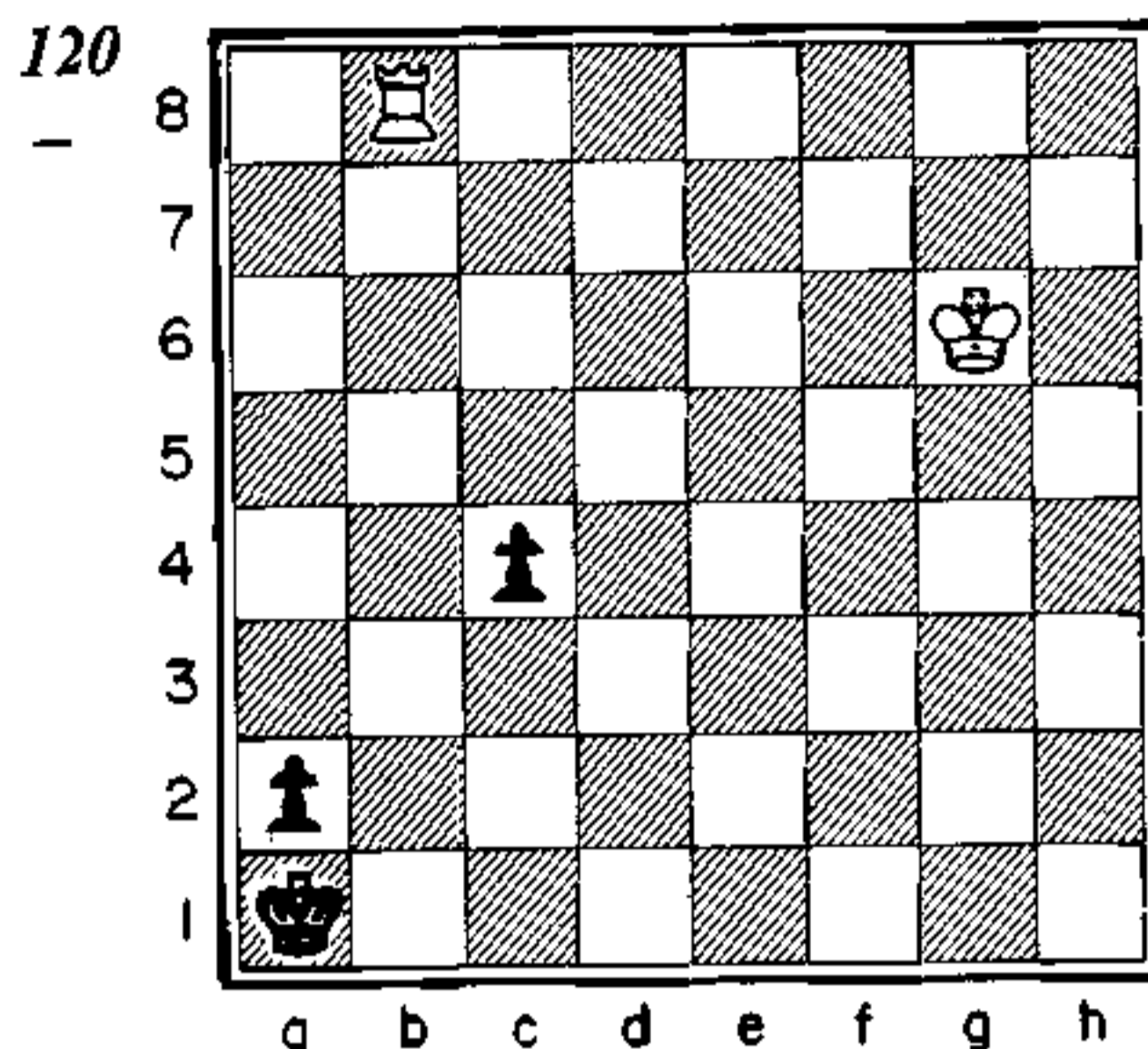


119. Black's king is closer to the pawns than White's, and this proves decisive: 1 ... Kh5 2 Kg7 Kh4 3 Kf6 Kg3 4 Rc1! Kf3 5 Ke5.

Had White's king managed to reach d4, he would have gained a draw, but now comes 5 ... Ke3!, and against 6 ... Kd2 (6 Rg1 Kf2) there is no defence.

We will now consider a number of positions where only one of the pawns is a step

away from the queening square, and the rook can attack the pawn from behind, but the king is not able to help the rook directly.

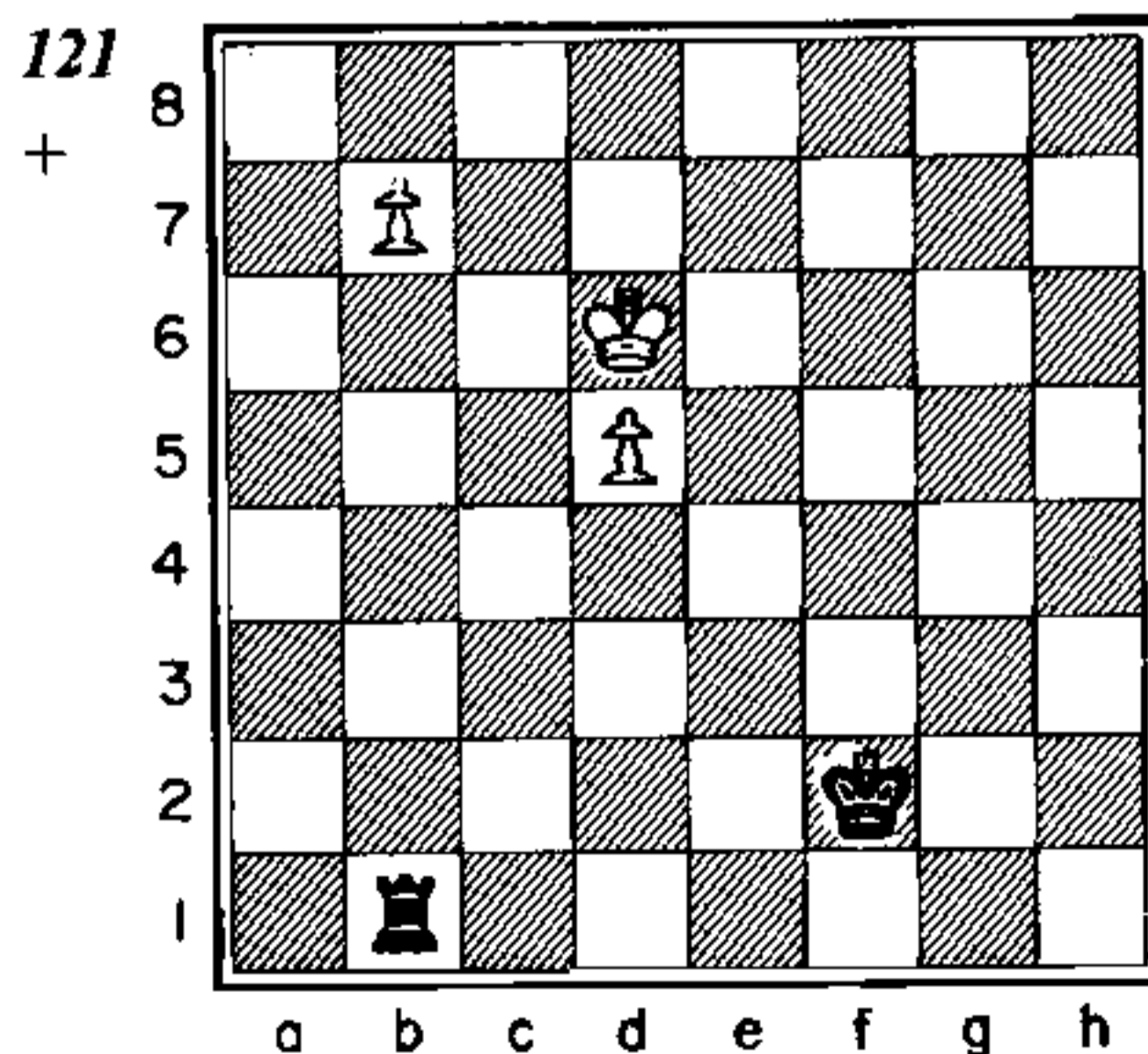


120. This ancient position shows the method by which the win is achieved in such situations. It is clearly bad for White to play 1 Kf5 c3 2 Ke4 c2 3 Rc8 Kb2 4 Rb8+ Kc3 5 Rc8+ Kd2 (5... Kb4 is also possible, to approach the rook) 6 Rd8+ Ke2 7 Rh8 c1=Q 8 Rh2+ Kd1 etc.

Therefore White plays 1 Rc8, when after 1 ... c3! 2 Rxc3 Kb2 Black wins. 2 Kf5 also does not help: 2 ... Kb2 3 Rb8+ Ka3 (c2) 4 Ra8+ Kb3 5 Rb8+ Kc4 6 Ra8 c2 7 Ke4 Kb5.

White won in similar fashion in the following ending.

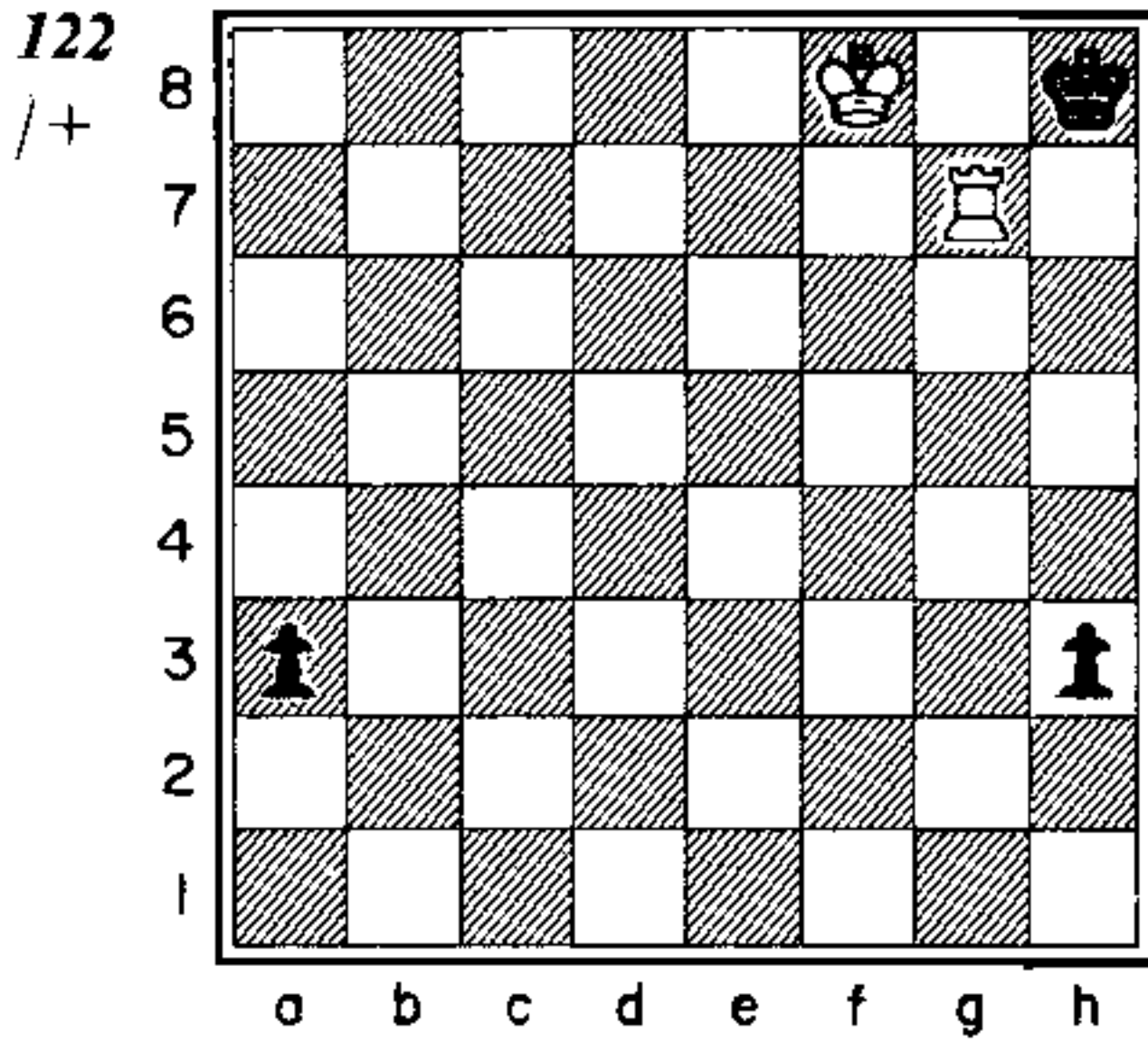
Khasin-A. Geller
Leningrad, 1954



Isolated Pawns

121. 1 Kc7 Rc1+ 2 Kb8 Rd1 3 d6! R×d6 4 Kc7 Resigns.

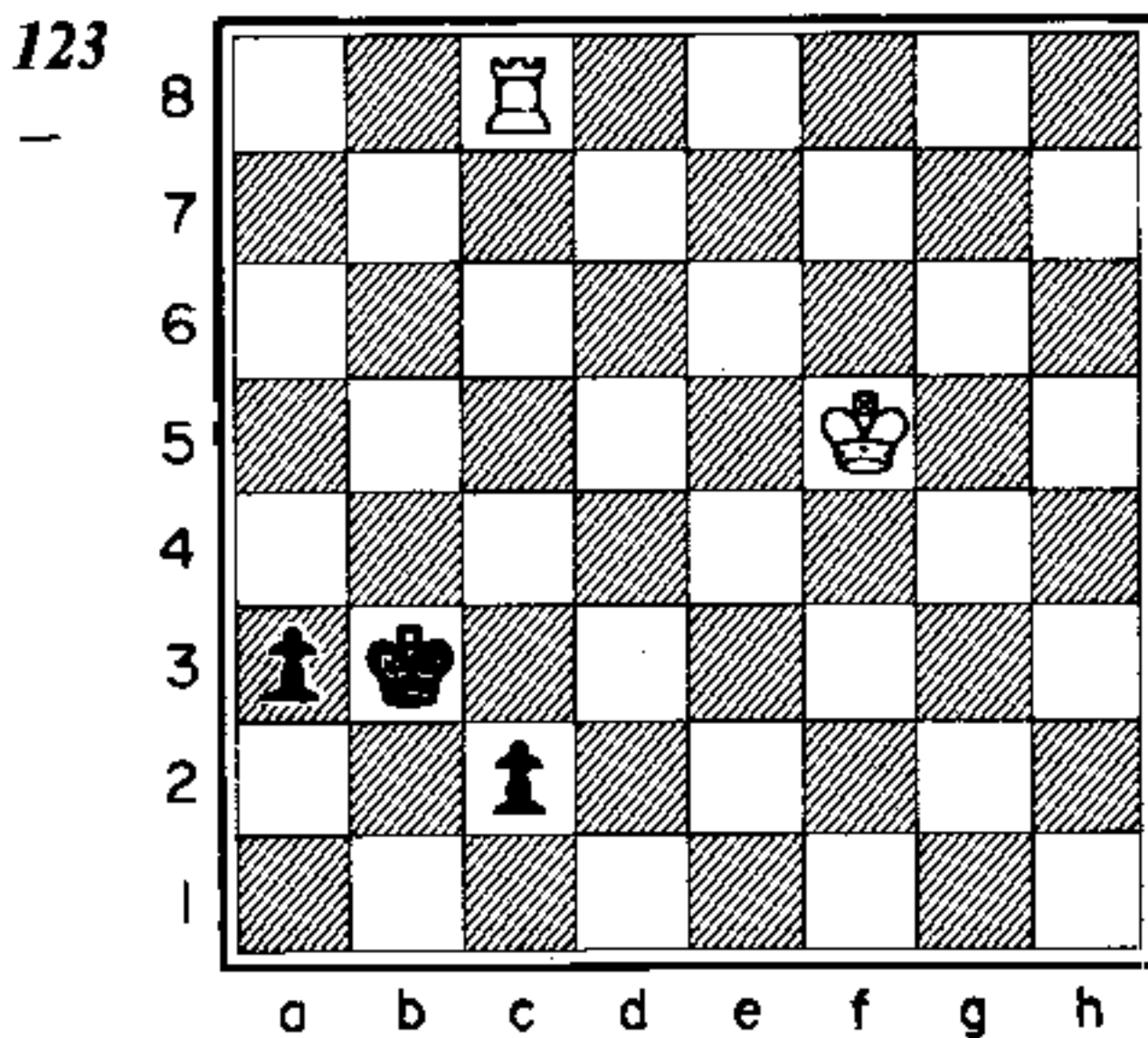
Nadareishvili, 1955



122. By 1 ... h2, not allowing the rook onto the 1st rank, Black immediately places his opponent in a critical position. But White finds defensive resources: **2 Rg8+ Kh7 3 Rg7+ Kh6 4 Kg8 a2 5 Rh7+ Kg5.**

Now, in trying to escape from the pursuit, the king must move so as not to allow the opponent's rook onto the 1st rank.

6 Rg7+ Kh4 7 Rh7+ Kg3 8 Rg7+ Kf2 9 Rf7+ Ke2 10 Re7+ Kd2 11 Rd7+ Kc2 12 Rc7+ Kb3! (here this is possible, since 13 Rc1 is met by 13 ... Kb2) **13 Rb7+ Ka4 14 Ra7+ Kb5 15 Rb7+ Kc6**, and Black wins.



123. The immediate attack by the rook does not succeed: **1 Rb8+ Ka4 2 Ra8+ Kb5 3 Rb8+ Ka6 4 Rc8 a2 5 Ke4 Kb7**, and Black wins. Therefore White tries bringing up his king.

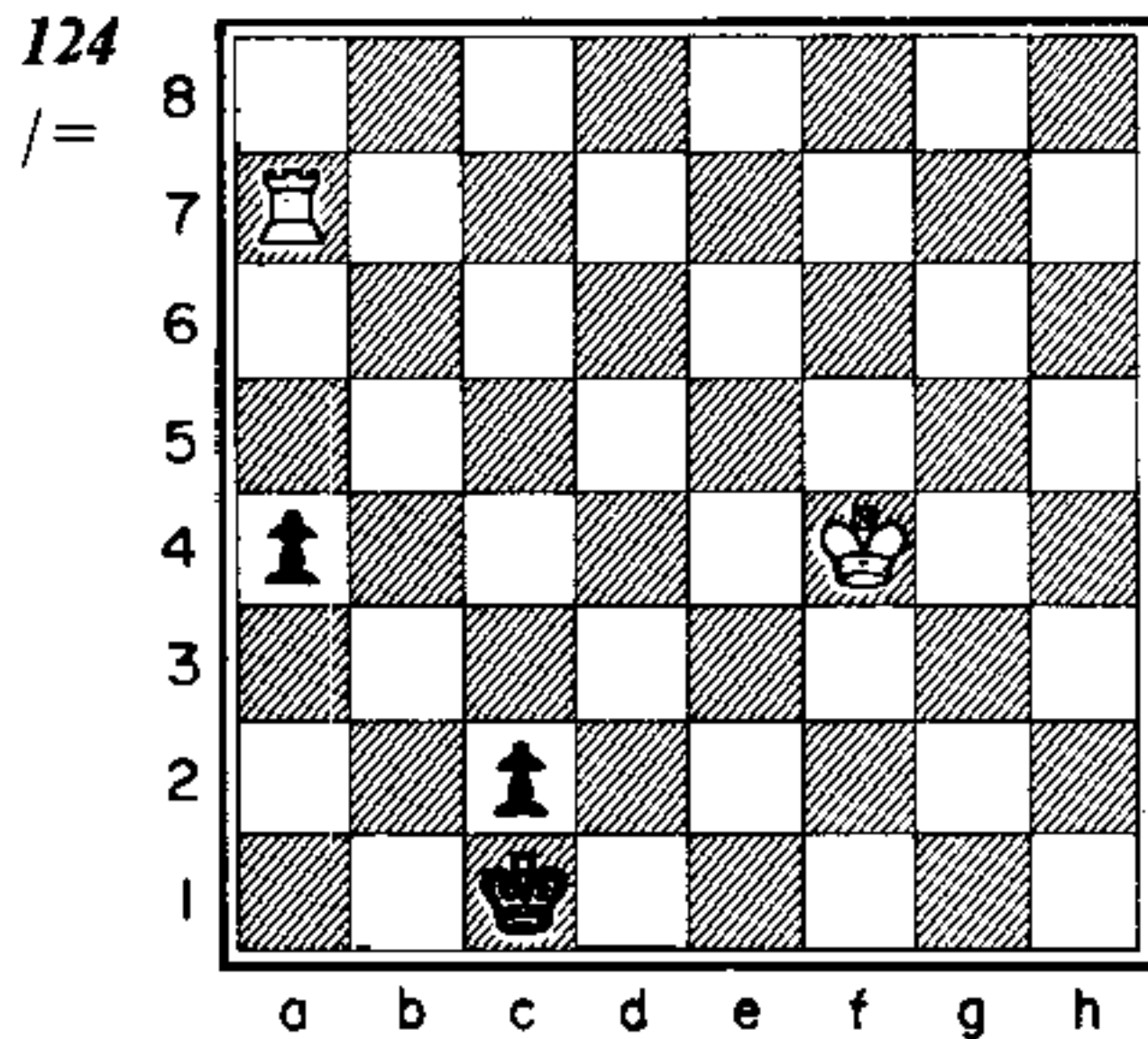
1 Ke4 Kb2!

This move was found by analysts in 1921. 1 ... a2 does not win due to **2 Kd3 a1=Q 3 Rb8+ Ka2 4 Ra8+ Kb1 5 R×a1+ K×a1 6 K×c2.**

2 Rb8+ Kc3 3 Rc8+ Kd2 4 Rd8+ Ke1 5 Rc8 a2, and Black wins.

In the previous example the attempt to unite the efforts of rook and king in the battle against the pawns proved unsuccessful, but in the next two examples the king succeeds in helping the rook.

Uhlmann, 1928

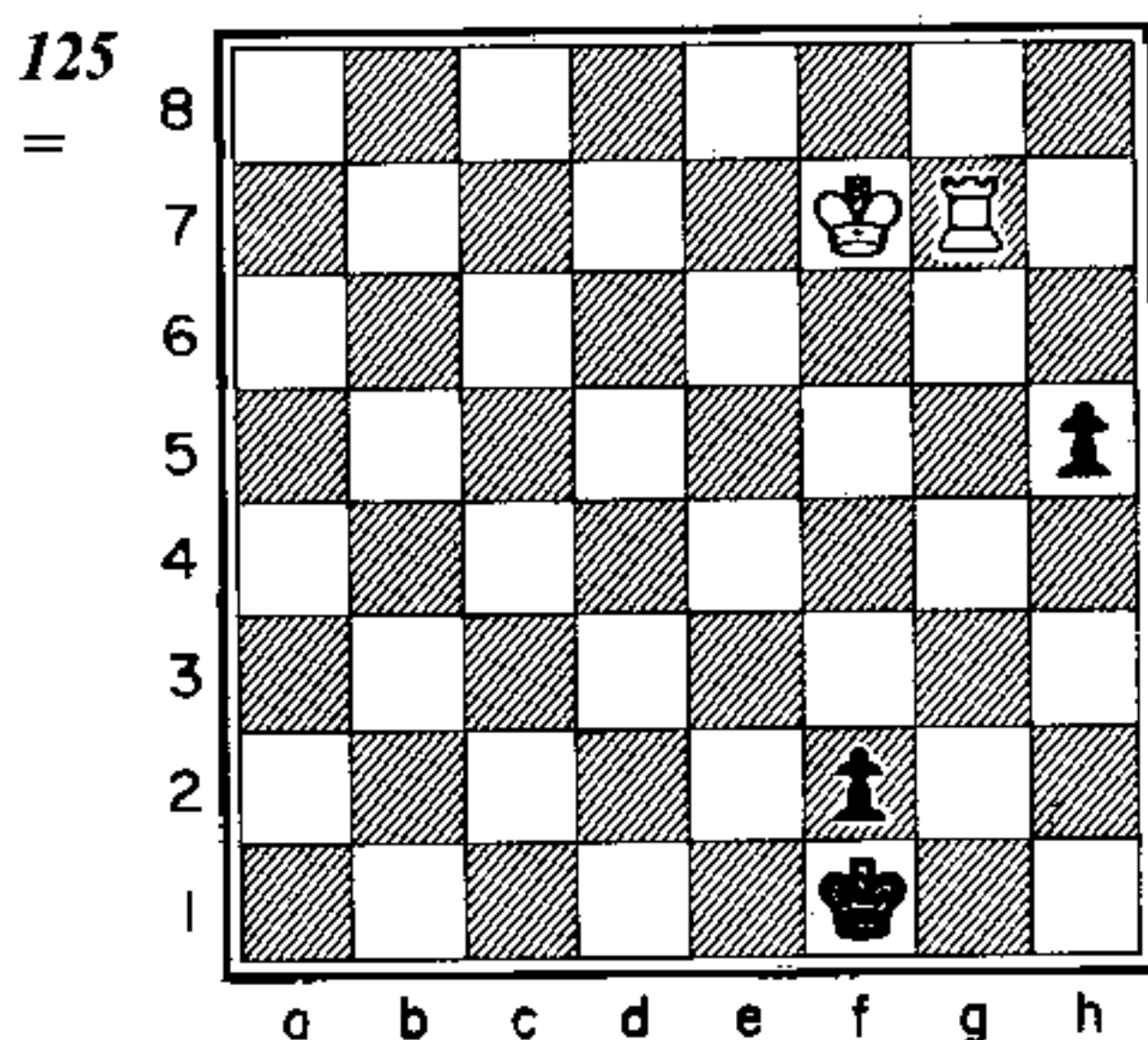


124. On 1 ... a3! White replies with the surprising **2 Kf3!!**, when it turns out that **2 ... Kb2** is met by **3 Rb7+ Kc3 4 Rc7+ Kd3 5 Rd7+ Kc4 6 Rc7+ Kb3 7 Ke2 a2 8 Kd3!** with a draw, as shown in one of the notes to the previous example.

Moving the king to the other side is no better: **2 ... Kd2 3 Rd7+ Ke1 4 Re7+ Kf1**, since White begins creating mating threats—**5 Rh7! Kg1 6 Rg7+**, and the king does best to return, since **6 ... Kh2** loses to **7 Rg2+** and **8 R×c2.**

Rook against Two Pawns

Chekhover, 1949



125. The white king is clearly in the way of the rook, and it must be moved from f7. But where to?

1 Kg8!!

Moving the king towards the pawns no longer helps. 1 Ke6 is met by 1... Ke2 2 Rg2 Ke3 3 Rxf2 Kxf2 4 Kf5 Kg3 etc. However, for the moment the aim of moving away from the pawns is also unclear.

1... h4 2 Rh7 h3! (2... Kg2 can be met by 3 Rg7+ Kh2 4 Rf7, with a perpetual attack on one of the pawns) 3 Rxf3 Kg2 4 Rh7! f1=Q 5 Rg7+ Kh3 6 Rh7+. White gives perpetual check, since the black king cannot cross the f-file.

It will be remembered that a similar system of defence is also possible against connected pawns.

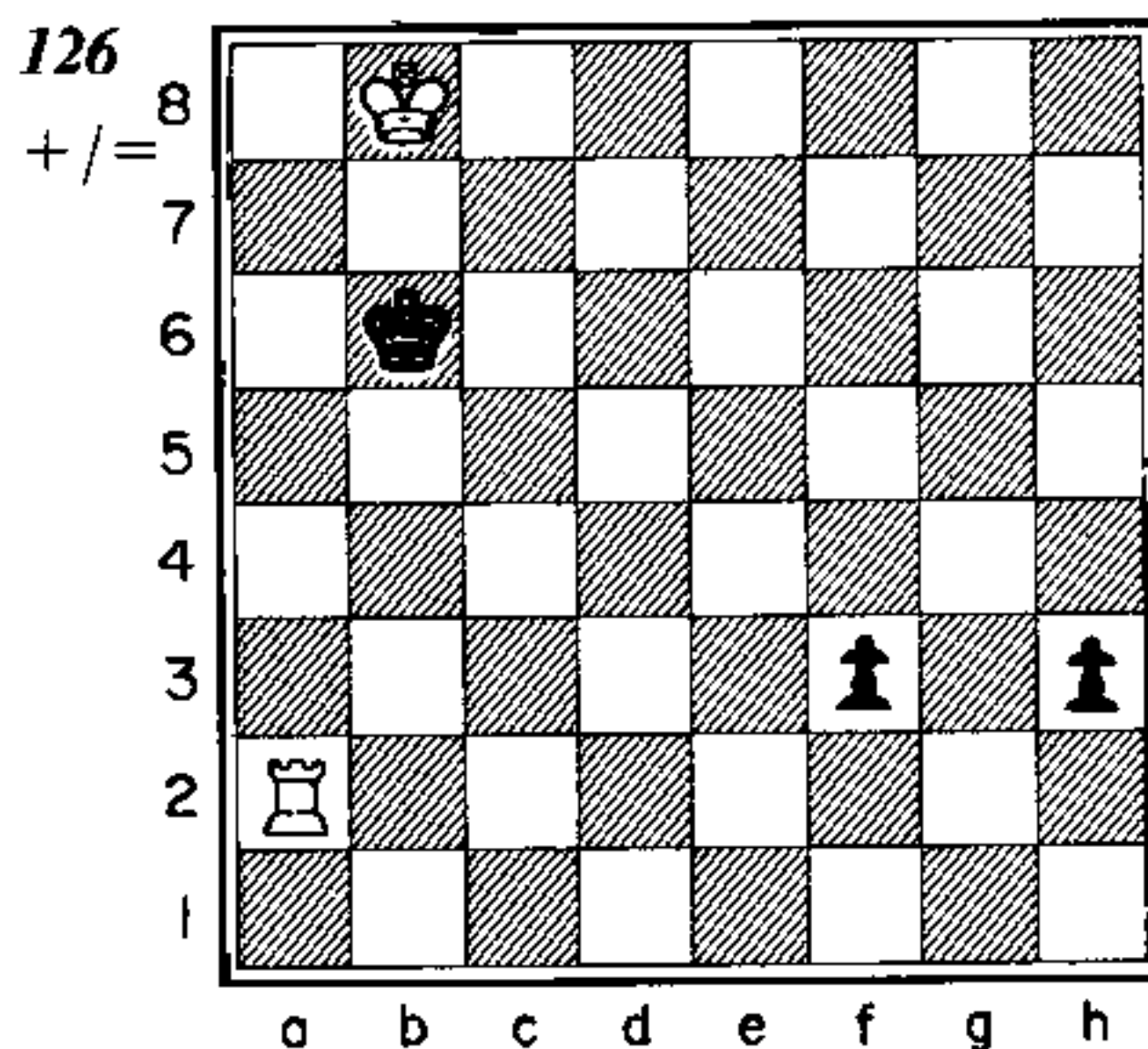
If pawns on the 6th rank are not supported by the king, they usually become easy booty for the rook.

126. If it is White to move, by 1 Rf2 or 1 Rh2 he wins both pawns, one after another.

But if it is Black's move, after 1... Kc5 2 Rf2 he saves the draw by a standard procedure: by sacrificing one of the pawns, he gains time for the approach of his king, e.g. 2... h2! 3 Rxf2 Kd4. Draw.

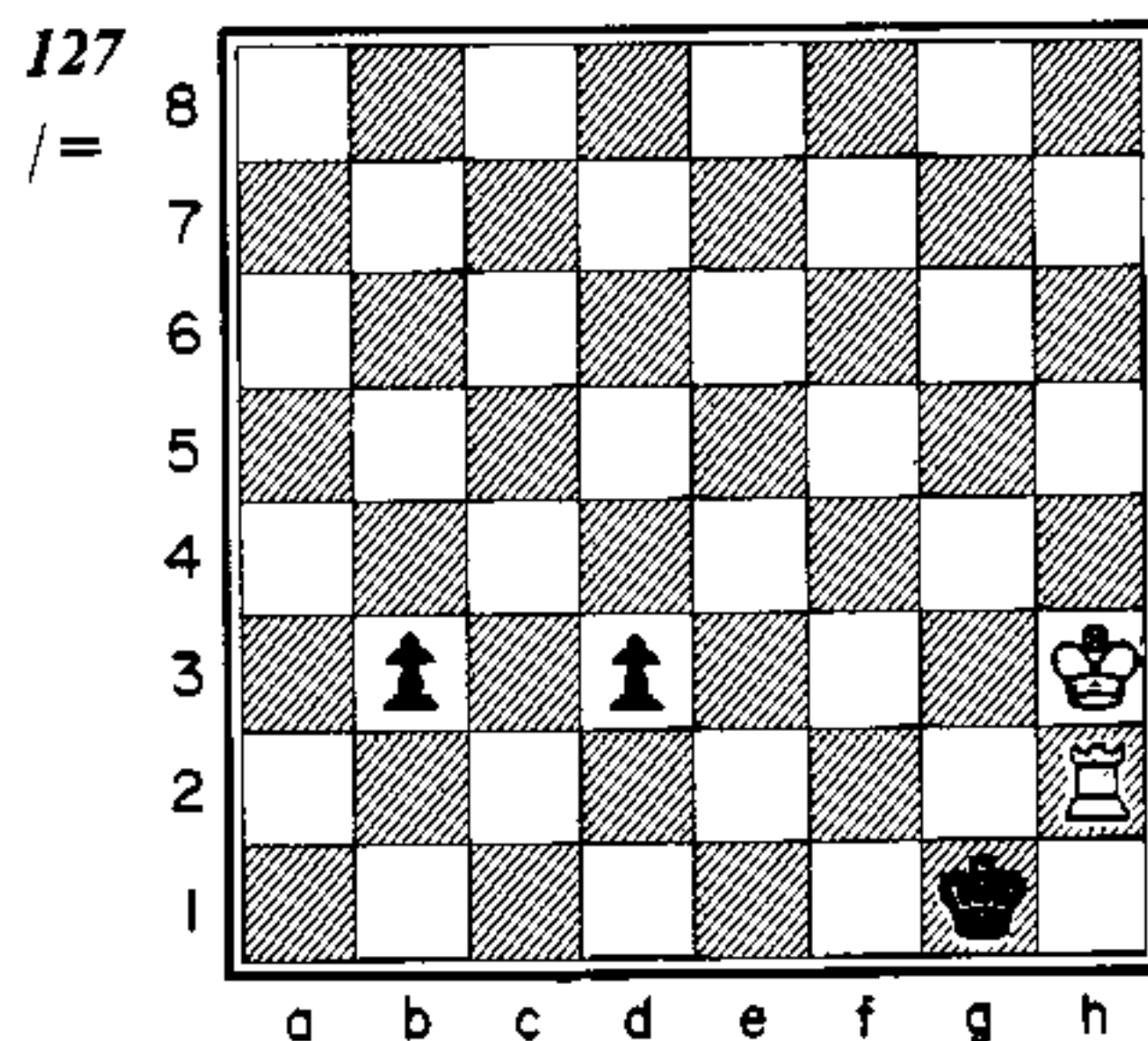
A pawn sacrifice, with the aim of worsen-

Sozin, 1931



ing the position of the rook, saves Black in the following study.

Mandler, 1950



127. Play begins with a battle of the kings: 1... Kf1 2 Kg3 (if 2 Rd2, then 2... b2!) 2... Ke1!

2... b2 would be a mistake due to 3 Kf3! Ke1 4 Ke3 Kd1 5 Rxb2, when White wins. 3 Kf3 Kd1 4 Ke3.

Black's position looks critical, wouldn't you agree? 4... Kc1 is decisively met by 5 Kxd3 Kb1 6 Kc3.

4... d2!! 5 Rxd2+ (5 Kd3 Kc1 6 Rxd2 b2) 5... Kc1 6 Kd3 b2 (thanks to the fact that the rook has moved from h2, this advance

Isolated Pawns

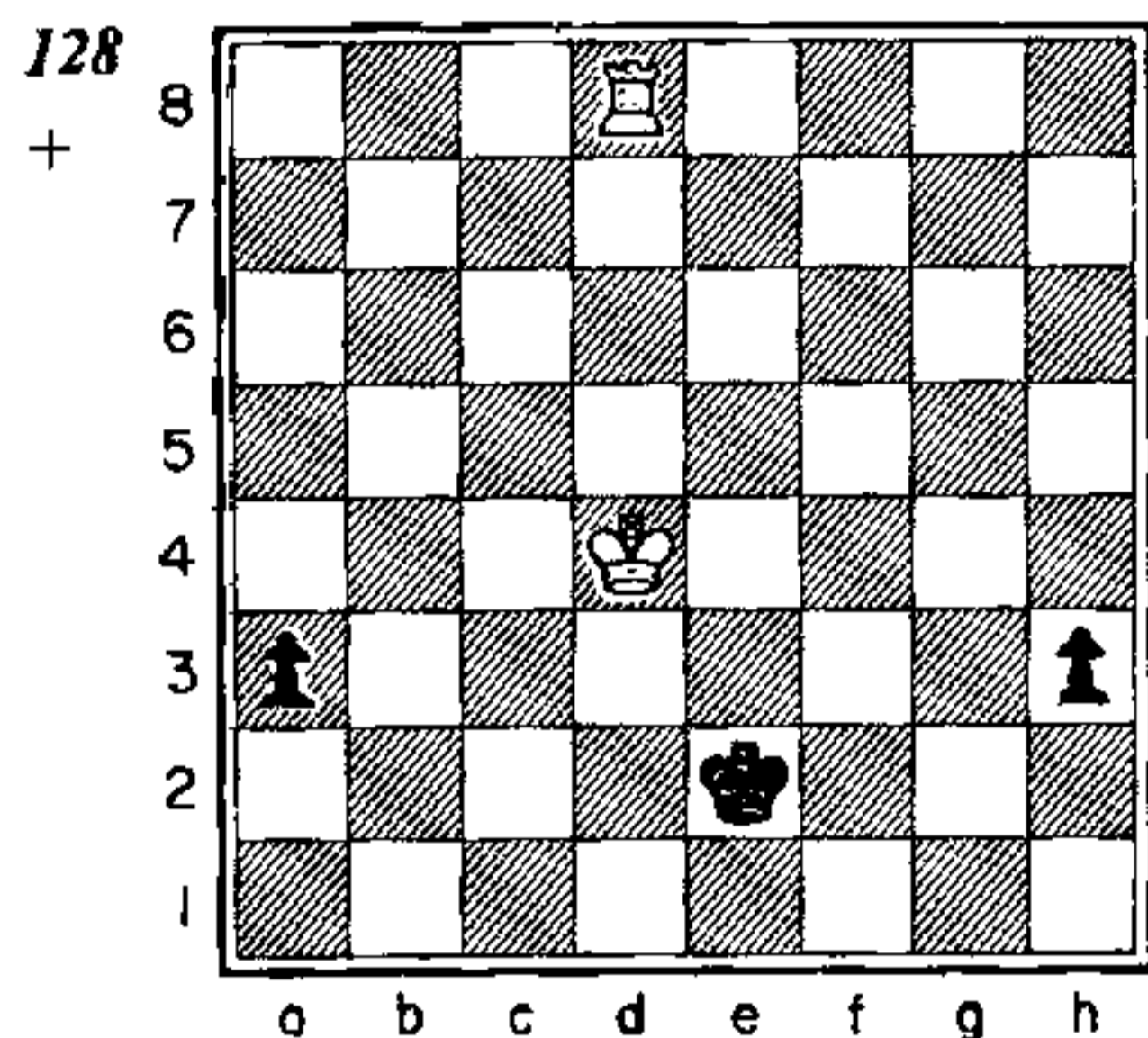
has become possible) 7 R**c2** + K**b1** 8 K**c3** K**a1!**
9 R × **b2**. Draw.

When playing against widely separated pawns, the king should be moved towards the pawn which can be supported by the enemy king.

opponent's resistance: 1 K**d5!** R**f7** 2 K**e6** K**e8**
3 K**e5!** R**c7** 4 K**d6** K**d8** 5 K**d5** etc.

If pawns on the 6th rank are supported by their king, and the opponent's king is some distance away, the situation changes in favour of the pawns.

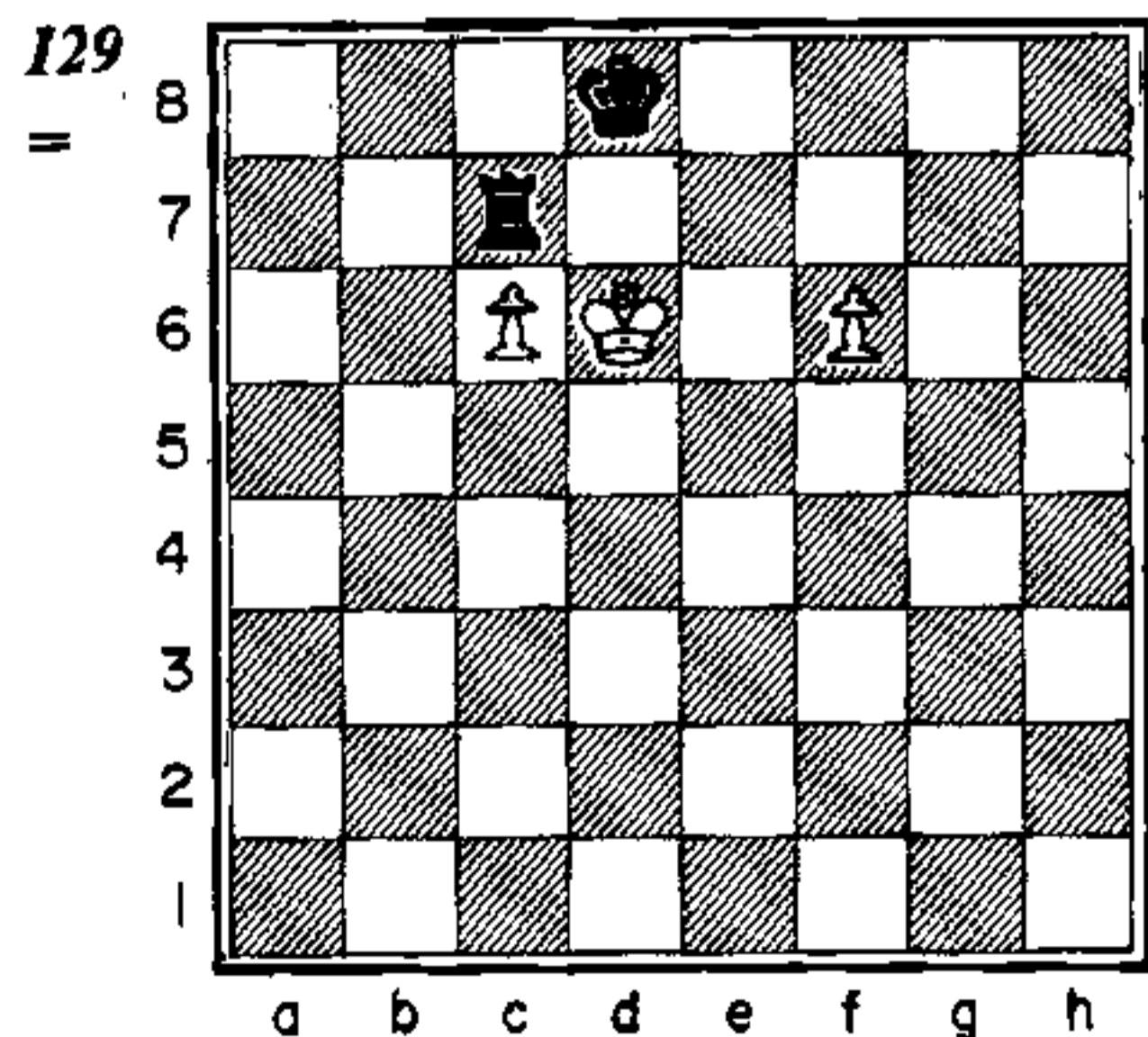
Havel, 1944



128. The only correct continuation is 1 K**e4!** h**2** (1 ... K**f2** 2 K**f4** h**2** 3 R**d2** + or 1 ... a**2** 2 R**a8** K**f2** 3 K**f4** etc.) 2 R**h8** K**d2** 3 K**d4!** K**c2** 4 K**c4** a**2** 5 R × h**2** + K**b1** 6 K**b3** a**1** = N + 7 K**c3**, and White wins.

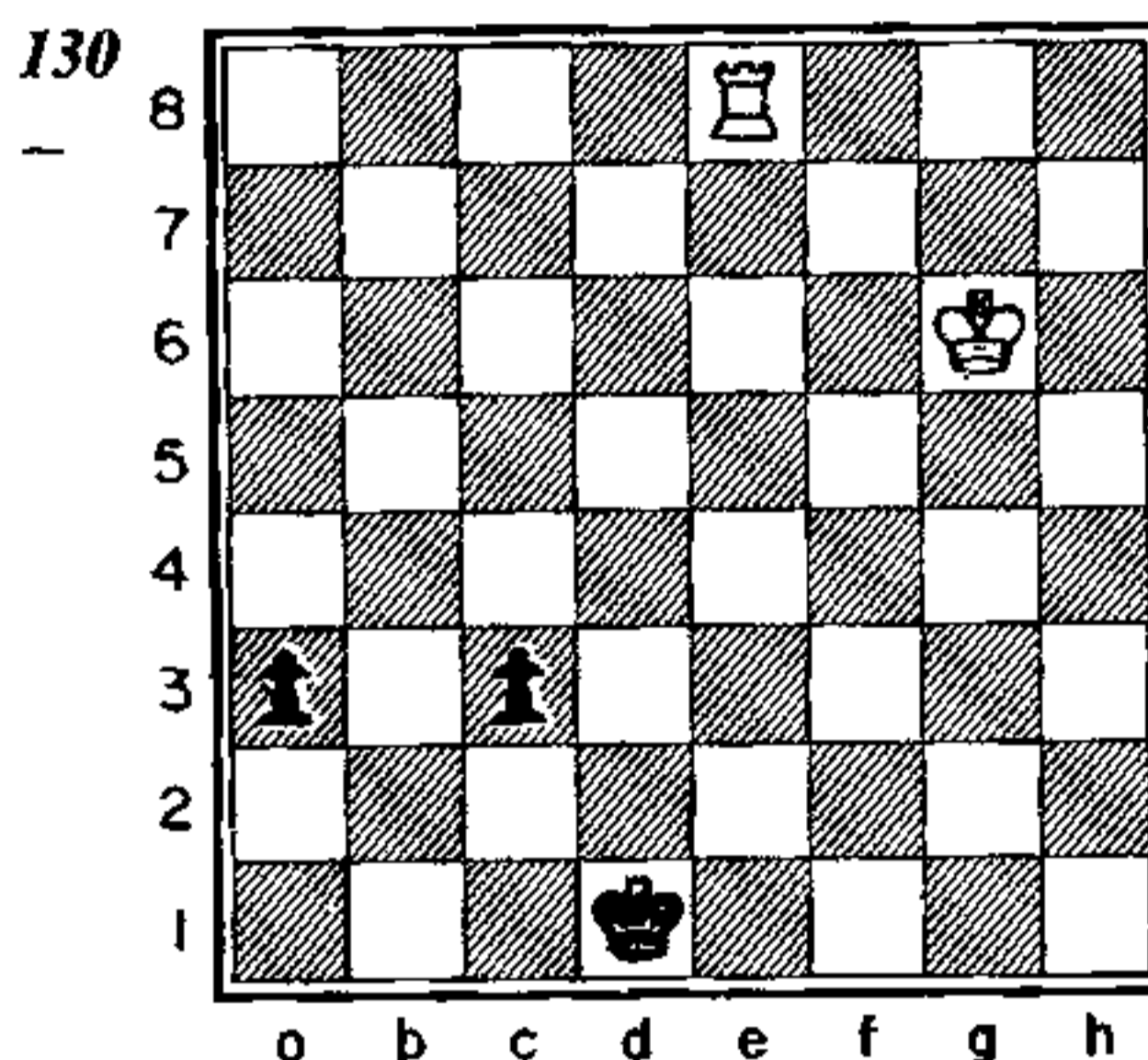
The following position is an exception.

Gurgemidze, 1980



129. Black is unable to overcome the

Berger and Kockelkorn, 1883



130. 1 R**d8** +.

There is no way of saving the game. 1 R**a8** is met by 1 ... c**2** 2 R**d8** + K**e1** 3 R**e8** + K**f1** 4 R**h8** K**g1** 5 R**c8** a**2**, but moving to the other side is also possible: 2 ... K**c1** 3 R**a8** K**b2** 4 R**b8** + K**c3** 5 R**c8** + K**b3** 6 R**b8** + K**a4**, transposing into example 123.

1 ... K**c1**.

Black aims for the corner, having example 120 in mind. It should be noted that moving the king to the other half of the board does not succeed: 1 ... K**e2** 2 R**e8** + K**d3** 3 R**d8** + K**e4** 4 R**e8** + K**d5** 5 R**d8** + K**e6** 6 R**e8** + K**d6** and now 7 R**e2!** K**c5** 8 K**f5** K**b4** (8 ... K**d4** 9 R**a2** K**c4** 10 K**e4** K**b3** 11 K**d3!** K × a**2** 12 K**c2**—Maizelis) 9 K**e4** K**b3** 10 K**d3** a**2** 11 R × a**2**. But, of course, the rook should not be allowed onto the 2nd rank, and 6 R**e8** + should be met by 6 ... K**d5!**, aiming to return to c**2**.

2 R**a8** K**b2**.

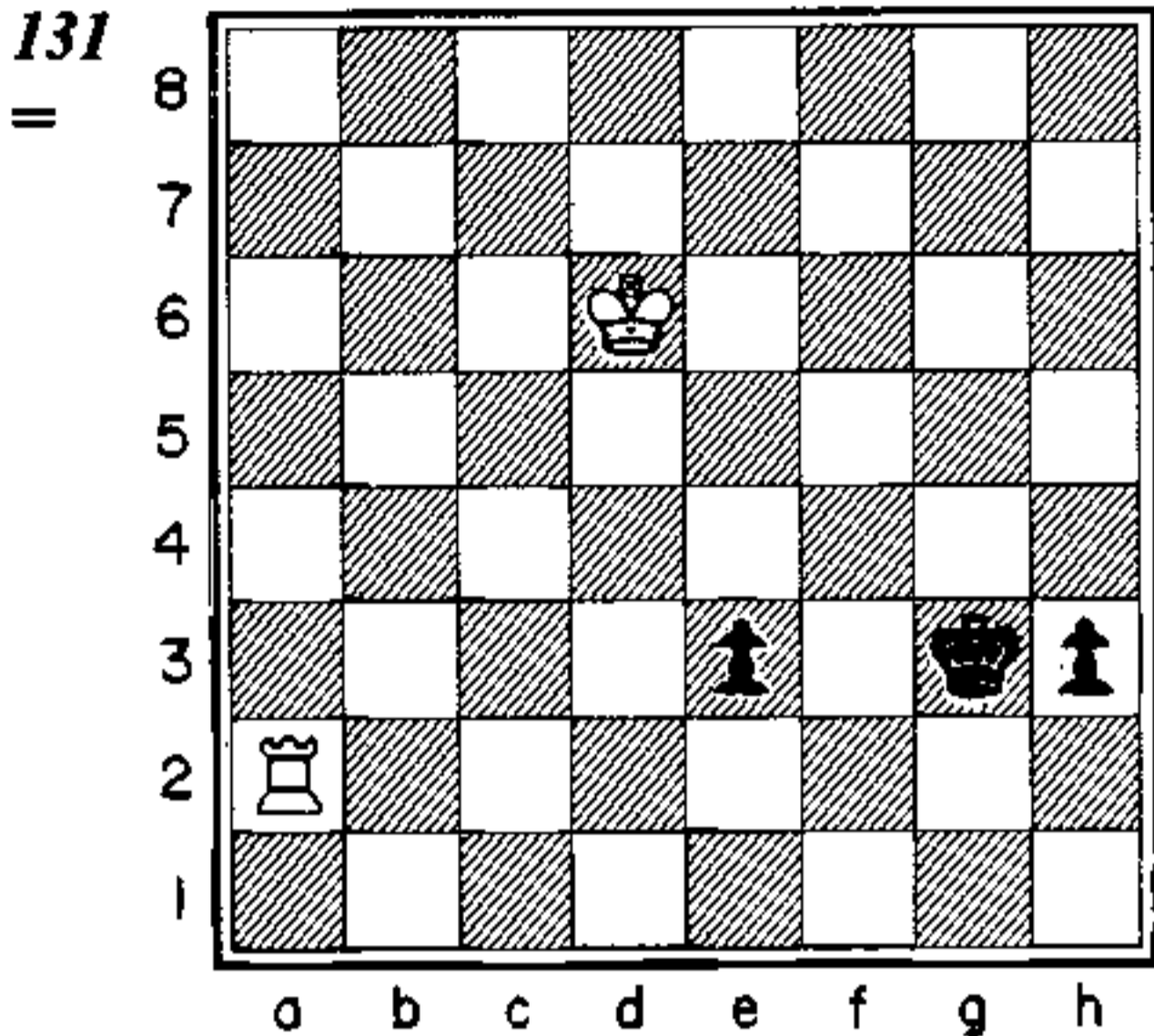
Of course, Black also wins by 2 ... c**2** 3 K**f5** K**b2** 4 R**b8** + K**a2** 5 R**c8** K**b3** 6 K**e4** K**b2!** as

Rook against Two Pawns

already examined (123), but the text move is simpler.

3 Rb8+ Ka1 4 Rc8 a2 etc. (120).

If the distance between the pawns is more than one file, the rook can successfully stop them on its own.

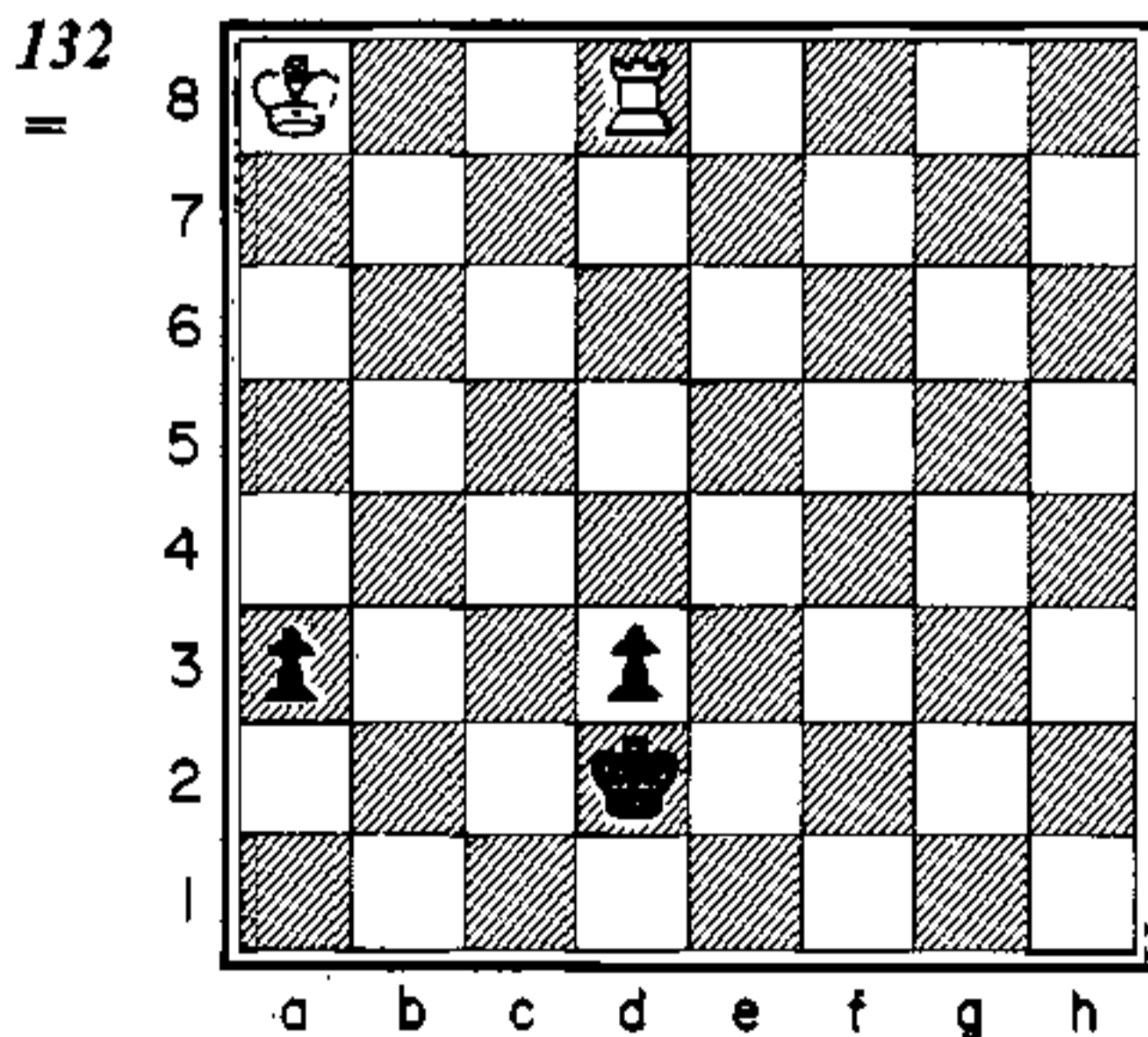


131. White's king is not in time to help the rook: **1 Ke5** is met by **1... h2 2 Ra1 e2 3 Ke4 Kf2**, when Black wins.

But White has a very simple way of drawing: **1 Re2! Kf3 2 Rh2 Kg3 3 Re2** etc.

White has a similar way of drawing in the following example.

Hortov, 1962



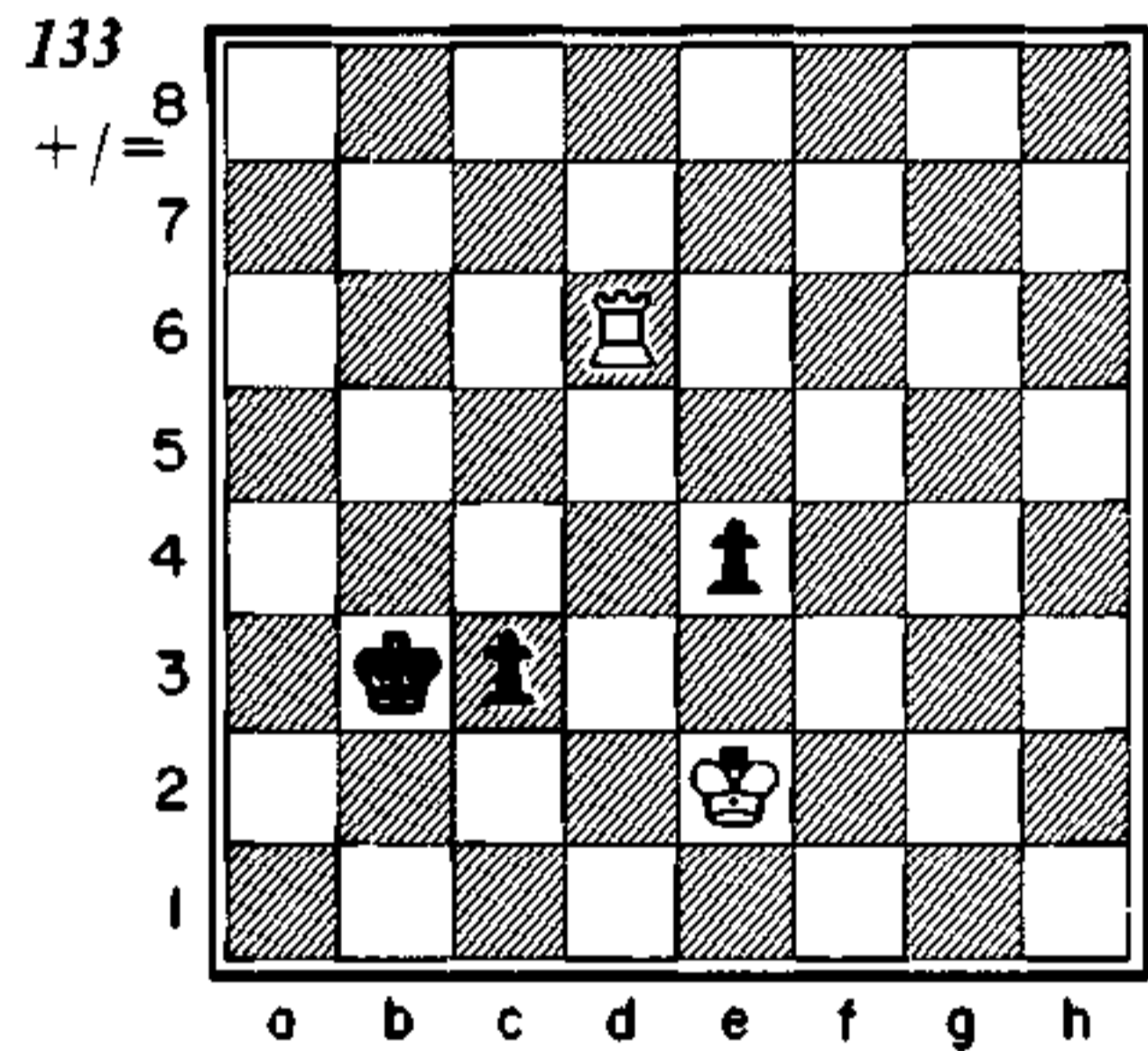
132. At first sight the rook seems less well placed than in the previous example, and it is

too late to switch it to the 2nd rank: **1 Rh8 Kc2 2 Rc8+ Kb3 3 Rd8 Kc4 4 Rc8+ Kb4 5 Rb8+ Ka4 6 Rd8 a2 7 Kb7 d2**, and Black wins.

1 Rd7 is also unpromising, due to a descending manoeuvre by the king: **1... Kc3 2 Rc7+ Kb4 3 Rb7+ Kc5 4 Rc7+ Kb6 5 Rb7+ Kc6 6 Rb1 a2 7 Ra1 d2 8 Ka7 Kb5**, and by returning with his king to the pawns Black wins.

The only way to save the draw is by the subtle **1 Rd4!!** In this way White prepares an alternating attack on the pawns, and simultaneously prevents the king manoeuvre just considered, e.g. **1... Kc3 2 Ra4! Kb3 3 Rd4 Kc2 4 Rc4+ Kb2 5 Rb4+ Kc3 6 Ra4!** etc.

from Chéron, 1927



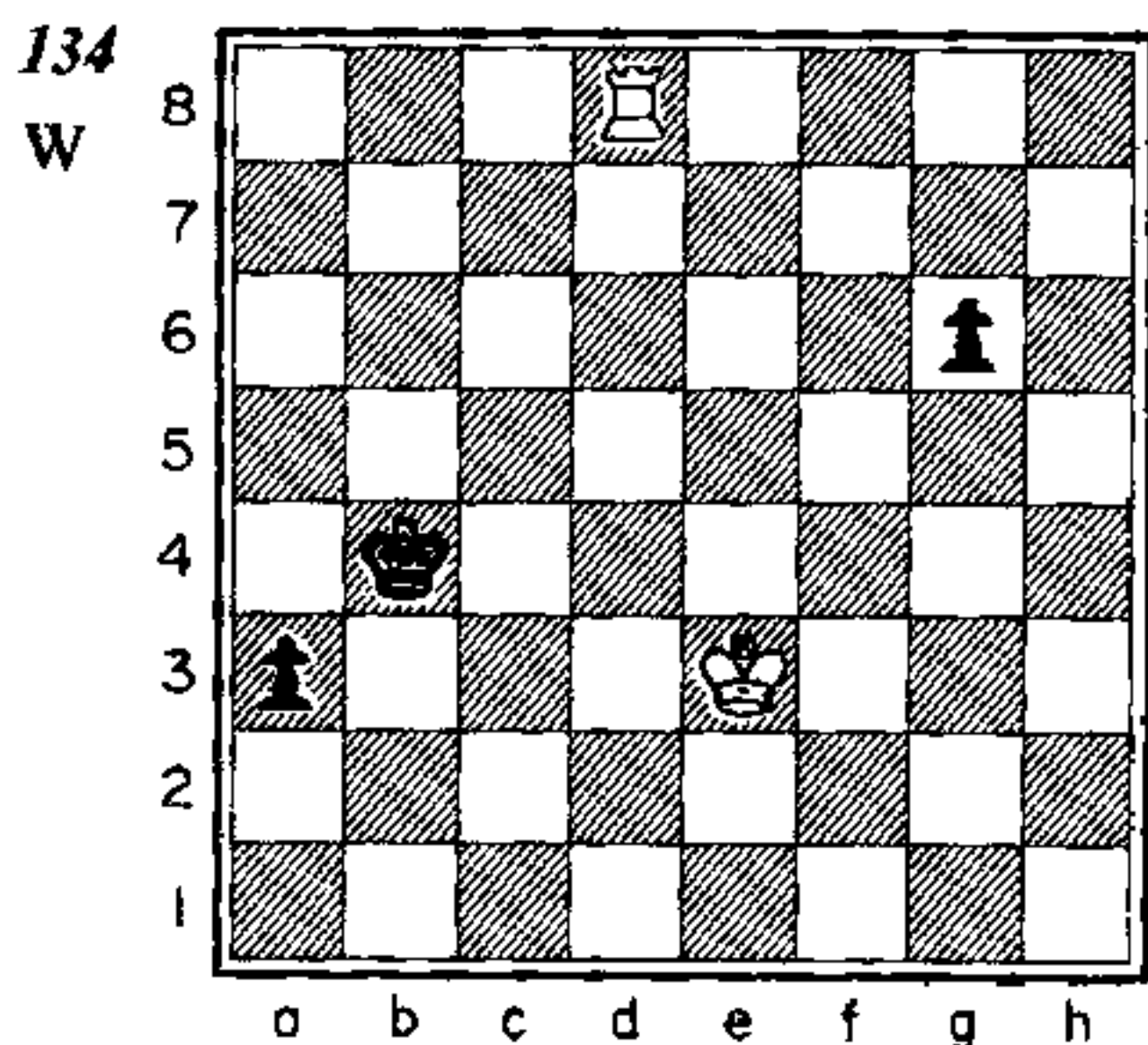
133. The more dangerous pawn is usually the one supported by the king. Therefore if it is White to move he easily wins here by **1 Kd1**, e.g. **1... e3 (1... c2+ 2 Kc1 Kc3 3 Rd2) 2 Kc1 e2 3 Re6** etc.

But if it is Black to move, after **1... Kb2!** the white king can no longer support the rook in its battle with the c-pawn, e.g. **2 Rc6 c2 3 Kd2 e3+**, or **2 Rb6+ Kc1!** (**2... Kc2 3 Rb4**, and White wins) **3 Rb4 c2 4 Rb8 e3 5 Ke1 e2** with a draw.

The following practical example is highly instructive.

Isolated Pawns

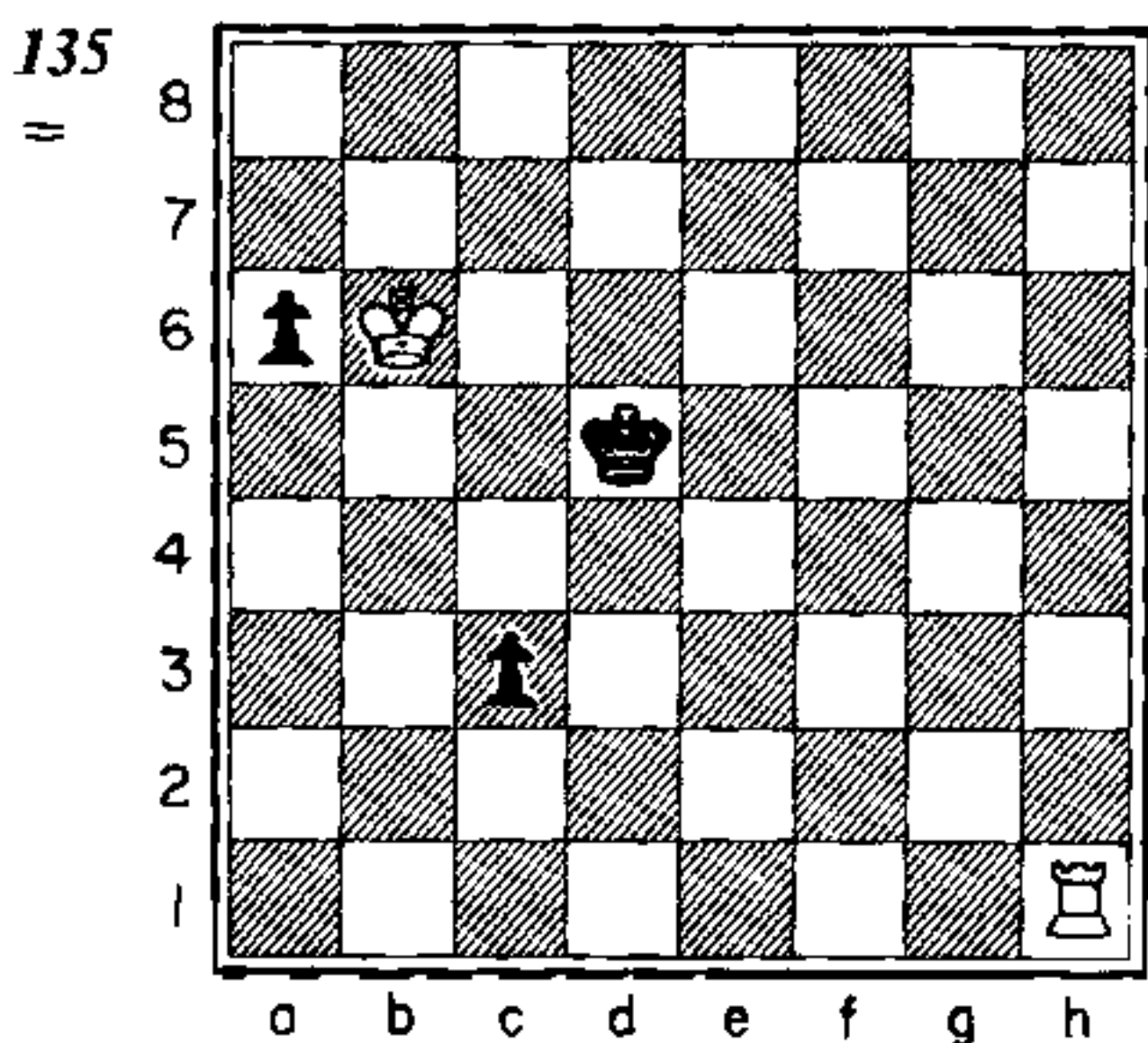
Betbeder-Mendes Munich, 1936



134. White moved his king towards the dangerous a-pawn: 1 Kd2 a2 2 Ra8 Kb3 3 Kc1 (if 3 Rb8+ Kc4), but after 3 ... g5 it transpired that here the king's support of the rook was ineffective. The conclusion was 4 Rb8+ Kc3, when the players agreed a draw.

The correct continuation was the standard 1 Kd3!, aiming to push back the opponent's king, e.g. 1 ... a2 (1 ... Kb3 2 Rb8+ and 3 Kc2) 2 Rb8+ Ka3 3 Kc2 a1=N+ 4 Kc3 Ka2 5 Rb2+ Ka3 6 Rb6 Ka2 7 R×g6, and White wins.

A typical way of saving the draw with pawns separated by one file is shown by a position arising in an analysis by Grigoriev.



135. Capturing the pawn simplifies Black's task: 1 K×a6 Kc4 2 Ka5 Kb3, with an immediate draw. The white king must hurry to join the battle with the c-pawn.

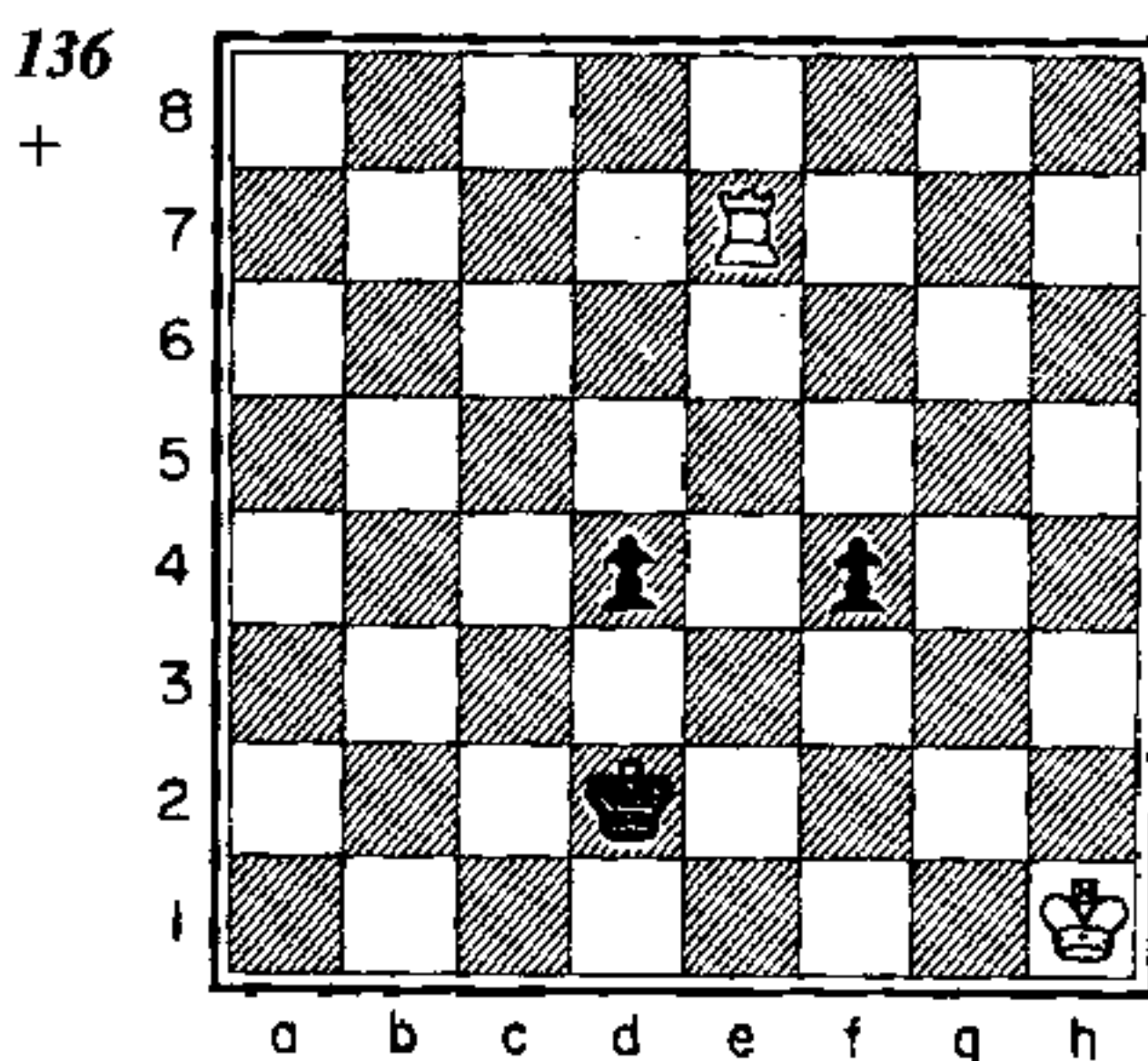
1 Ka5! Kc4! 2 Ka4 c2 3 Ka3 Kc3 4 Rg1 a5.

Before the king moves to d2, the second pawn should be brought up as close as possible.

5 Rh1 a4 6 Rg1 Kd2 7 Kb2 a3+! (the second pawn plays its saving role) 8 K×a3 cl=Q+ 9 R×c1 K×c1. Draw.

We have seen several times that, if the king can support the rook in its battle with the pawns, the pawns usually lose. Here are two typical examples, where the pawns have just crossed the demarcation line.

Kopayev, 1958



136. The king goes to the aid of the rook: 1 Kg2 d3 2 Kf3 Kc2 3 Rc7+ Kd1 4 Kf2 d2 (4 ... f3 is bad: 5 Ke3 d2 6 Rd7) 5 Kf1 f3 6 Rc8 f2 7 Ra8! (thanks to this possibility of an attack from the side, White wins) 7 ... Kc2 8 Ra2+ Kd3 9 Ra1 Ke3 10 Rd1, and White wins.

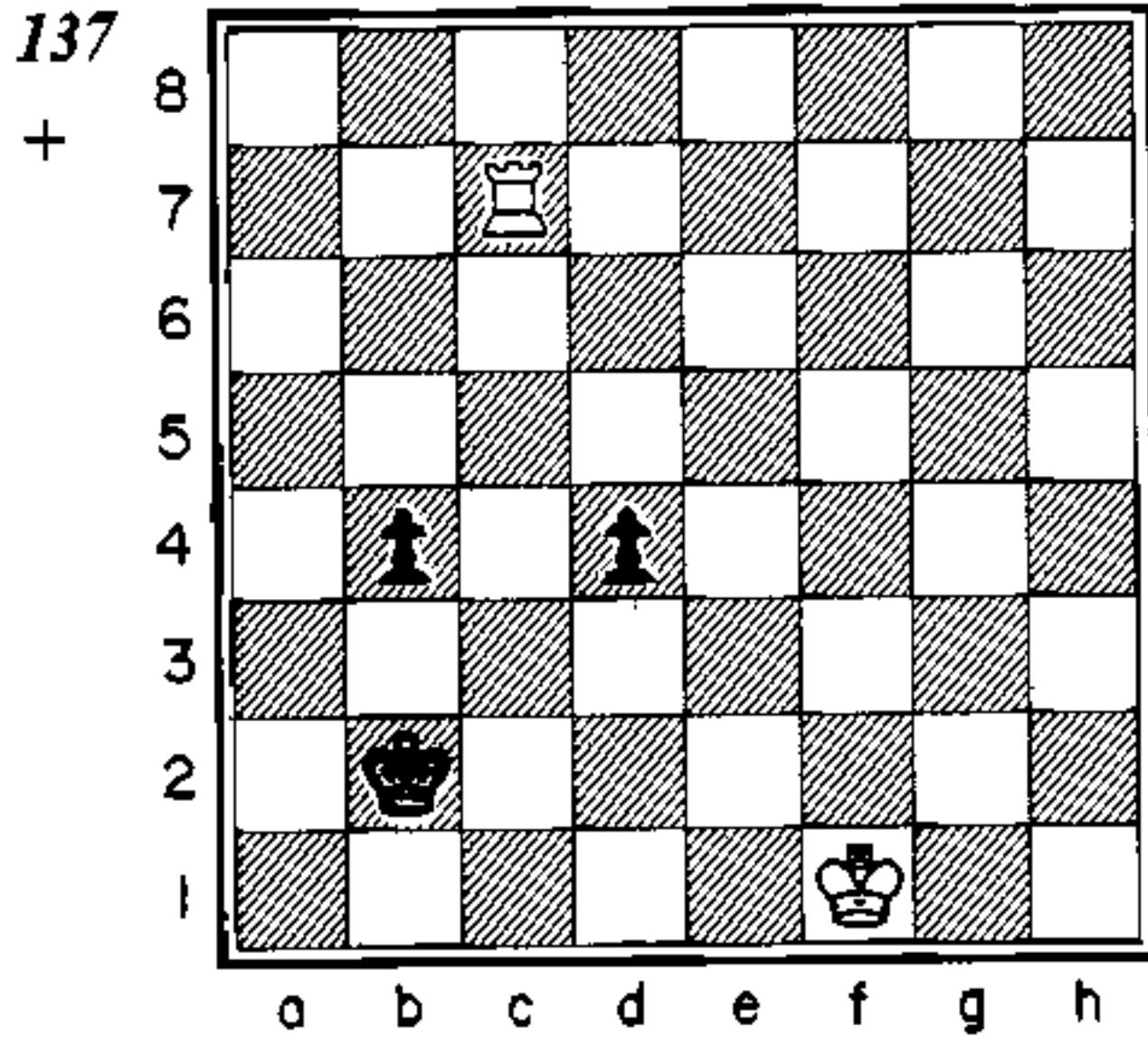
If the position is moved one file to the left, the rook does not have sufficient space for the attack from the side, and the game ends in a draw (133).

But the most interesting fact is that, if position 136 is moved 2 files to the left, Black

Rook against Two Pawns

will no longer have sufficient space for manoeuvring with his king, and White can again win.

Kopayev and Sokolsky, 1950



137. 1 Ke2 b3 2 Kd3 Ka2!

The most tenacious. After 2 ... Kb1 the simplest way to win is by 3 Kc4! b2 4 Kb3 d3 5 Rh7 Ka1 6 Ra7+ and 7 Ra2.

3 Kc4! b2 4 Ra7+ Kb1.

With his pawn at c2 Black had the possibility of moving his king to the left, whereas here it has to go in front of the pawn.

5 Kb3 d3 6 Ra2 d2 7 R×b2+ Kc1 8 Rc2+ Kd1 9 Kc3 and wins.

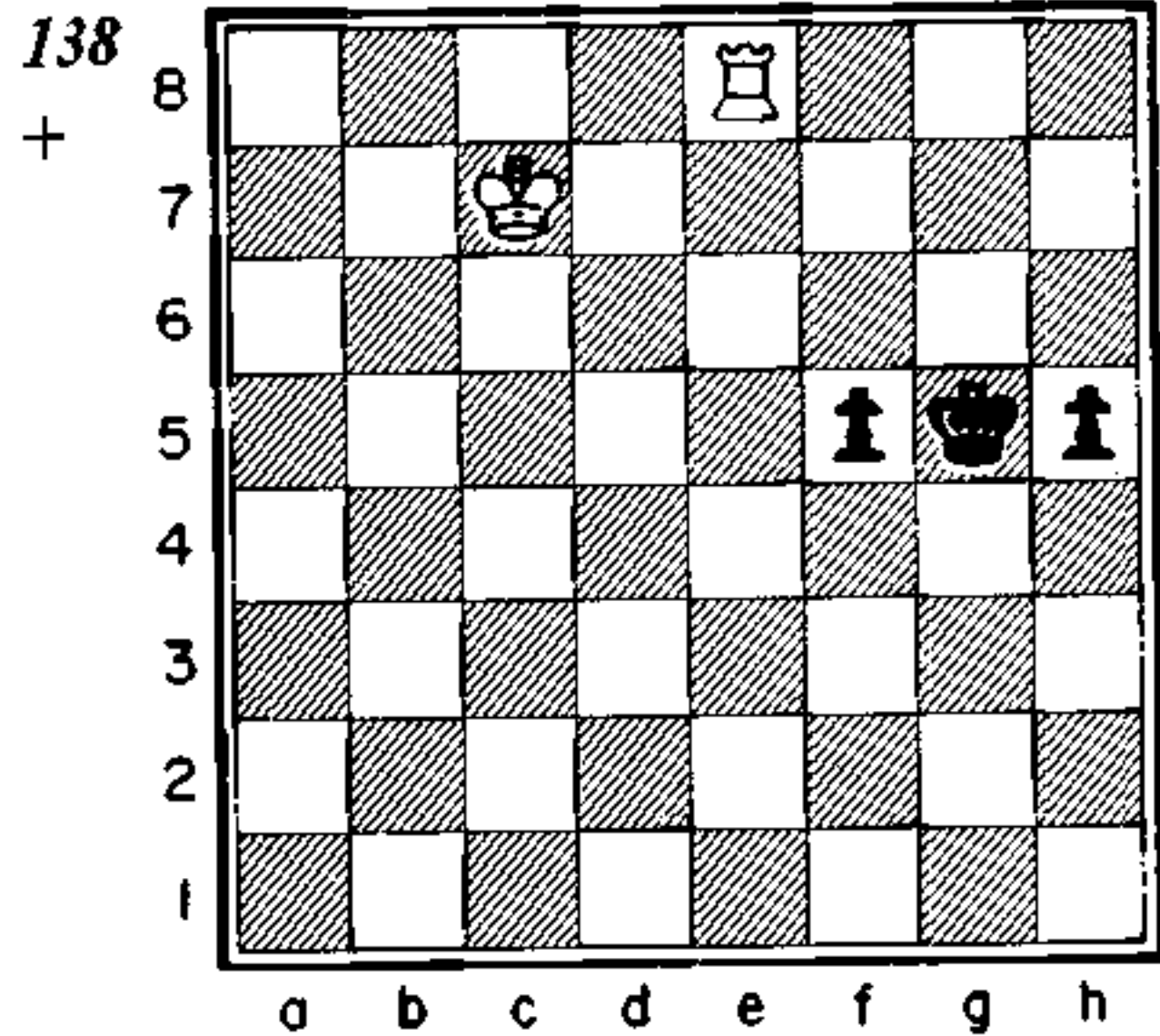
If the opponent's pawns have not crossed the demarcation line, but the king is to the rear of them, the result will basically depend upon whether the king can by-pass the pawns, and come out in front of at least one of them.

138. White's problem is, without losing time, to take his king to either e2 or f1. He carries out this march as follows.

1 Kd6! Kf4!

Black begins a battle of strength, and tries not to allow the opponent's king to approach the pawns. The following continuation comes to roughly the same thing: 1 ... h4 2 Ke5 Kg4 3 Kd4! Kf3! 4 Kd3 h3 5 Rh8 Kg2 (5 ... f4 6 R×h3+ Kg2 7 Rh8 f3 8 Rf8) 6 Ke2 h2 7

from Maizelis, 1950

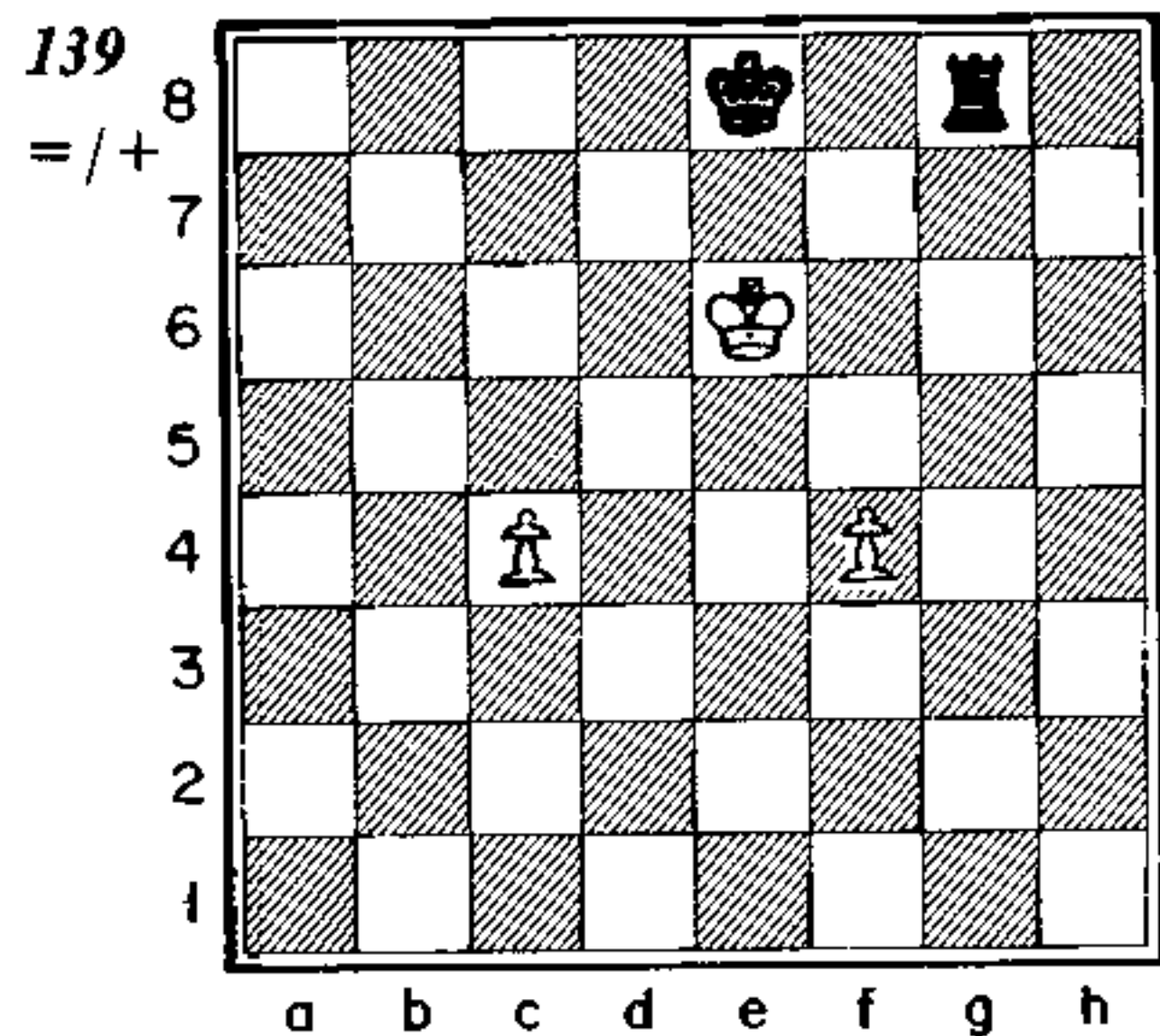


Rg8+ Kh3 8 Kf2 h1=N+ 9 Kf3 Kh2 10 Rg2+ Kh3 11 Rg5 Kh2 12 R×f5 Ng3 13 Rg5, and White wins.

2 Kd5! h4 3 Kd4! h3 4 Rh8 Kg3 5 Ke3 f4+ 6 Ke2 f3+ 7 Kf1, and White achieves his aim.

If the king can stand in the way of the pawns' advance, this usually brings success. But it is very important that the king should have the active support of the rook, and that it should succeed in pushing back the enemy king.

Gurgenidze, 1980



139. If it is Black to move, he succeeds in pushing back the opponent's king and winning.

Isolated Pawns

1 ... Rg1 2 f5 Rc1 3 Kd5 Kd7 4 c5 Rc2 5 f6.

The sacrifice of a pawn also does not help:
5 Kd4 Kc6 6 Ke5 Kxc5 7 Ke6 Kc6 8 Ke7 Kc7 9 f6 Re2+ 10 Kf7 Kd7 etc.

5 ... Rc1!

5 ... Rf2? would be a mistake due to **6 c6+! Kc7 (6 ... Ke8 and 7 Ke6) 7 Ke6! Kxc6 8 f7** with a draw.

6 f7 (6 Kd4 Ke6) 6 ... Ke7 7 c6 Kxf7 8 Kd6 Ke8 9 Kc7 Ke7, and Black wins. The result is the same after **2 c5 Rc1 3 Kd6 Rf1 4 Ke5 Ke7 5 f5 Rf2 6 c6 Rf1** etc.

But if White begins he succeeds in maintaining the balance, since Black can no longer coordinate his forces in the best way possible.

1 f5 Rg1 2 c5! Rc1 3 Kd6 Kf7.

Waiting tactics are also unsuccessful: **3 ... Rc2 4 c6 Rc1 5 c7 Rc2 6 f6 Rc1 7 f7+ Kxf7 8 Kd7**, or **3 ... Kd8 4 f6 Rf1 5 Ke6 Ke8 6 c6** with a draw.

4 c6 Rd1+ 5 Ke5!

A precise move. White loses after **5 Kc7 Ke7 6 f6+ Kxf6 7 Kb7 Ke7 8 c7 Rb1+ 9 Kc8 Rc1** etc.

5 ... Ke7 6 f6+ Kd8 7 Ke6. Draw.

It also does not help to deploy the rook along the rank: **1 f5 Rg7 2 c5 Ra7 3 Kd6.**

3 c6 is also possible, but not **3 f6 Ra6+ 4 Ke5 Kf7**, when Black wins.

3 ... Ra6+ 4 c6 Ra7 5 f6 Rf7 6 Ke6 Rc7 7 Kd6 Kd8 8 Kd5! Rf7 9 Ke6 Ke8 10 Ke5! etc.

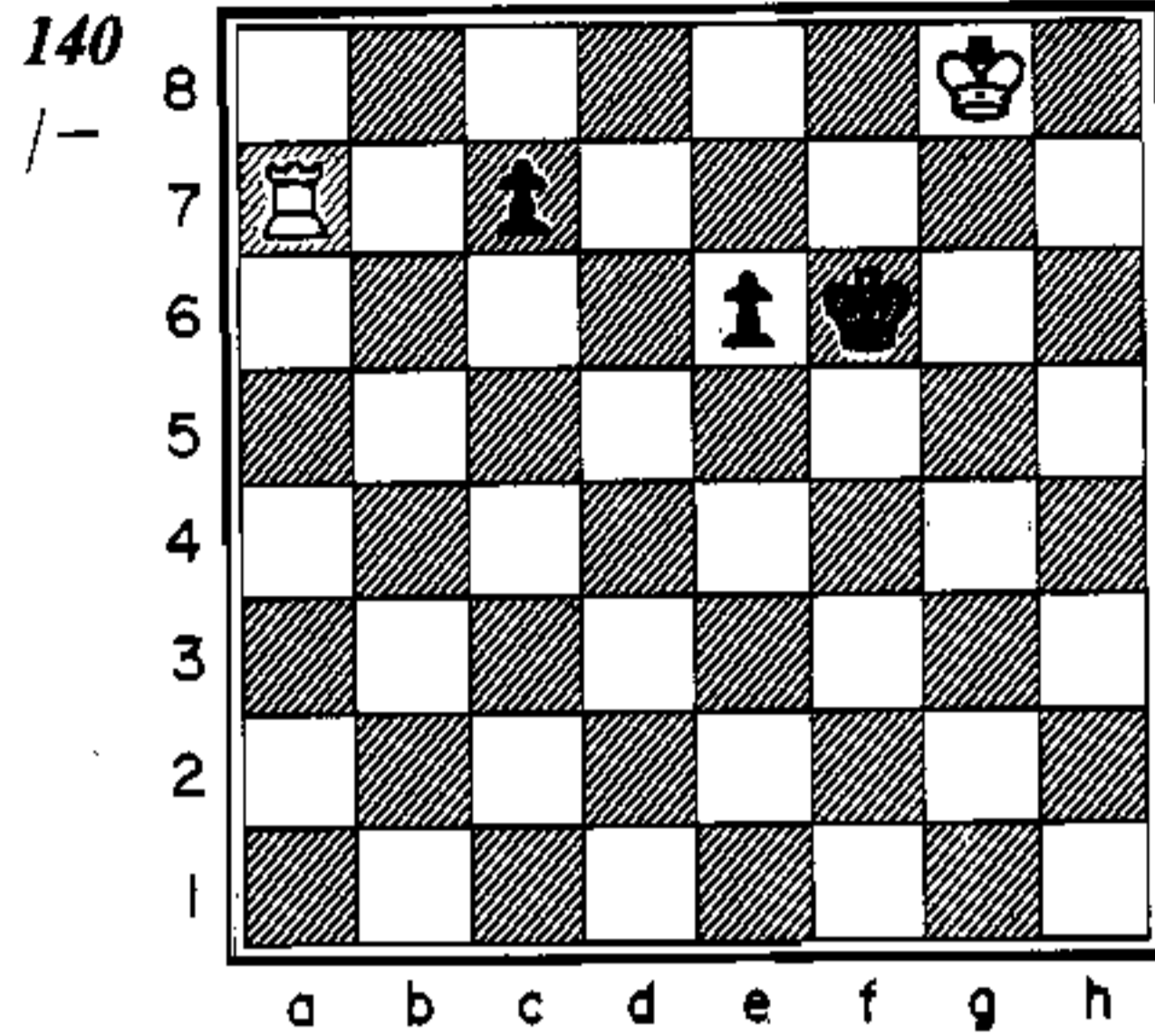
Various subtleties of the kings' manoeuvres in such endings are revealed in the following study by Reti, which was subsequently refuted by Maizelis.

140. What should Black play? He can either give up his c-pawn immediately, or play ... c6 or ... c5. Which of these is the strongest? Let us see:

(a) **1 ... e5 2 Rxc7 Kf5** (as we know, **2 ... e4** could be met by **3 Rc5!**) **3 Kf7 e4 4 Re7 Kf4 5 Ke6! e3 6 Kd5 Kf3 7 Kd4 e2 8 Kd3**, and White wins.

(b) **1 ... c6.** Reti thought that this clever move should lead to a draw, e.g. **2 Rc7 e5 3 Rxc6+ Kf5 4 Kf7 e4 5 Re6 Kf4**, when the rook prevents the king from occupying e6

Reti, 1929
Maizelis, 1950



(after **6 Ke7 e3 7 Kd6 Kf3 8 Kd5 e2** White is too late), or **2 Ra5 e5 3 Rc5 Kf5 4 Kf7 Kf4 5 Ke6 e4**, and d5 is inaccessible to the white king.

But Maizelis found that, without wasting time on rook manoeuvres, White can immediately begin a by-pass with his king by **2 Kh7!!** Here is the main variation: **2 ... e5 3 Kh6 e4 Kh5** (also possible is **4 Ra5 e3 5 Kh5! e2 6 Ra1 Ke5 7 Re1 Ke4 8 Rxe2+ Kd3 9 Re5 Kd4 10 Re8 c5 11 Kg4 c4 12 Kf3** and wins, but not **5 Ra3 Ke5! 6 Rxe3+ Kd4** with a draw) **4 ... Kf5 5 Kh4 Kf4 6 Rf7+ Ke3 7 Kg3 c5 8 Rc7 Kd4 9 Kf4 c4 10 Rd7+ Kc3 11 Kxe4**, and White wins.

(c) **1 ... c5.** Certain analysts thought that this move should draw, but this is not so: **2 Rc7 Ke5!** (**2 ... e5** is totally bad: **3 Rxc5 Kf5 4 Kf7 Kf4 5 Ke6 e4 6 Kd5 e3 7 Kd4**) **3 Rxc5+ Kd4 4 Rc1!** (after **4 Rc8 e5 5 Re8 e4** for victory White is short of one tempo, but by a frontal attack on the pawn this tempo can be gained) **4 ... e5 5 Rd1+! Ke3 6 Re1+ Kf4 7 Kf7 e4 8 Ke6 e3 9 Kd5** and wins.

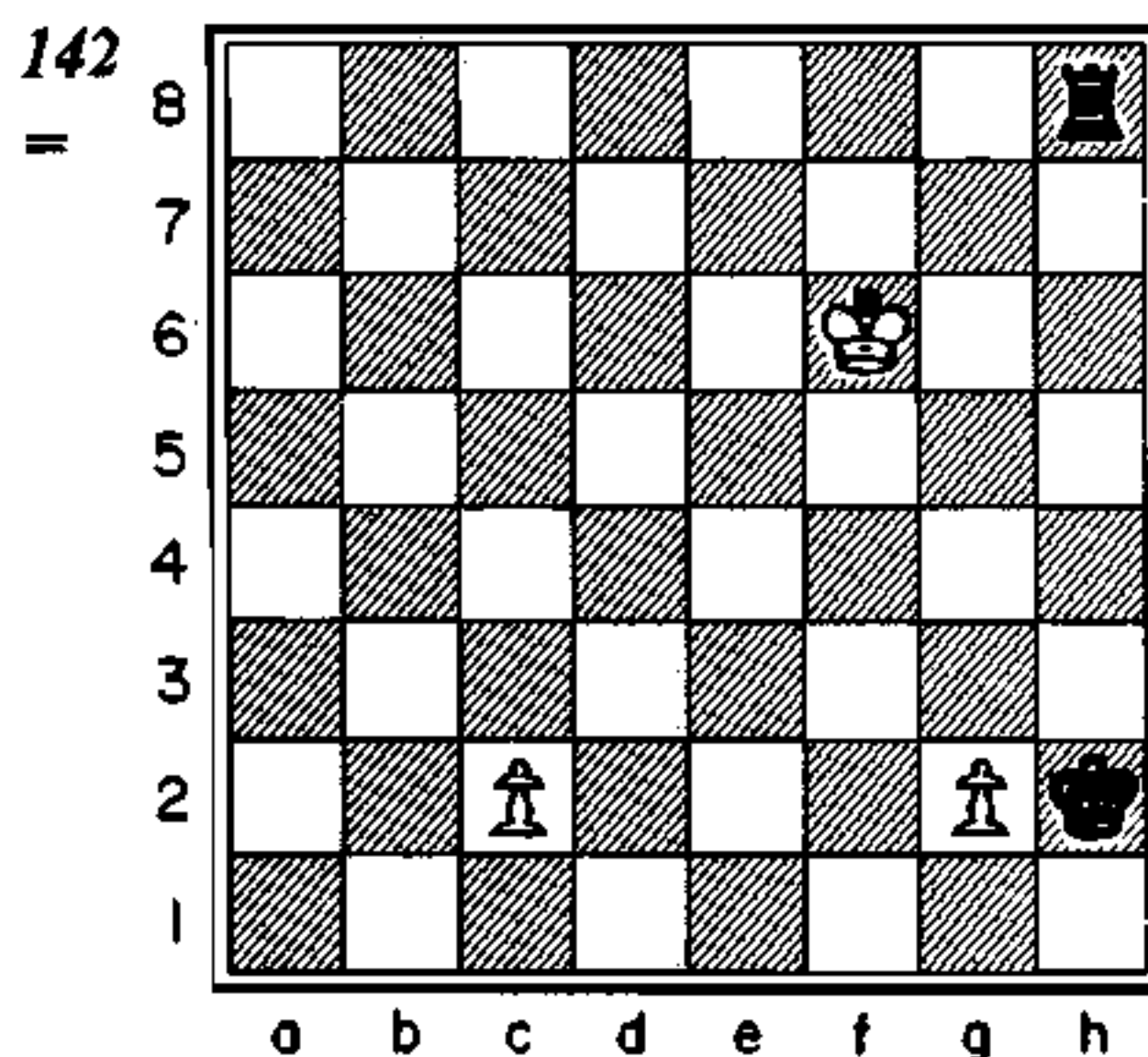
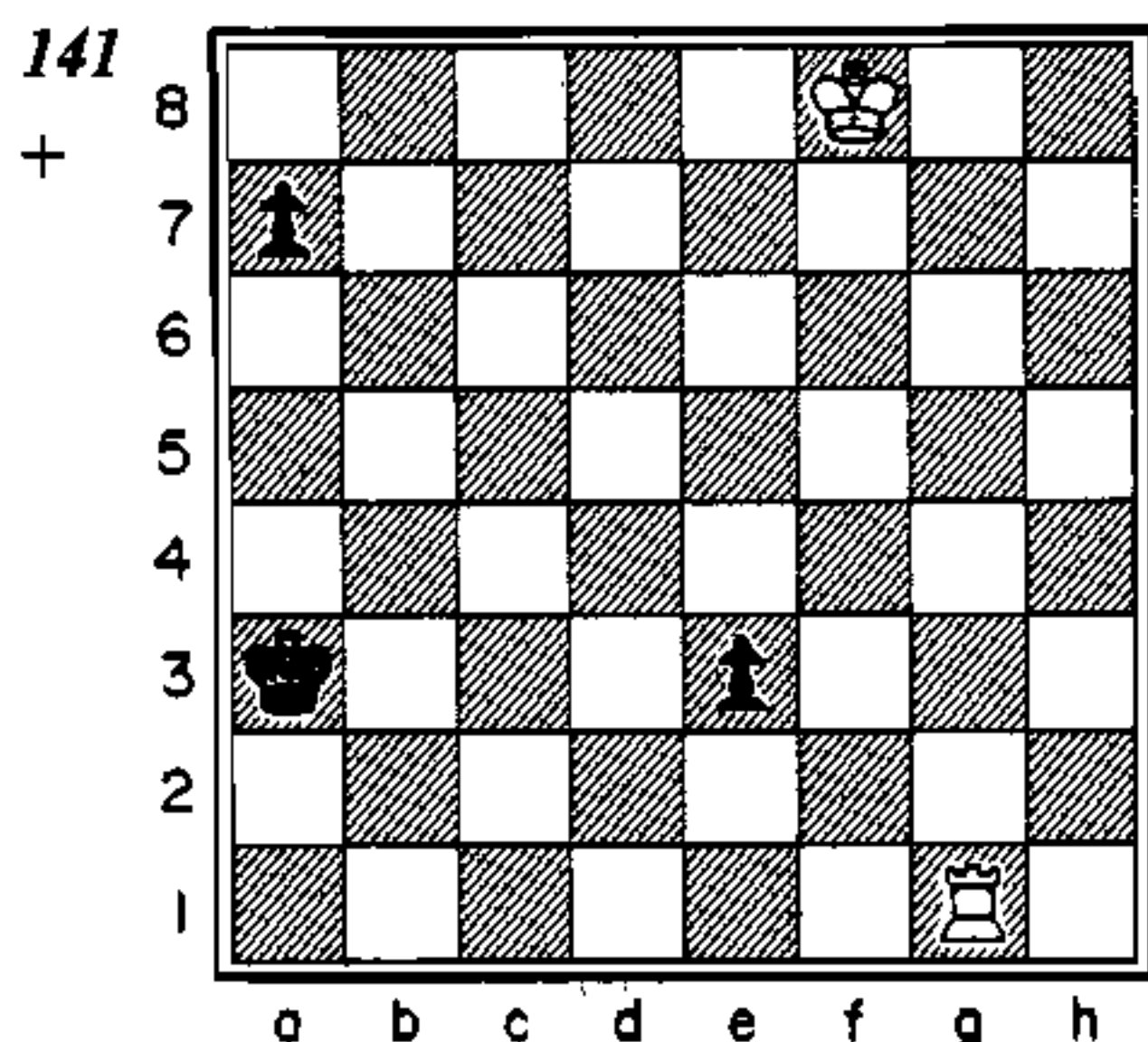
The study can easily be corrected by moving the rook from a7 to h7.

141. The white king must come to the help of the rook, but if it immediately advances by **1 Ke7**, there follows **1 ... Kb4!**, and due to the threat of **2 ... Kc3** White has to waste a

Rook against Two Pawns

Sokov, 1940

Kozirev, 1982



tempo on 2 Re1, which decisively affects the play: 2 ... a5 3 Kd6 a4 4 Kd5 (alas, c5 is inaccessible) 4 ... a3 5 Kd4 a2 6 Kd3 Kb3, and Black gains a draw.

But White has a curious manoeuvre which refutes the opponent's plan.

1 Rb1!

In this way White prevents 1 ... Kb4 and gains time for the approach of his king. If Black replies 1 ... a5 2 Ke7 a4 3 Kd6 Ka2 4 Re1 a3, White wins by 5 Kc5 Kb2 6 Re2+ Kb1 7 Kb4 a2 8 Kb3 a1=N+ 9 Kc3.

1 ... Ka2 2 Re1! a5 3 Ke7 Kb3!

3 ... Kb2 leads to a continuation already considered: 4 Kd6 a4 5 Kc5 a3 6 Kb4 etc., but now Black sets a trap: on 4 R×e3+ there follows 4 ... Kb4! 5 Kd6 a4 6 Re4+ Kb5!, and by 'shoulder-charging' he saves the draw.

4 Kd6 a4 (now 4 ... Kb4 no longer helps: after 5 Kd5 a4 6 Kd4 a3 7 Rb1+ the black king is pushed onto the rook's file) **5 Kc5 a3 6 R×e3+ Ka4 7 Kc4 a2 8 Re1 Ka3 9 Kc3**, and White wins.

142. Which pawn should be advanced first? It would appear that White should begin with the more distant pawn, and indeed, after 1 c4 K×g2 2 Ke6! Kf3 (2 ... Rc8 3 Kd5 Kf3 4 c5 Kf4 5 c6 Kf5 6 Kd6 Kf6 7 c7 with a draw) 3 c5 Ke4 4 c6 Rh6+ 5 Kd7 Kd5 6 c7 Rh7+ 7 Kd8 Kd6 8 c8=N+ he gains a draw.

But Black's play can be improved. 1 c4 is correctly met by 1 ... Kg3!, gaining an important tempo, e.g. 2 Ke6 Rc8 3 Kd5 Kf4! 4 c5 Kf5 5 Kd6 (5 g4+ Kf6! 6 g5+ K×g5) 5 ... Kf6 6 c6 Rd8+ 7 Kc7 Ke7, and Black must win.

White's aim is achieved as follows: **1 g4! Kg3 2 g5 Rf8+ 3 Ke6!**

A precise move. White deploys his king in such a way as to be able to support both pawns. Now Black has two possibilities:

(a) **3 ... Kg4 4 g6 Kg5 5 g7 Rc8 6 Kf7 Rc7+ 7 Kf8 Kf6 8 g8=N+**. Draw.

(b) **3 ... Rg8 4 c4! Kf4** (4 ... R×g5 5 Kd6 Kf4 6 c5 Rg6+ 7 Kd5! comes to the same thing) **5 c5 Rg6+ 6 Kd5** (6 Kd7? Ke5!) **6 ... R×g5+ 7 Kd6 Ke4 8 c6 Rg6+ 9 Kd7 Kd5 10 c7 Rg7+ 11 Kd8 Kd6 12 c8=N+**. Draw.

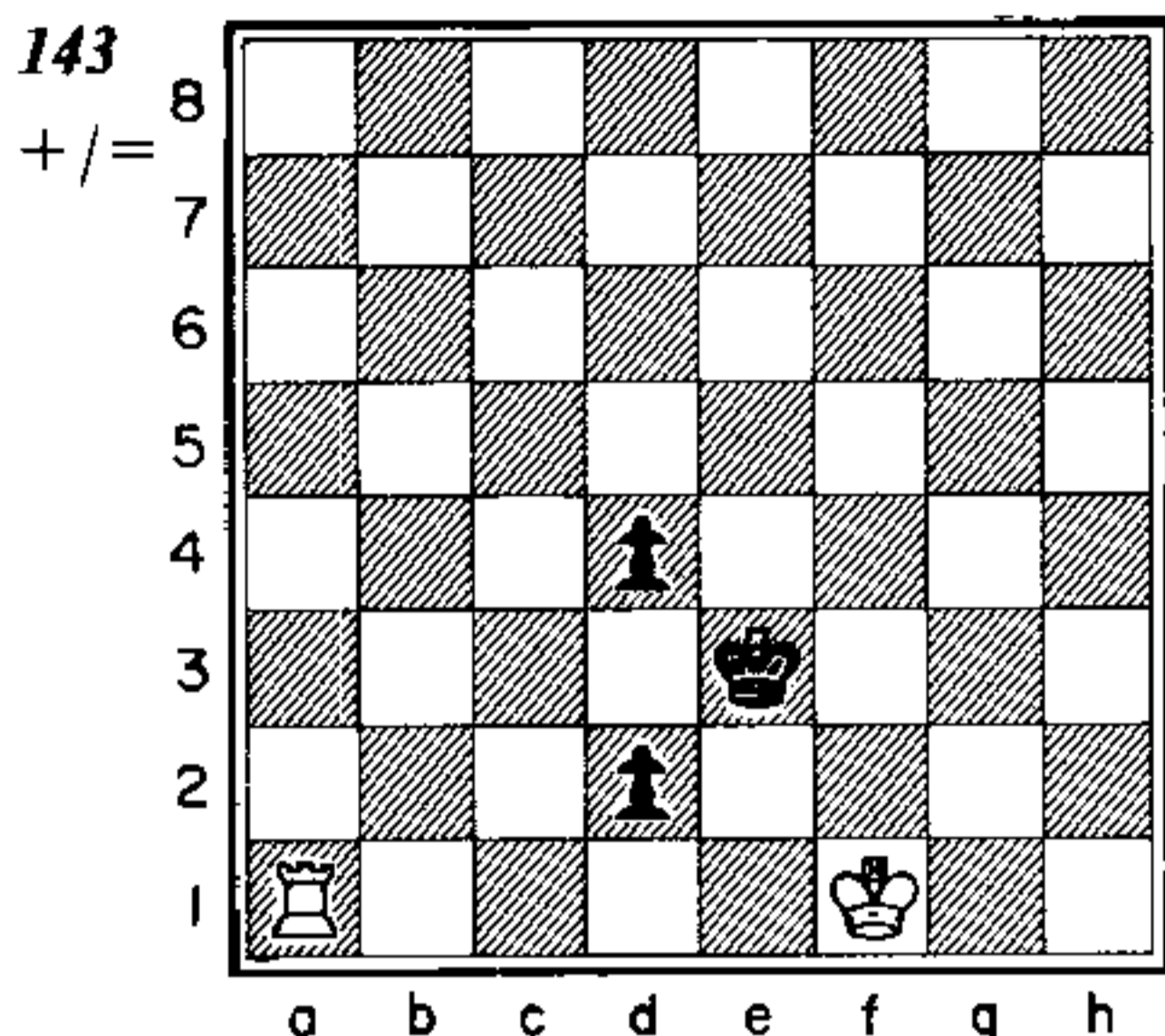
2.3 DOUBLED PAWNS

In the majority of cases it is easier battling against doubled pawns than isolated pawns, and much easier than against connected pawns. Doubled pawns cannot support each other, and require the support of their king.

But in general doubled pawns are stronger than a single pawn, and they should not be underestimated. If doubled pawns are supported by their king and one of them is on the

Doubled Pawns

threshold of queening, such pawns can become dangerous.



143. Of course, White wins most simply with his king at d1 or c2. But even with his king at f1 he is able to win by a combined attack on the pawns.

1 Ra3+!

There is no other way. Wrong is 1 Rd1? Kd3, when the rook must go back, since 2 Kf2 Kc2 3 Ke2 loses to 3 ... d3+. This is where the strength of doubled pawns is revealed—the second pawn can drive the king away from the first!

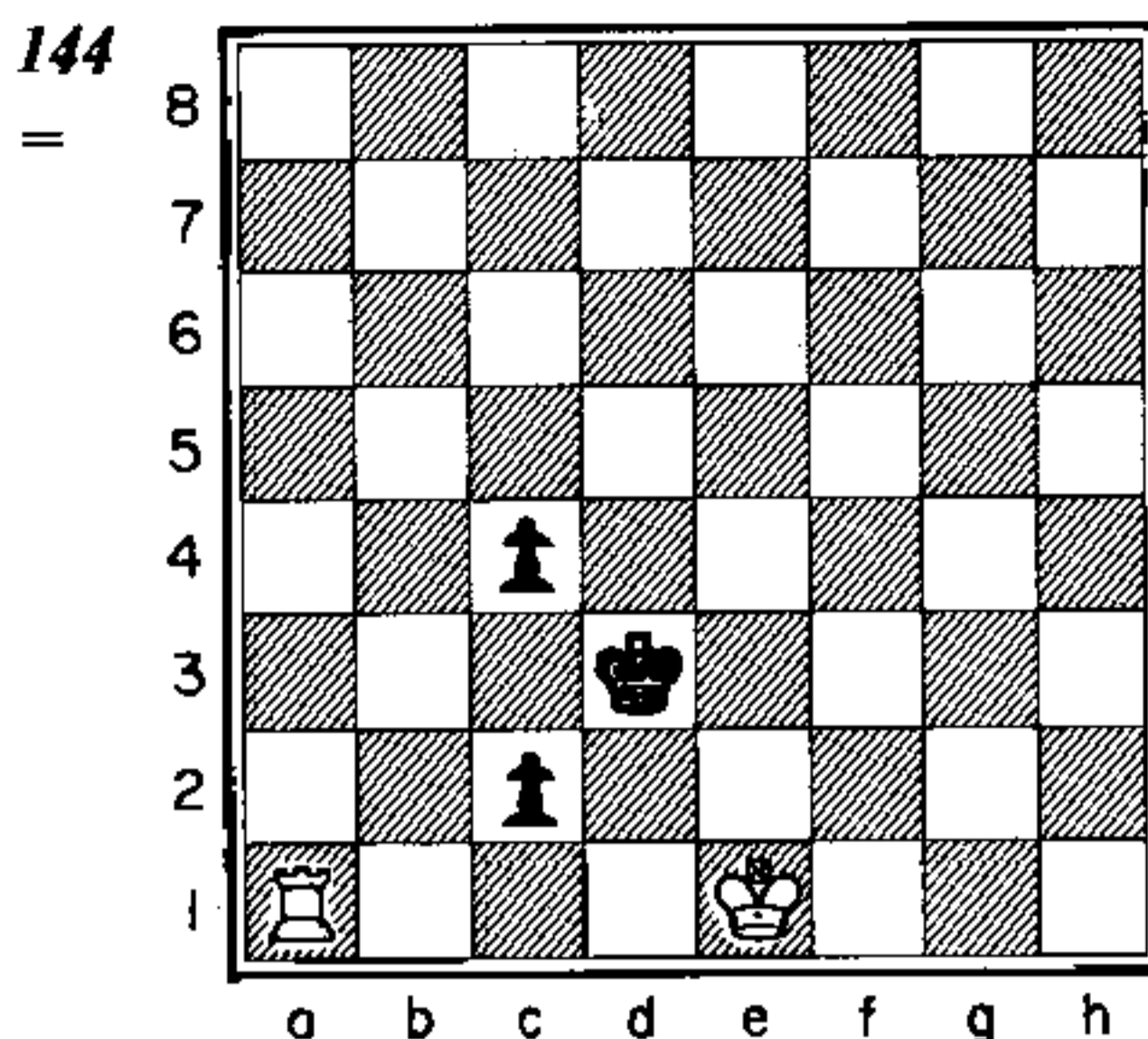
1 ... d3 2 Ra1 Kf3 3 Rb1! (3 Rd1 Ke3) 3 ... Ke4 4 Kf2 Kd4 5 Rd1! Kc3 6 Ke3, and White wins.

But if Black begins, after **1 ... Kd3! 2 Kf2 Kc2 3 Ke2 d3+ 4 Ke3** the game ends in a draw.

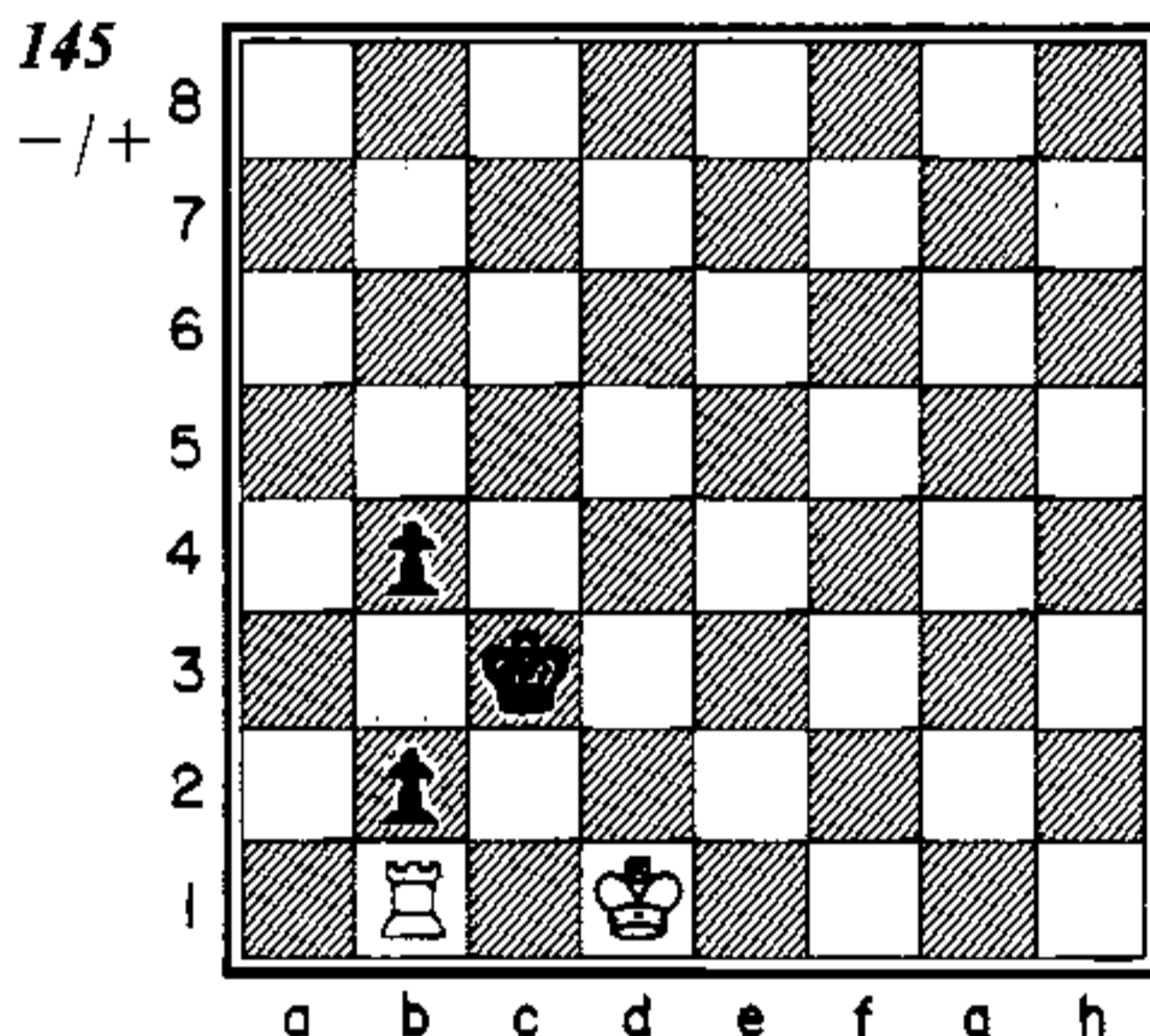
If this position (apart from the rook, of course) is moved one file to the left, the situation changes significantly: the rook does not have sufficient space for manoeuvring.

144. Here the attack from the side does not succeed: **1 Ra3+ c3 2 Ra1 Ke3 3 Rc1 Kd3 4 Ra1 Ke3,** with a draw by repetition. Incidentally, Black can also draw in another way—by taking his king to b2: **2 ... Kc4 3 Ke2 Kb3 4 Kd3 Kb2** etc.

The position with knight's pawns is even more paradoxical. In this case the given ar-



angement of rook and king proves to be altogether unfortunate.



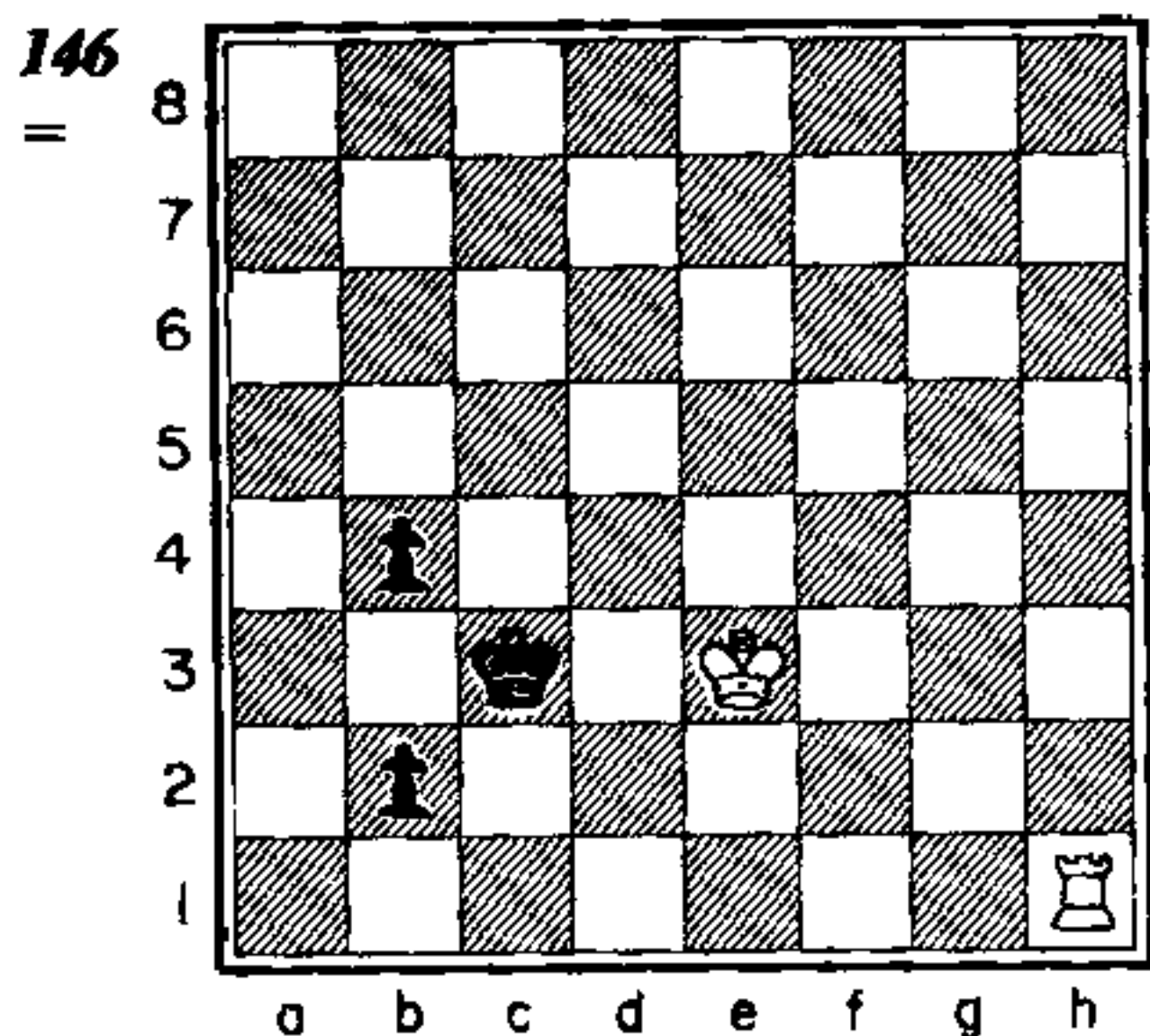
145. If it is White to move, he is immediately forced to allow the opponent's king in at c2, while if Black begins he can play either **1 ... b3** or **1 ... Kb3 2 Kd2 Ka2 3 Kc2 b3+.**

To gain a draw in such a situation against knight's pawns, White should resort to a different arrangement of his pieces: his rook should control the 1st rank, and his king attack the second pawn.

146. 1 Ke4! Kc2 2 Kd4 b1=Q (2 ... b3 3 Kc4) 3 R x b1 K x b1 4 Kc4. Draw.

If on the 1st move Black advances his second pawn, there are several ways to draw. **1 Ke4 b3,** and now:

Rook against Two Pawns



(a) **2 Kd5 Kc2 3 Kc4**, similar to the previous variation.

(b) **2 Rg1** (possessing a mobile rook, White waits to see what his opponent will try) **2 ... Kc2**.

A draw also results from **2 ... Kb4 3 Kd3 Ka3 4 Kc3 Ka2 5 Rg2 Ka1!**

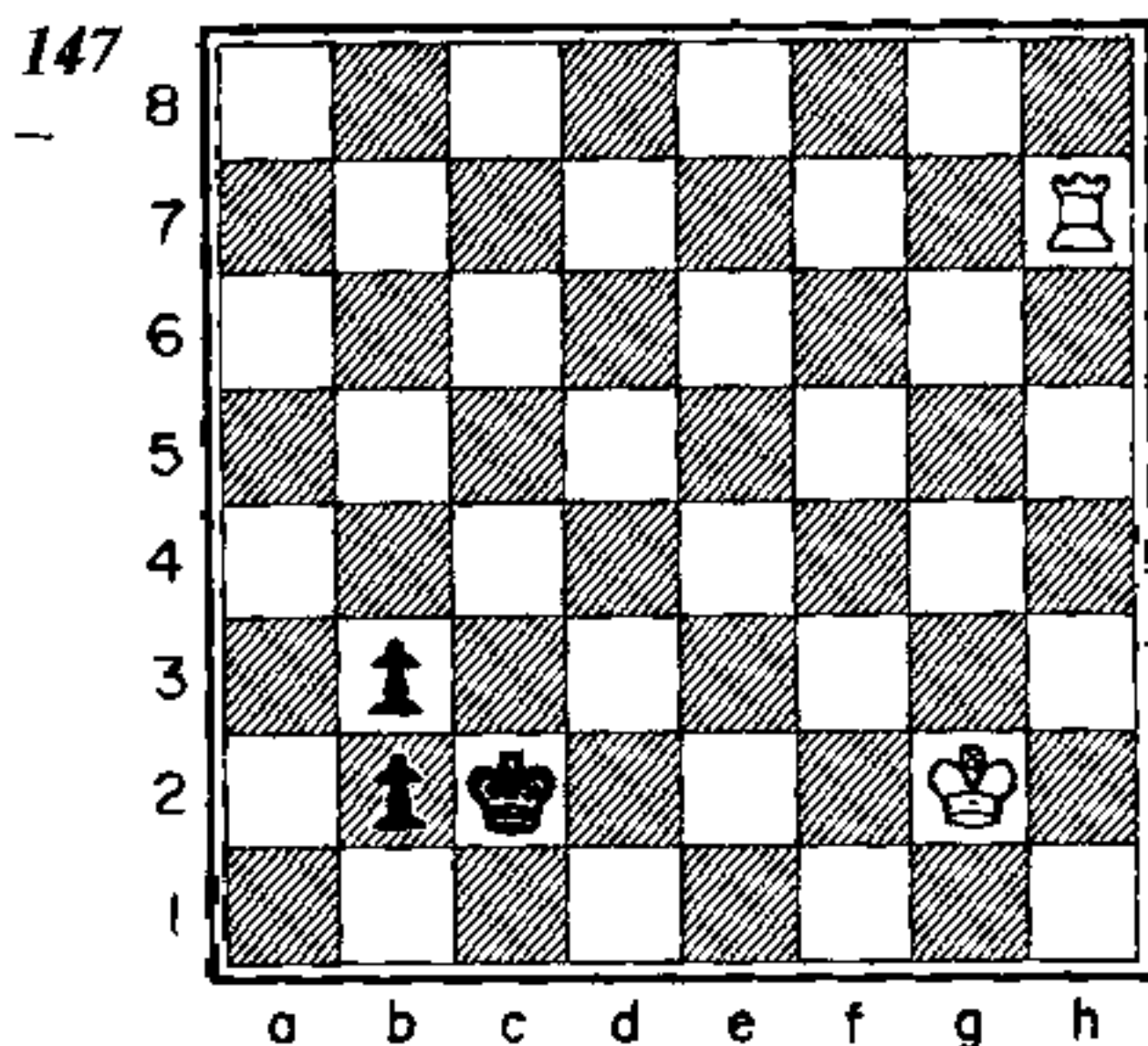
3 Rg2+ Kb1 4 Rg8 Kc2 (4 ... Ka2 is pointless: **5 Ra8+ Kb1 6 Rh8**) **5 Rg2+**.

But not **5 Rc8+? Kd2 6 Rd8+ Ke2**, when Black wins.

5 ... Kb1 6 Rg8 Kc2 7 Rg2+ with a draw.

Positions, such as that which arose in our analysis after ... b3, have for a long time drawn the attention of theorists.

Horwitz and Kling, 1851



147. White's king is a long way from the

pawns, and his rook has to do battle alone, attacking the enemy king from the rear.

1 Rc7+ Kd3.

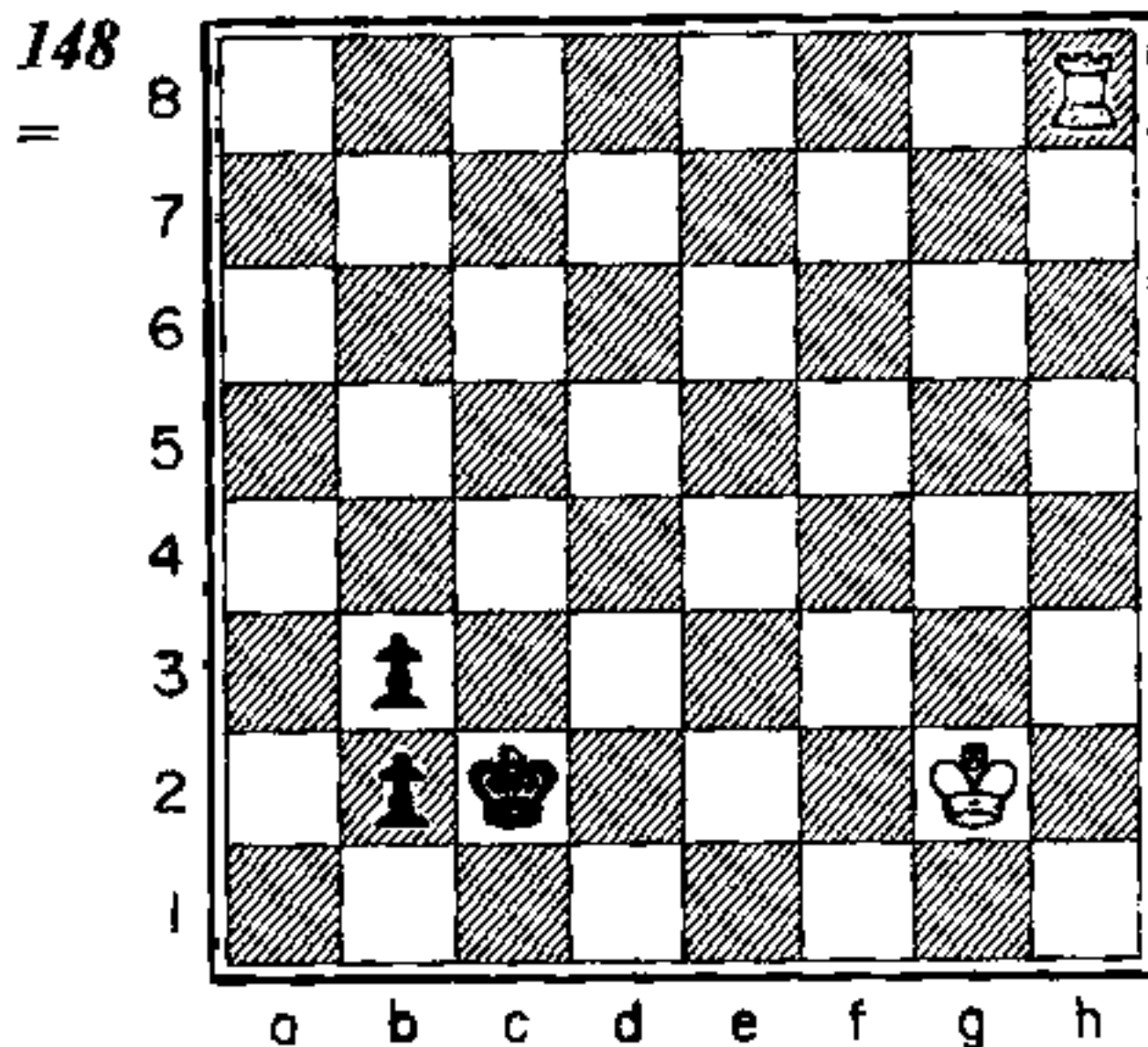
Of course, not **1 ... Kb1** when the game is drawn, since the king cannot escape from in front of the pawn, e.g. **2 Kf2 Ka2 3 Ra7+ Kb1.**

2 Rd7+ Kc4 3 Rc7+ Kd4 4 Rd7+ Kc5! 5 Rd1.

The only move. White is forced to switch to defence along the rank, but now the proximity of the black king to the pawns proves decisive.

5 ... Kb4! 6 Kf2 Ka3 7 Ke2 Ka2, and Black wins.

Horwitz and Kling correctly pointed out that the cause of White's defeat was the small distance in ranks between his rook and the pawns, and that, had the rook been not on the 7th rank but the 8th, White would have been able to maintain the balance, since in this case the reverse manoeuvre by the king would not have been successful.

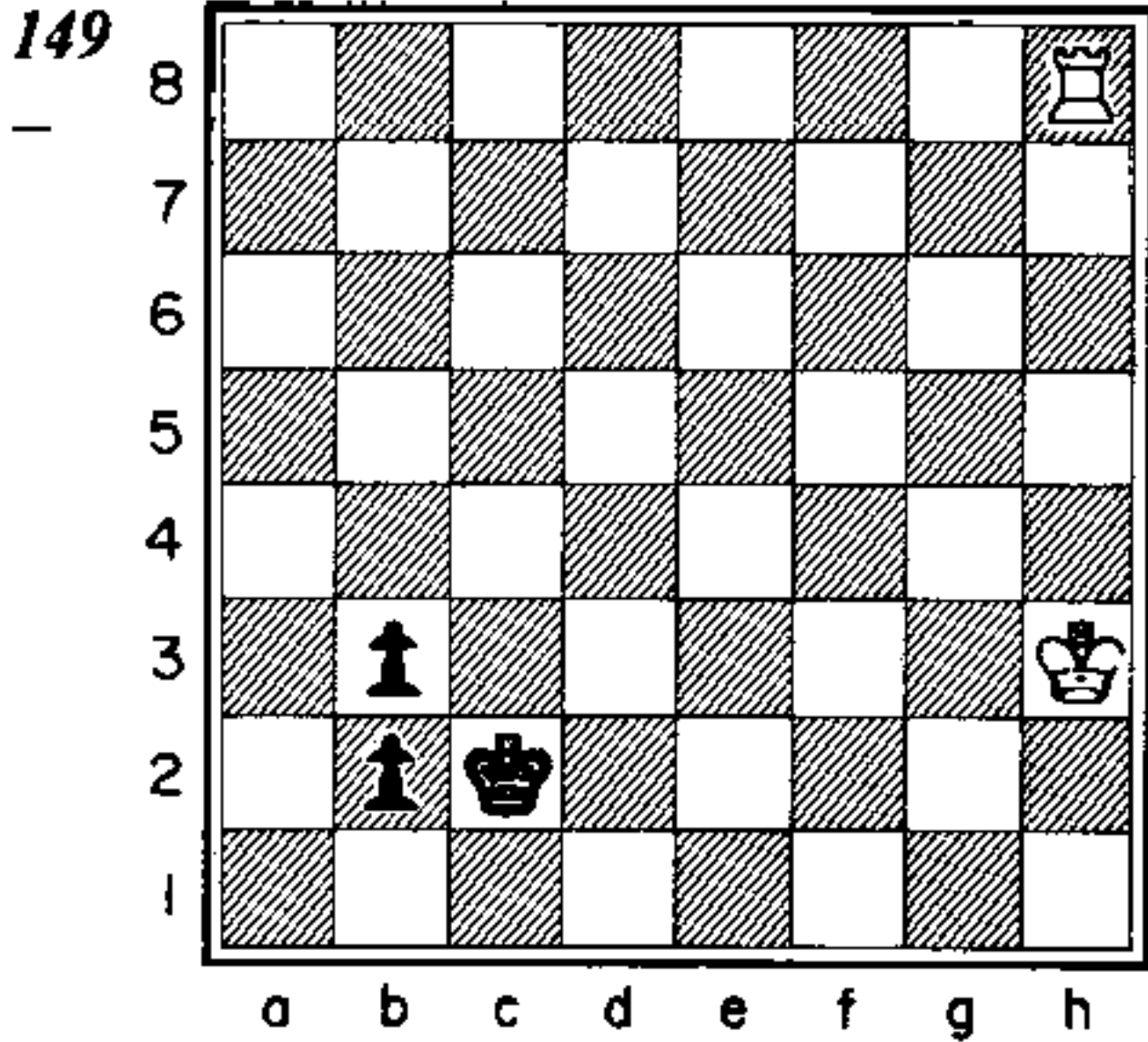


148. **1 Rc8+ Kd3 2 Rd8+ Kc4 3 Rc8+ Kd5 4 Rd8+**, and moving the king onto the 6th rank—**4 ... Kc6** leads to the loss of the b2 pawn after **5 Rd1 Kc5 6 Rb1.**

We thus come to an important conclusion: *with the rook well placed on the 8th rank, by attacking from the rear the rook alone is able to draw without the support of the king.*

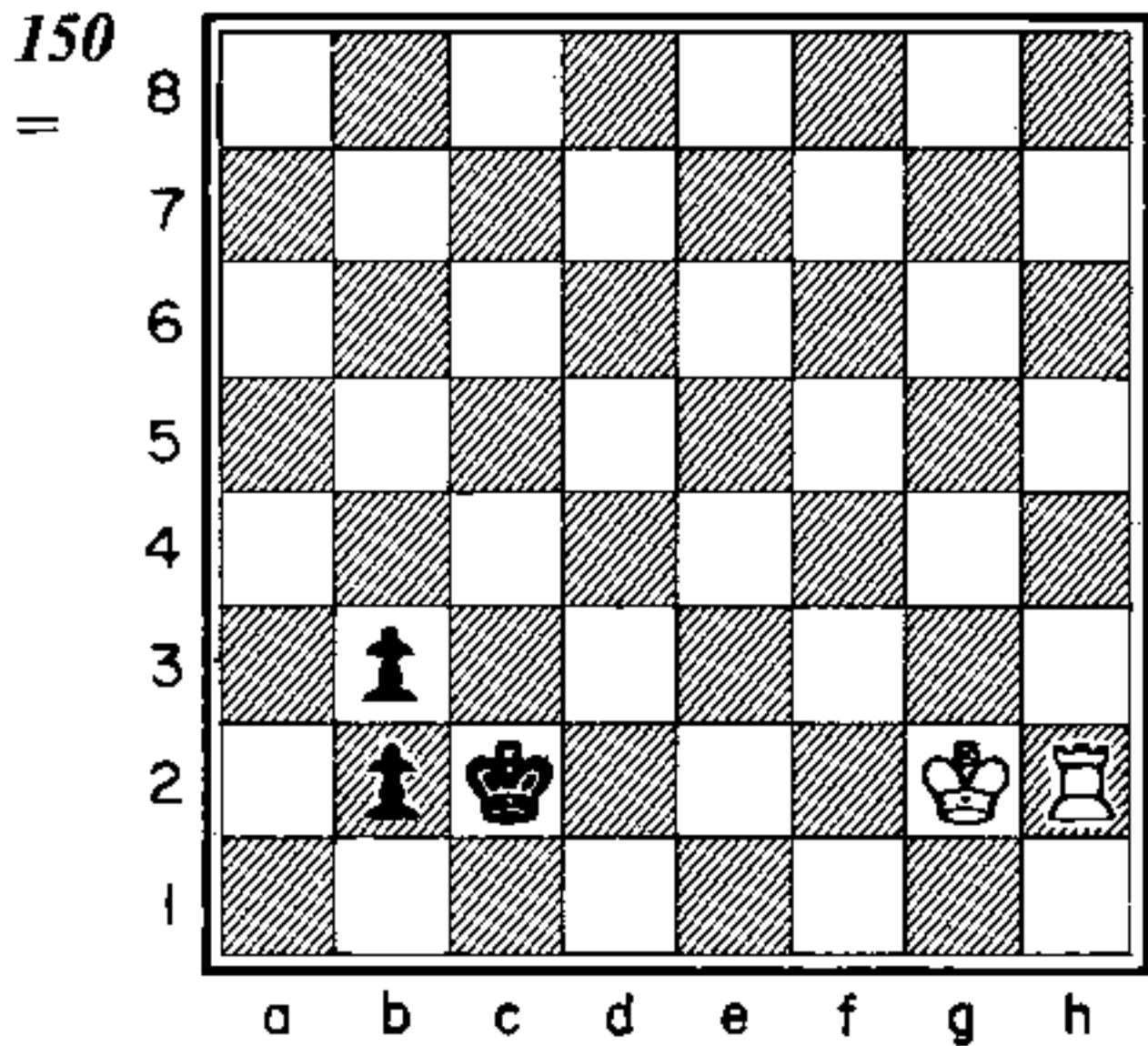
Doubled Pawns

On the other hand, it is extremely important that White's king should not prevent his rook from attacking from the rear. Thus, for example, if in the last diagram the king had been not at g2, but at h3, the black king would have been able to hide in its 'shadow'.



149. 1 R**c8**+ K**d2** 2 R**d8**+ K**e2** 3 R**e8**+ K**f2** 4 R**f8**+ K**g1** 5 R**g8**+ K**h1**, and the pawn queens.

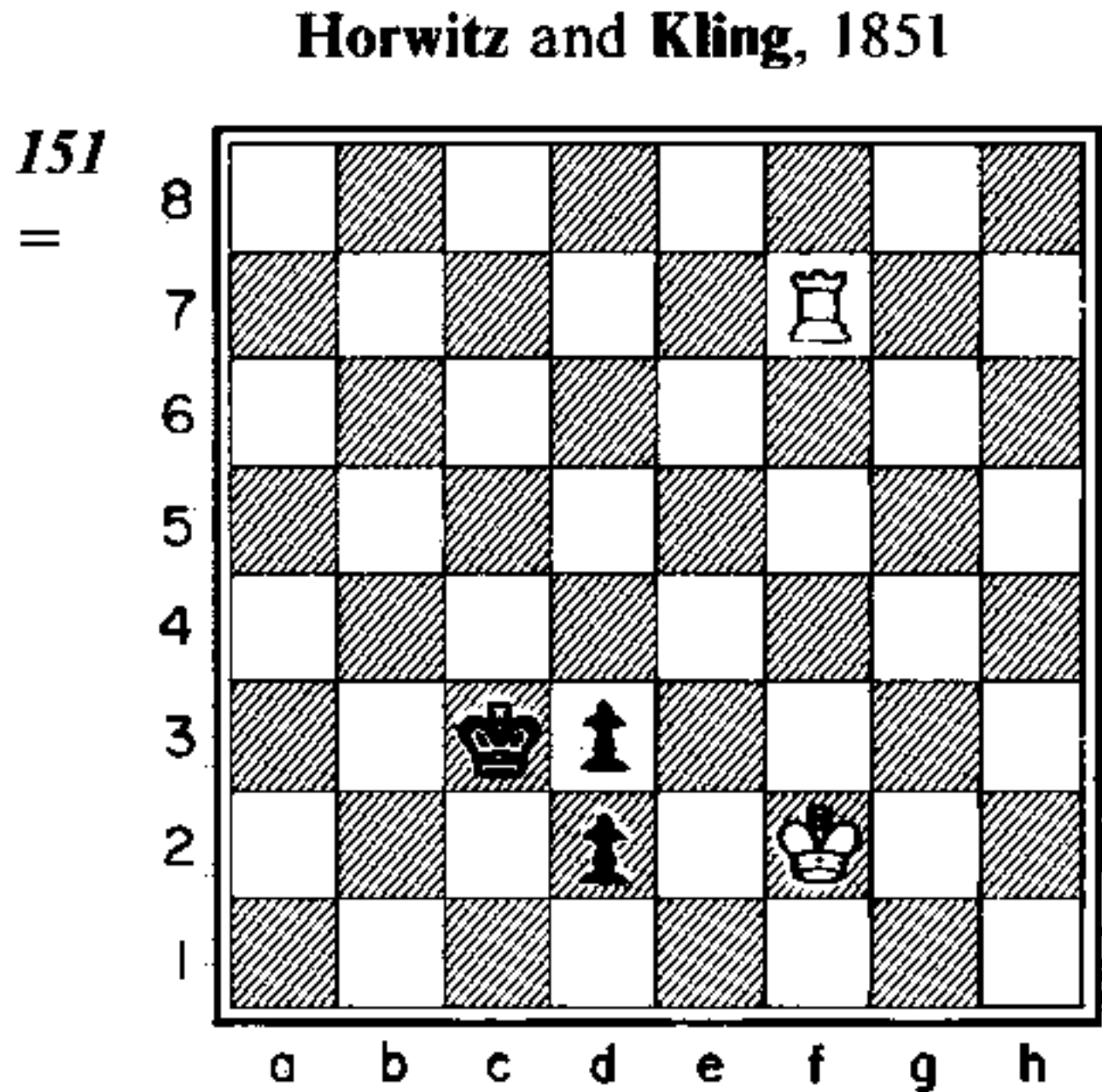
Horwitz and Kling thought that, with his rook in any other position (apart from the 8th rank), White would lose, but in 1873 Durand showed that White can also draw with his rook at **h2**.



150. After 1 K**f3**+ Black achieves nothing by 1... K**b1** due to 2 R**h8**, while after 1... K**c3** 2 R**h1** K**b4** White succeeds in bringing up his king: 3 K**e3** K**a3** 4 K**d3** K**a2** 5 K**c3** with a draw.

The attack by the rook from the rear, employed in example 148, leads to a draw against pawns on any file, provided that two conditions are satisfied: (a) the rook must be on the 8th rank, (b) its own king should not get in the way.

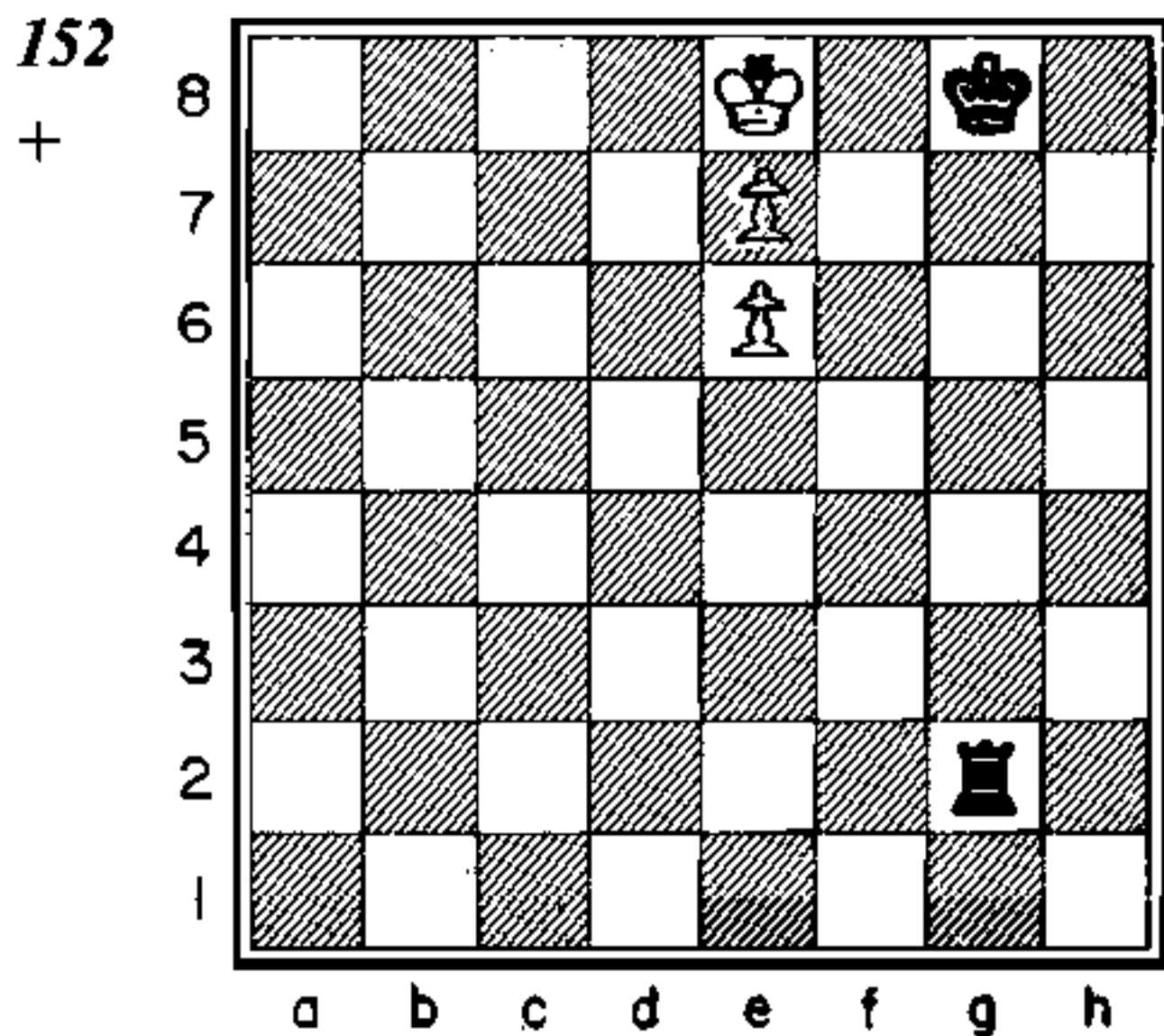
Horwitz and Kling found a position where a draw can be achieved even with the rook less well placed.



151. 1 R**c7**+ K**d4** 2 R**d7**+ K**e4** 3 R**e7**+ K**f5** (if 3... K**f4** 4 R**f7**+) 4 R**e1**! Draw.

As the following example shows, if the white king is at f1 this rook sacrifice no longer works.

from a local tournament game
Brno, 1934

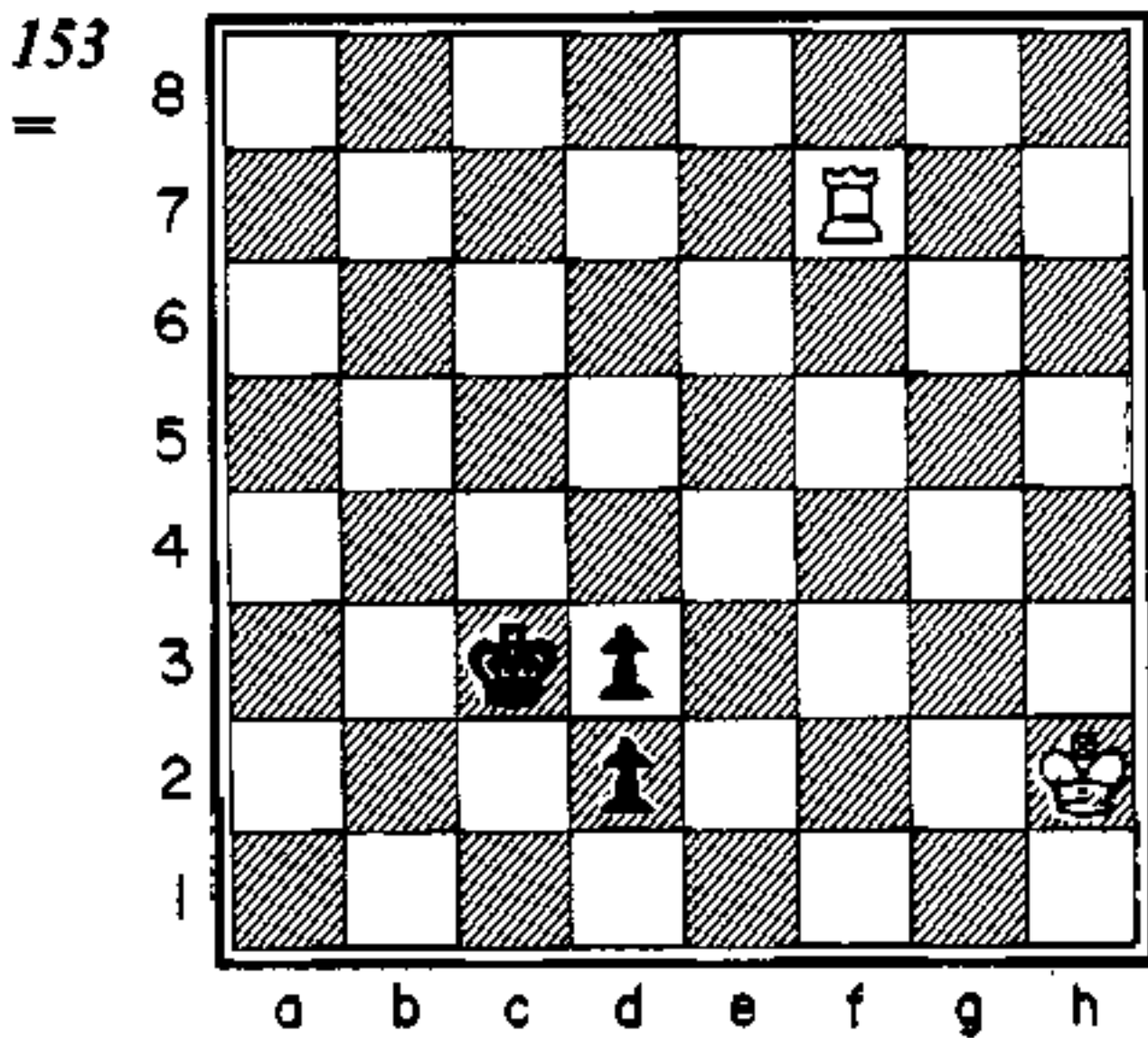


Rook against Two Pawns

152. 1 Kd7 Rd2+ 2 Kc7 Rc2+ 3 Kd6 Rd2+ 4 Ke5 Re2+ 5 Kf5 Rf2+ 6 Kg6 (6 Kg5 is more precise), and Black is not saved by either 6 ... Rf8 7 e×f8=Q+ K×f8 8 Kf6, or 6 ... Rg2+ 7 Kh5 Rh2+ 8 Kg4 Rg2+ 9 Kf3.

Returning to Horwitz and Kling's position (151), we will consider it with the king at h2. Salvioli thought that in this case Black would win, but Tarrasch showed that this is not so.

Tarrasch, 1911



153. 1 Rc7+ Kb4 2 Rb7+ Kc5 3 Rb1 Kd4 4 Kg2 Kc3 (4 ... Ke3 5 Kf1) 5 Kf2 Kc2 6 Ke3! with a draw.

If on the 1st move Black plays 1 ... Kd4, there follows 2 Rd7+ Ke4 3 Re7+ Kf5 4 Rf7+ Ke5!

Moving down to the 6th rank would even lose: 4 ... Ke6? 5 Rf1 Kd5 6 Kg2 Kc4 7 Kf3 Kc3 8 Ke3 Kc2 9 Rf2, and White wins.

5 Rf1! Ke4 6 Kg3.

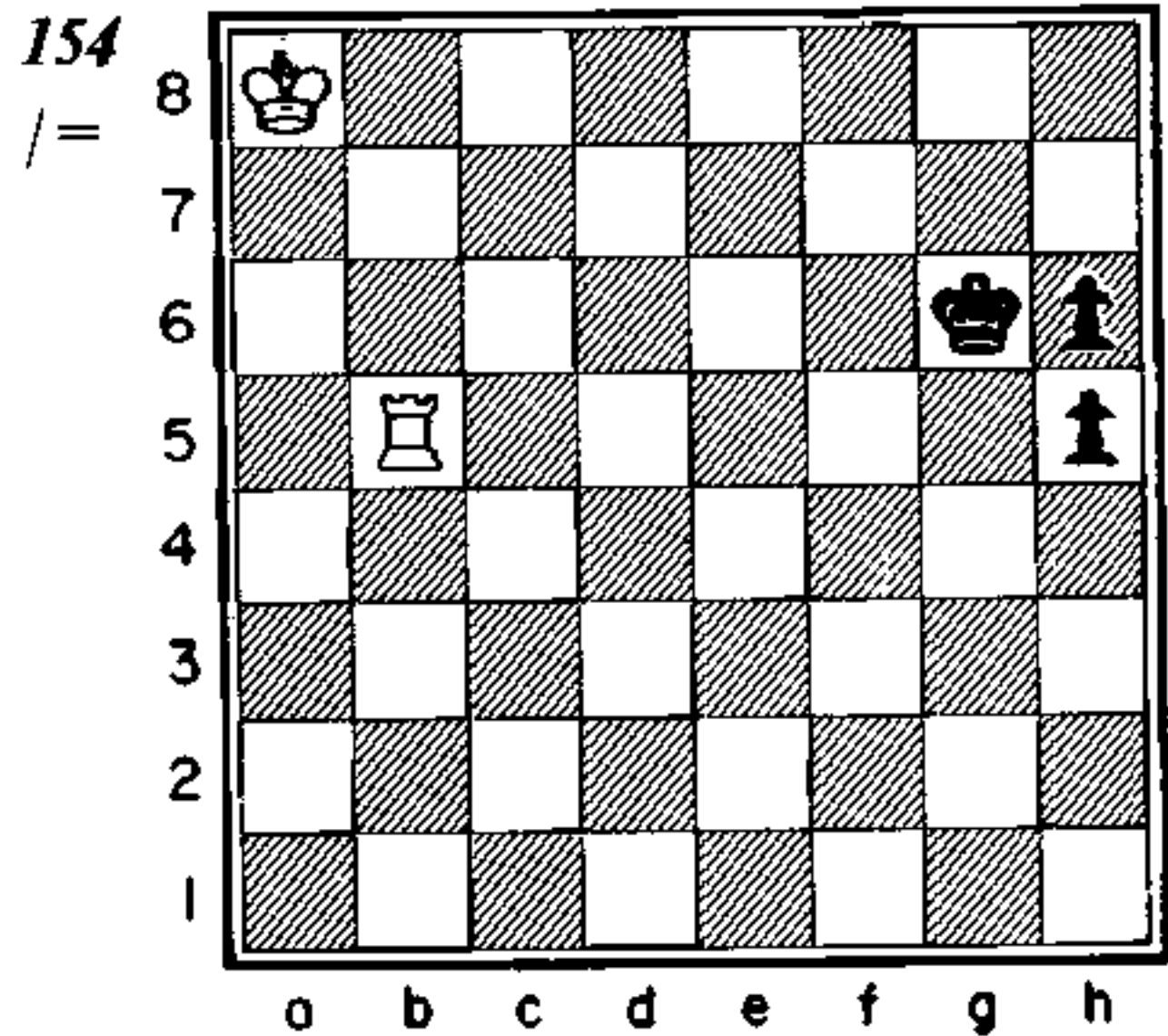
Also possible is 6 Kg2 Ke3 7 Rf3+ Ke2 (7 ... Kd4 8 Rf1 Kc3 9 Kf3) 8 Rf2+ Kd1 9 Rf8 with a draw.

6 ... Ke3 7 Rh1 Ke2 8 Rh2+ Kd1 9 Rh8 Ke2 (9 ... Kc2 10 Rc8+) 10 Rh2+! Draw.

Against less advanced pawns, if the actions of rook and king can be united, the game usually goes their way. But if the king needs time to lend effective support to the rook, the second pawn may have a part to play.

154. In a similar situation with one pawn

Euwe, 1940

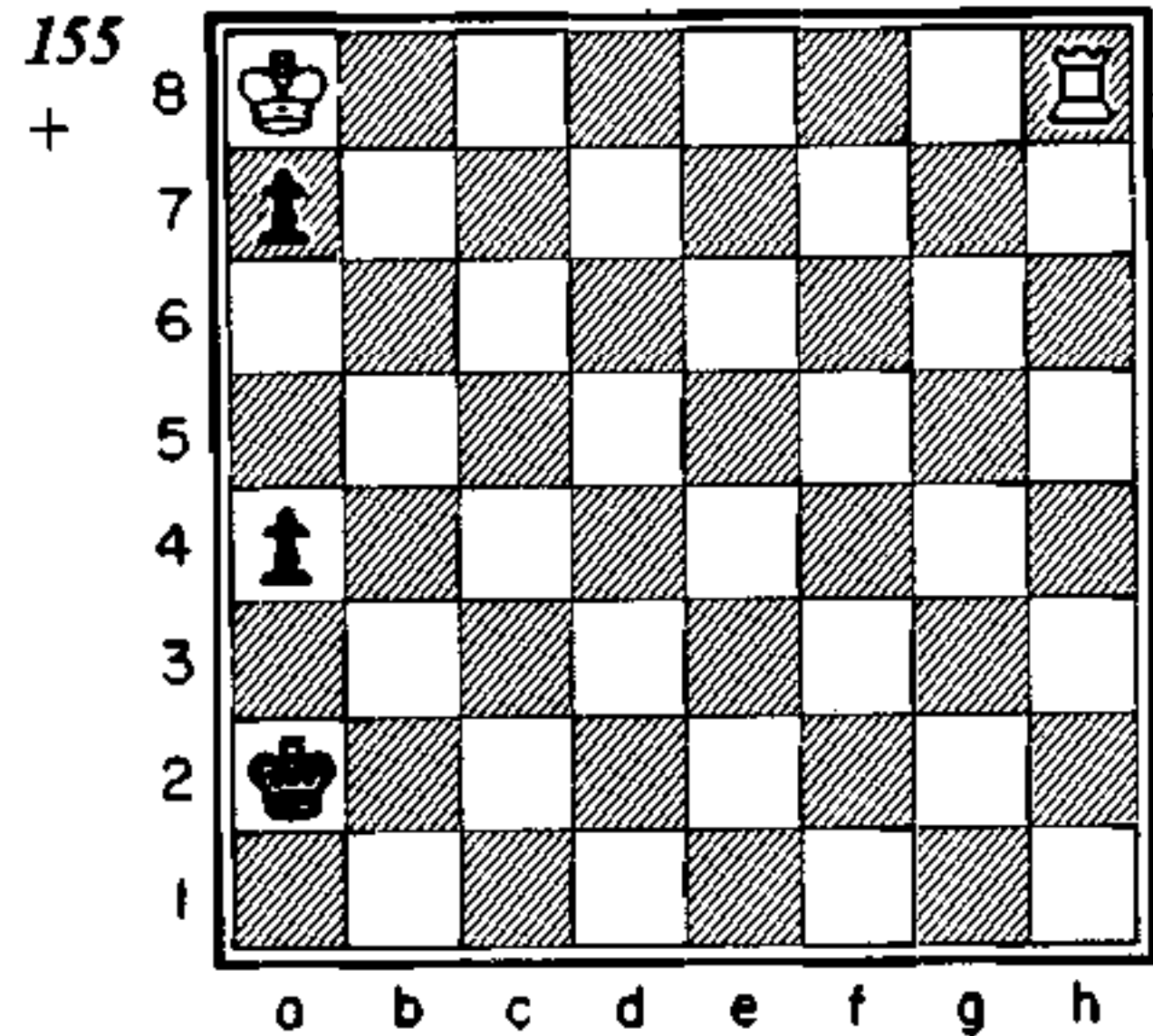


Black loses, but here, by giving up one of the pawns, he gains a draw.

1 ... h4 2 Kb7 h3 3 Rb3 Kg5 4 R×h3 h5 5 Kc6 Kg4 6 Ra3 (6 Rh1 h4 7 Kd5 h3 8 Ke4 Kg3 9 Ke3 h2) 6 ... h4 7 Kd5 h3 8 Ke4 h2 9 Ra1 Kg3 10 Ke3 Kg2. Draw.

Note that in certain cases with rook's pawns, the second pawn may also play a negative role.

Keidanski, 1924



155. With one pawn here it would be an elementary draw, but the second pawn prevents Black from exploiting the possibility of stalemate.

1 Rb8 a3 2 Rb5 a6 (2 ... a5 3 Kb7 Ka1 4 Kc6 a2 5 Kc5 a4 6 Kc4) 3 Rb6 Ka1 4 Kb7 a2 5 Kc6 a5 6 Kc5 a4 7 Kc4 a3 8 Kb3 Kb1 9 K×a3+ and wins.

3. Rook against Three or More Pawns

A rook is theoretically stronger than three or even four pawns; nevertheless, in this endgame three pawns are normally sufficient compensation for it. The result depends to a great extent on the placing of the pieces, the pawn structure, and the degree of advancement of the pawns. The more advanced the pawns, the more dangerous they are, especially if in addition they are supported by the king. A successful battle against three pawns requires the complete coordination of king and rook. If this coordination is lacking, the scales usually tip in favour of the pawns.

Depending on the pawn structure, it is sensible to divide these endings into the following groups:

- 3.1 Connected pawns.
- 3.2 Two of the three pawns connected.
- 3.3 Isolated pawns.

At the end of this chapter (section 3.4) examples of rook against four or more pawns will also be considered.

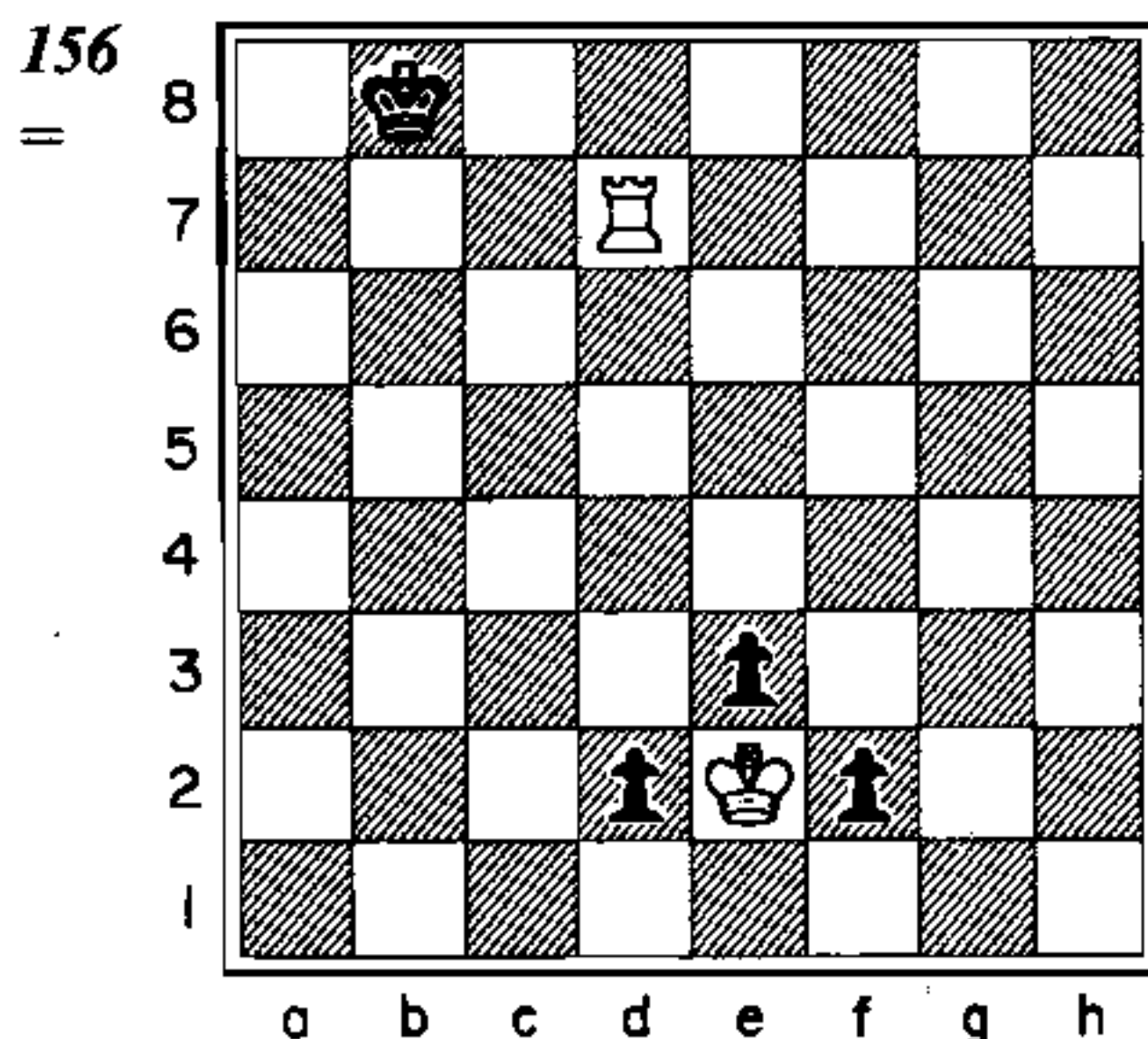
3.1 CONNECTED PAWNS

Three connected pawns are a great force, especially if they are close to queening. Even if the pawns are not so far advanced, a successful battle against them requires the complete coordination of the enemy pieces.

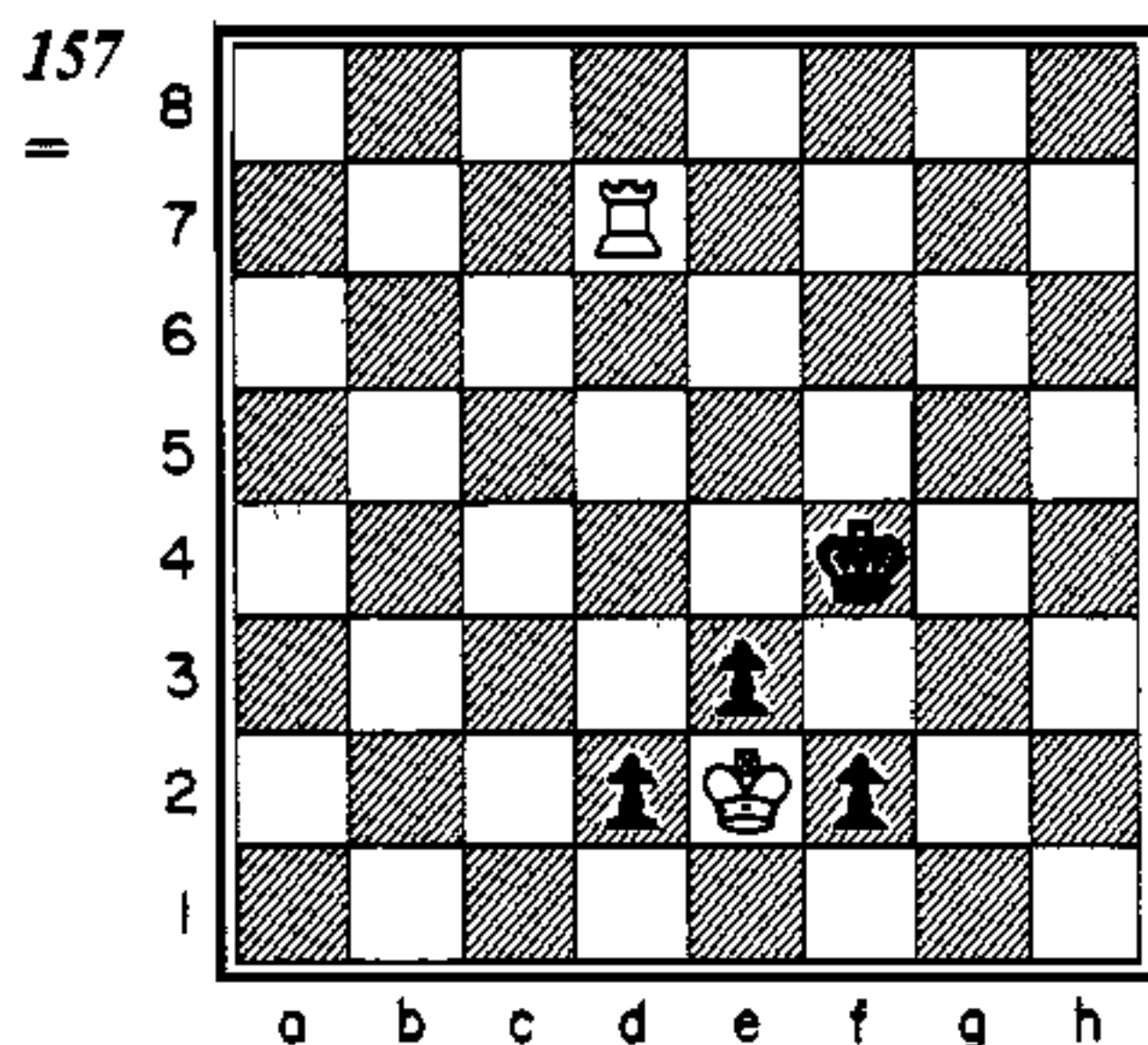
We will begin our analysis with some critical positions, where one or two of the pawns are on the threshold of queening.

156. Black's king is at the maximum distance from its pawns, but nevertheless White cannot do anything, since his king and rook are doomed to passive defence.

If the king is supporting the pawns, on the



whole the situation is unchanged, and the game again ends in a draw.

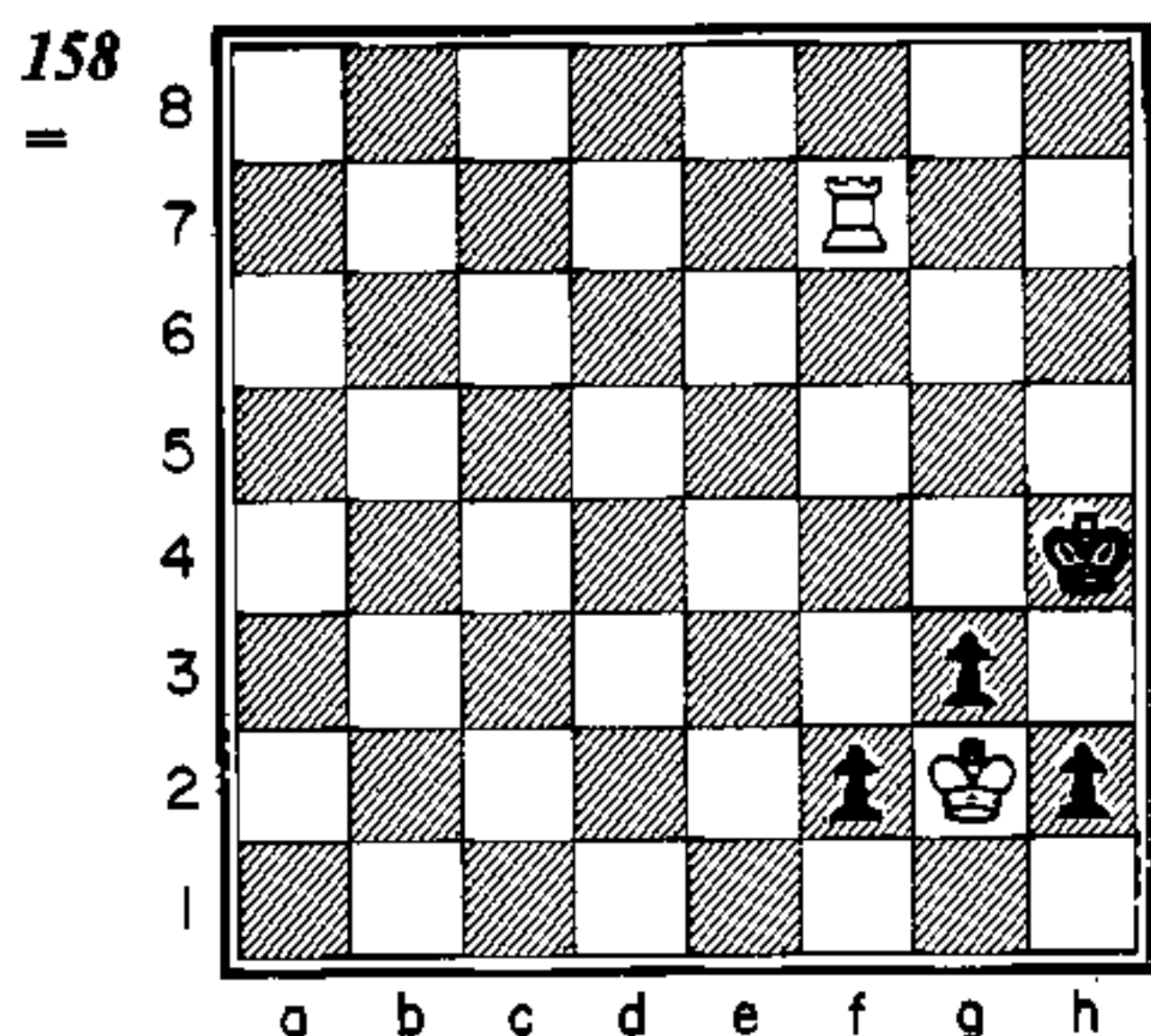


157. Note that, in manoeuvring with his rook, White should not occupy d3. Thus 1 Rd3?? is met by 1... f1=Q+ 2 Kxf1 Kf3, when White loses.

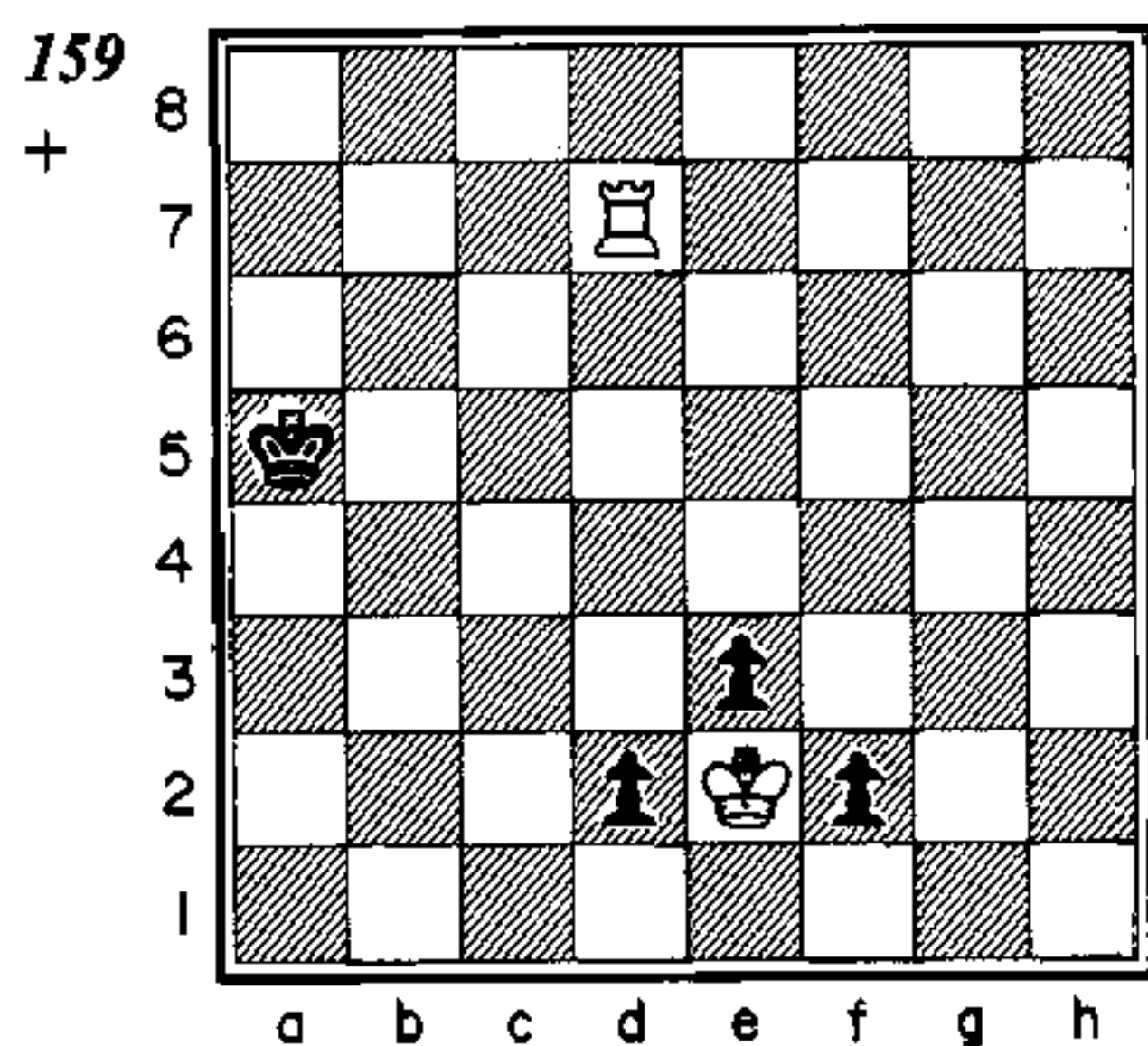
In this situation wing pawns prove less dangerous.

158. Here even 1 Rf3 is possible, since 1... h1=Q+ 2 Kxh1 Kh3 leads to stalemate both after 3 Rxg3+ and 3 Rxf2.

Rook against Three or More Pawns



In position 156 White could have won, had his rook been able to reach the 1st rank with gain of time. Suppose that the black king is not at b8, but at a5.

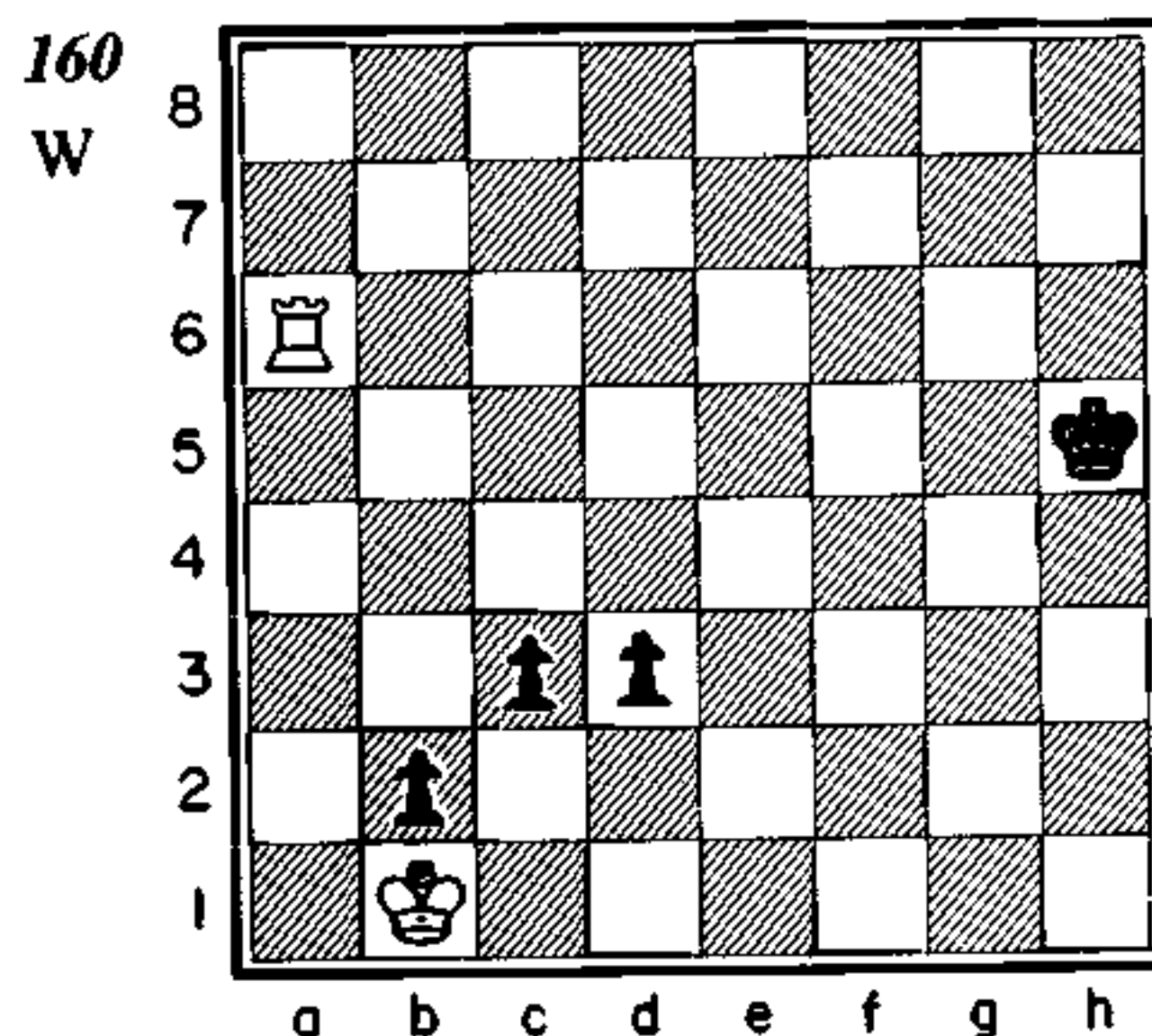


159. The king proves to be extremely badly placed, since it allows the above-mentioned switching of the rook: **1 Ra7+! Kb4 2 Ra1 Kc3 3 Kxe3**, when White wins.

The features of the play in such positions, where the king is a long way from its pawns, are well shown in the following study.

160. White's problem is clear: he must deprive the pawns of their mobility, switch his rook to the 1st rank, and then eliminate the pawns. But at the same time it is important that the black king should not manage to support the pawns.

Rinck, 1913



The composer himself thought that White could successfully carry out his plan, but a year after the study's publication it was established that Black was able to maintain the balance.

White has two possibilities:

(a) **1 Rd6 d2 2 Kc2 Kg5!**

An excellent reply! The rook must not be allowed onto the 1st rank, before the king succeeds in supporting the pawns. Therefore it would be a mistake to play **2 ... Kg4? 3 Rg6+! Kf3 4 Rg1 Ke2 5 Rb1**, when White wins.

3 Rd8 Kf4 4 Rf8+ (now this is not dangerous; Black's king is already close to the pawns) **4 ... Ke3 5 Rf1 Kd4**. Draw.

(b) **1 Rf6**.

White tries carrying out his plan in a different way: first he brings his rook to the 1st rank, at the same time cutting the opponent's king off from the pawns. Incidentally, he now threatens **2 Rf3 d2 3 Rf1**, then **4 Kc2** etc.

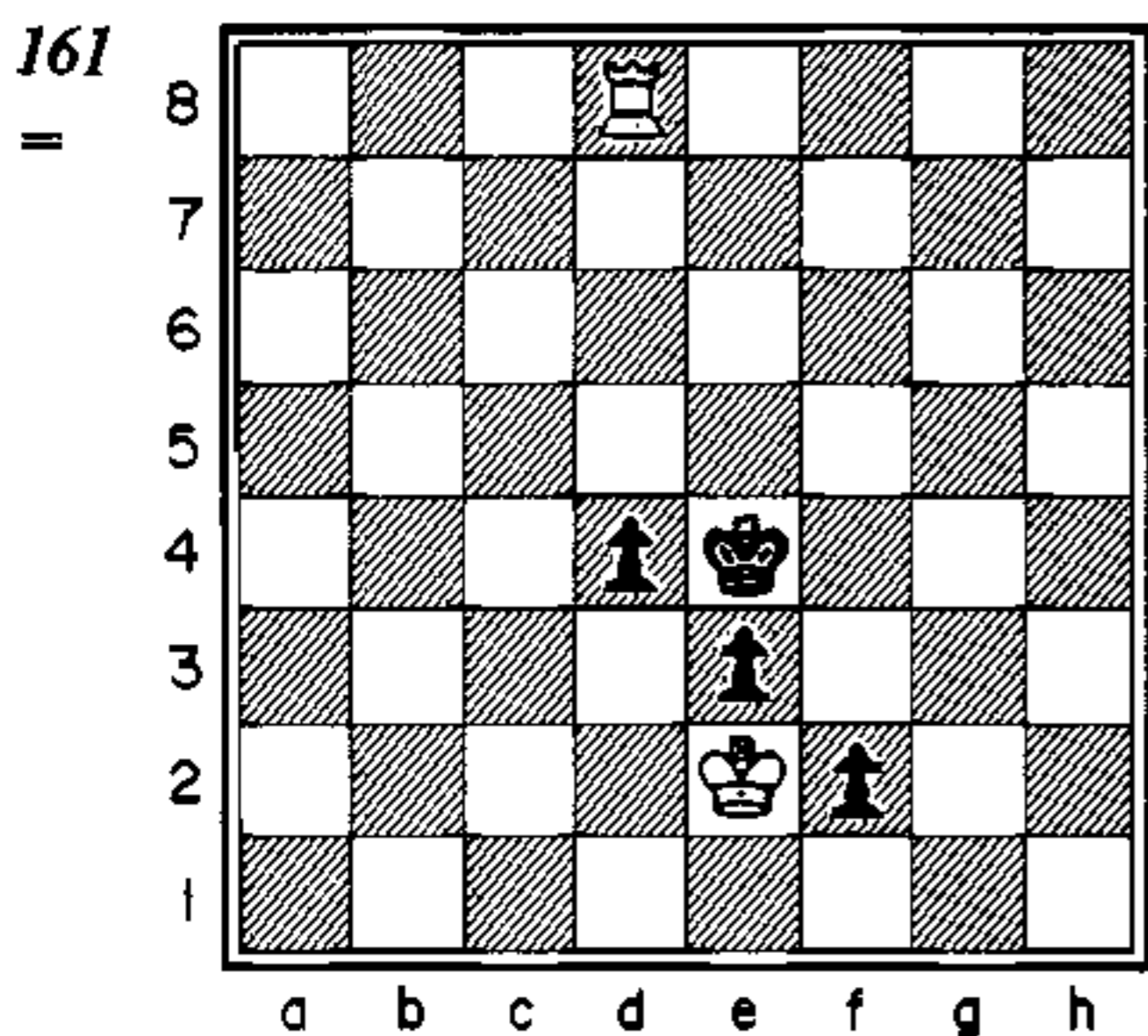
1 ... Kg4! 2 Rf1 Kg3 3 Ka2 (preparing an attack on the c-pawn by **4 Kb3**, and simultaneously threatening to attack the d-pawn by **4 Rd1**) **3 ... Kg2 4 Rd1**.

White appears to have achieved his aim. If now **4 ... d2**, then **5 Kb3**, or **4 ... c2 5 Rd2+ Kf3 6 Kxe2** etc. But Black still has something in reserve.

Connected Pawns

4 ... b1=Q+! 5 R×b1 (5 K×b1 c2+) 5 ... c2 6 Rc1 Kf3 7 Kb2 d2 8 K×c2. Draw.

If only one pawn has reached the penultimate rank, the following is *one of the basic drawn positions*.

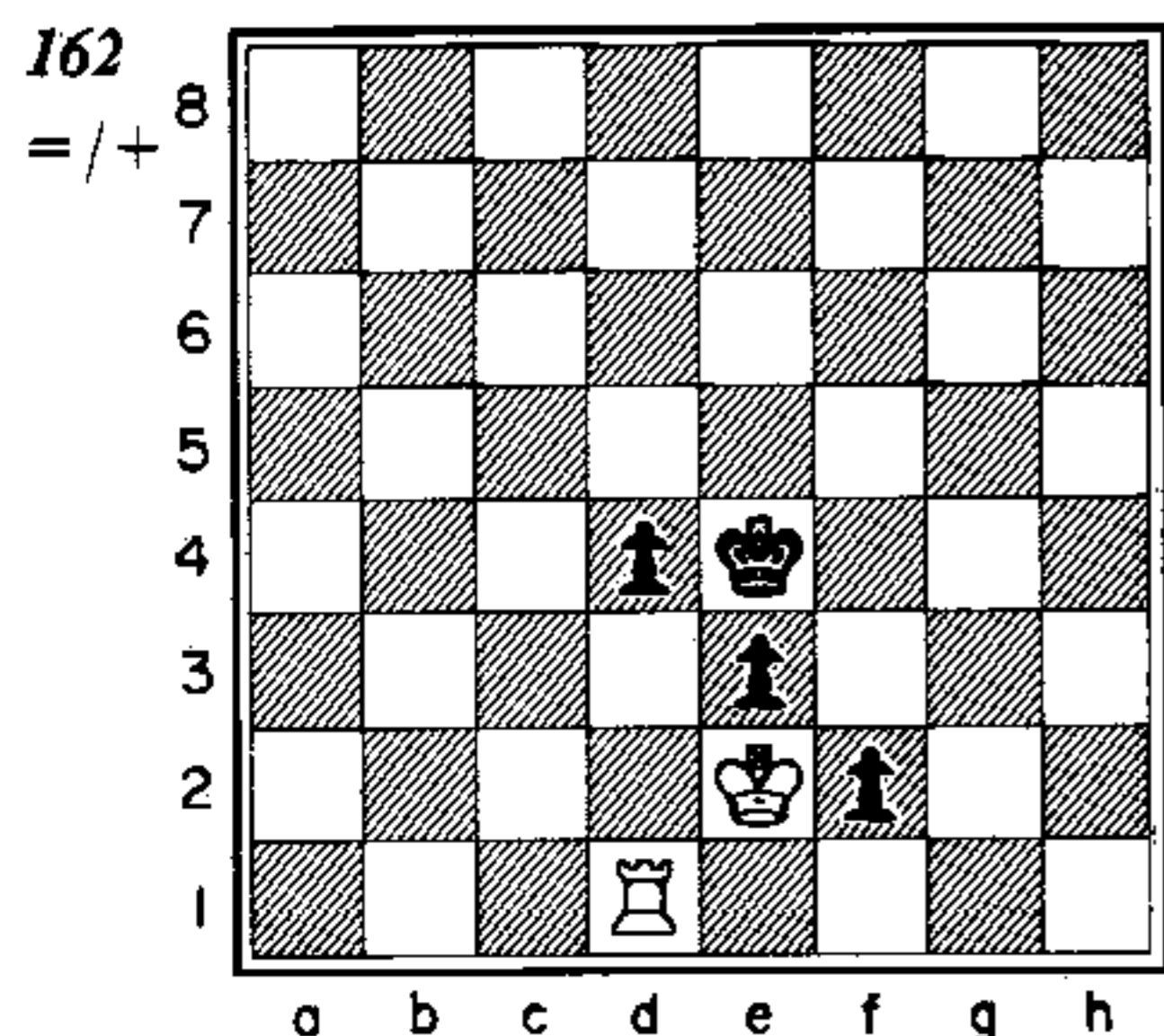


161. If it is White to move, a rook check at e8 prevents the advance of the d-pawn, and then the rook returns to d8.

However, the advance of the d-pawn is not in fact dangerous. Thus with Black to move there follows 1 ... d3+ 2 Kf1 (White loses after 2 R×d3? f1=Q+ 3 K×f1 K×d3 etc.) 2 ... d2 (2 ... Kf3? 3 R×d3, and it is White who wins) 3 Ke2, and we reach the drawn position 157.

In such positions, with the pawns diagonally arranged, on the 1st rank the rook is much worse placed than on the 8th.

Kopayev, 1958



162. If it is White to move, he manages to improve the position of his rook by 1 Rh1! d3+ 2 Kf1 Kd4 (2 ... Kf3 3 Rh3+ Kf4 4 Rh8 d2 5 Rf8+ Ke4 6 Ke2 with a draw) 3 Rh8 Kc3 (3 ... d2 4 Rd8+ Kc3 5 Ke2 etc.) 4 Re8 d2.

4 ... Kd2 also fails to win: 5 Re7 Kc1 6 R×e3 d2 7 Rd3.

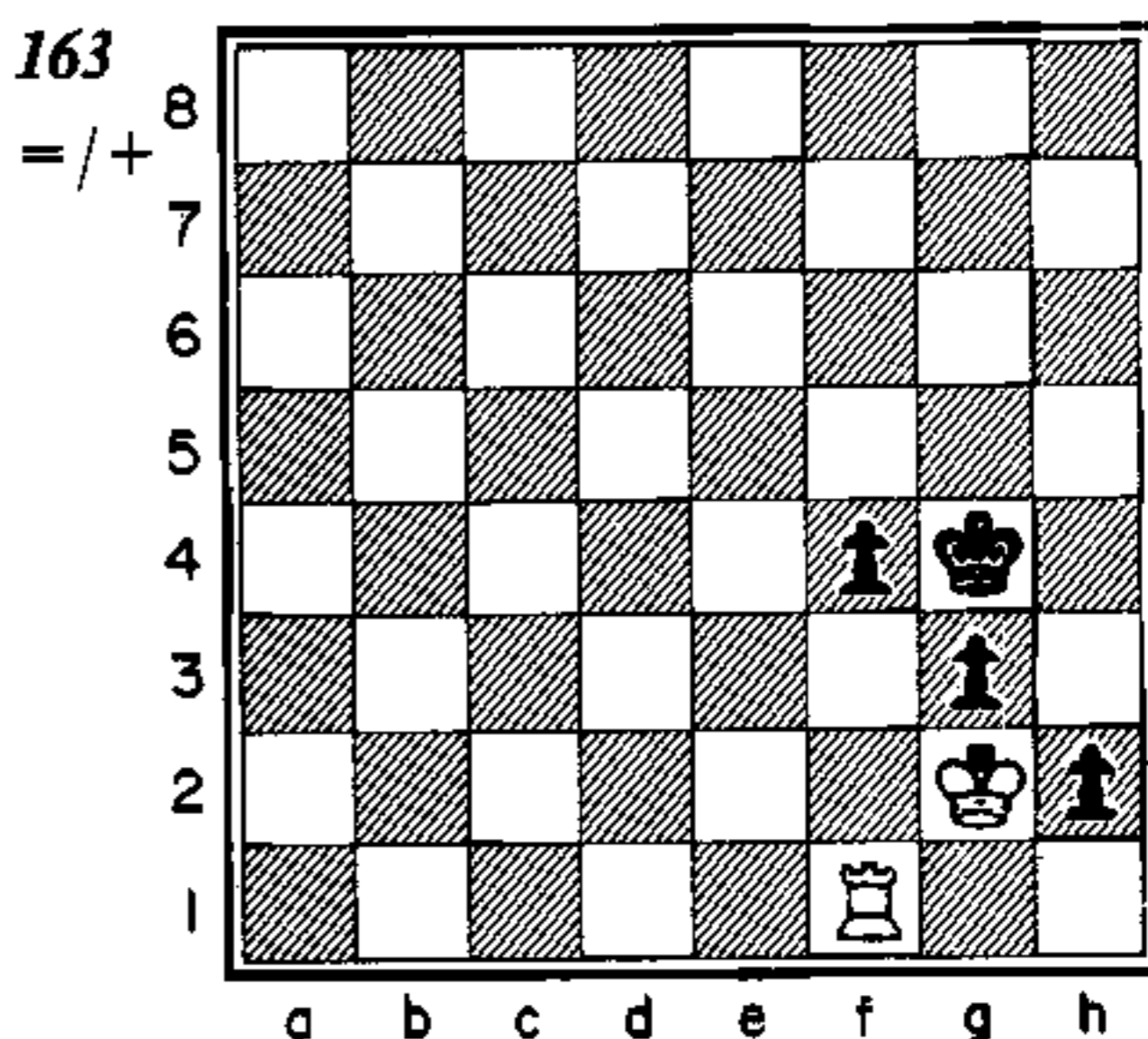
5 Rd8 Kc2 6 Rc8+ Kd3 7 Rd8+ Kc2 8 Rc8+ Kb2 9 Rd8. Draw.

If Black begins, he easily wins by 1 ... d3+ 2 R×d3 (2 Kf1 e2+) 2 ... f1=Q+ 3 K×f1 K×d3 etc.

In the position obtained by moving example 162 one file to the right the rook has no possibility of an attack from the right, and that means that White loses even when it is him to move.

But with wing pawns White is able to draw by stalemate.

Salvioli, 1634



163. If White begins, he draws by 1 Kh1!, e.g. 1 ... f3 2 R×f3, or 1 ... Kh3 2 Rf3 Kg4 3 Rf1 etc.

If it is Black to move, he wins: 1 ... f3+ 2 R×f3.

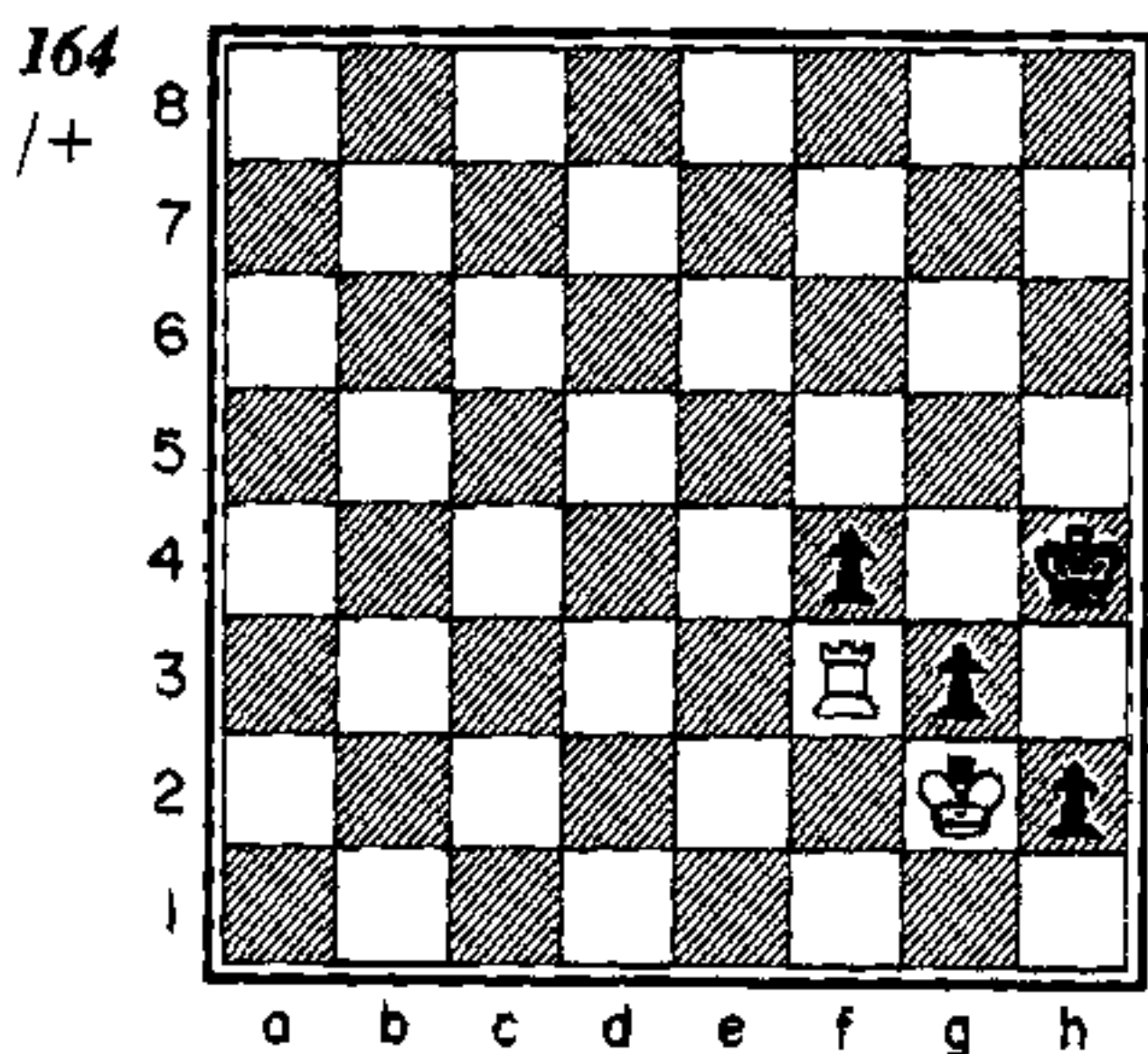
It should be noted that after 2 Kh1 g2+ 3 K×h2 the only way to win is by 3 ... g×f1=B (or 3 ... g×f1=N+)

2 ... h1=Q+ 3 K×h1 K×f3, and Black wins.

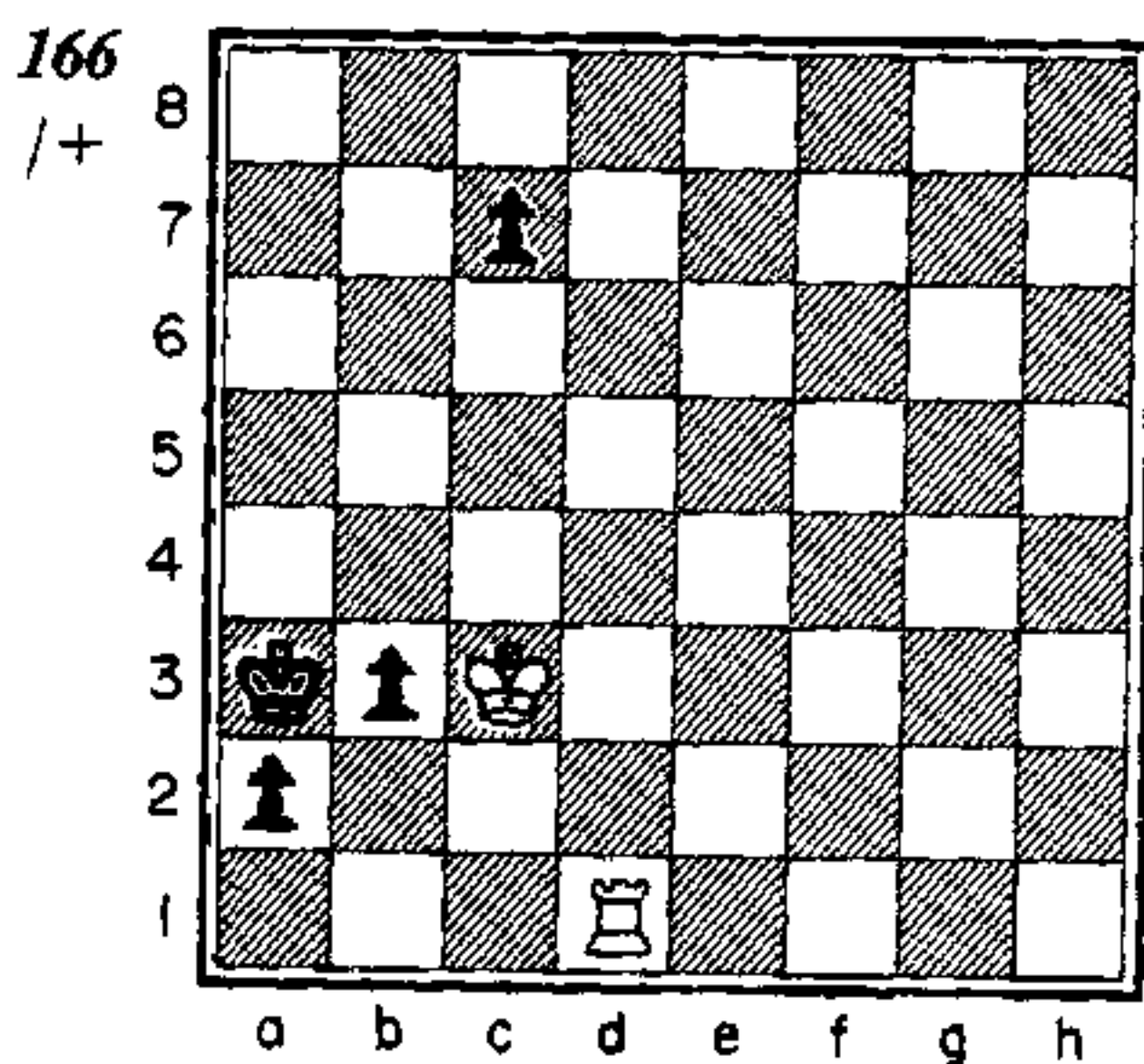
Rook against Three or More Pawns

Urusov, 1859

G. Cohn, 1929



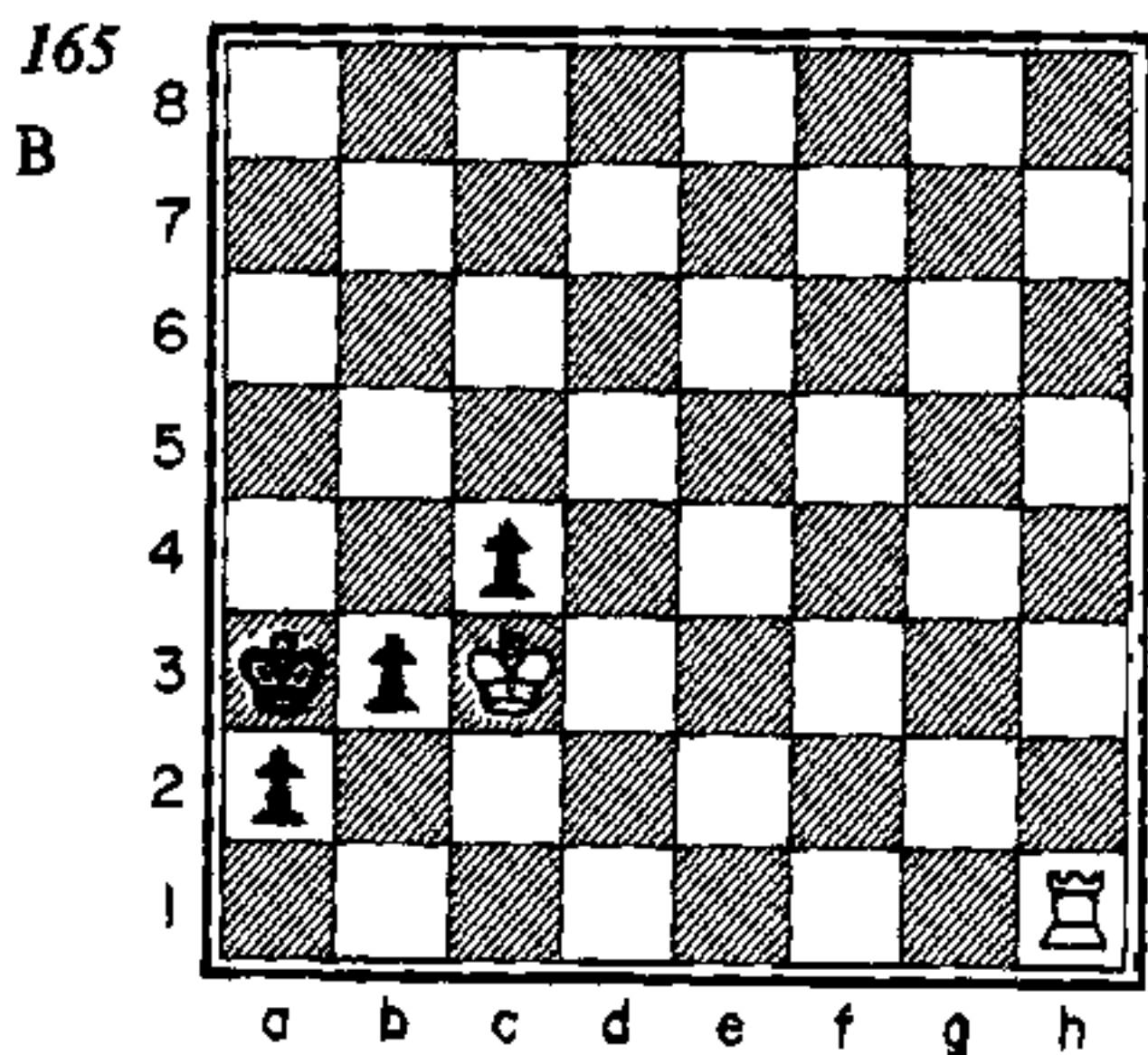
164. After 1 ... Kg4 White can no longer consolidate his forces, e.g. 2 Kh1 g2+ 3 Kxg2 h1=Q+ 4 Kxh1 Kxf3, or 2 Rf1 f3+, or, finally, 2 Ra3 f3+ 3 Kh1 f2 4 Ra1 Kh3 or 4 Rf3 g2+.



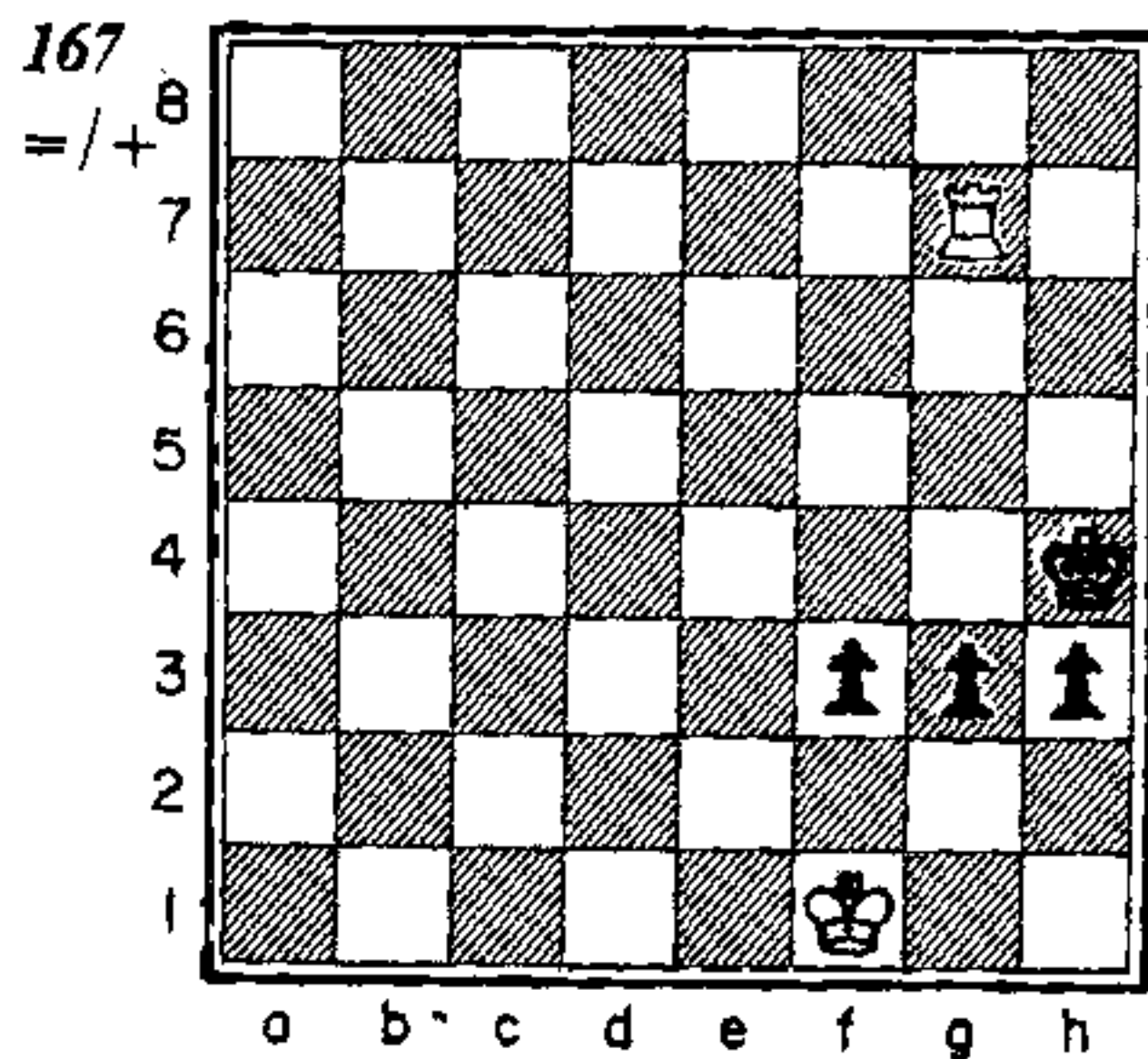
166. Black succeeds in parrying the mating threats: 1 ... b2 2 Rd8 b1=N+ 3 Kc4 Nc3! 4 Ra8+ Na4 5 Kb5 c6+ and wins.

If the king is not able to support the rook in its battle against pawns which are close to queening, the situation changes sharply in favour of the pawns, which are normally able to queen.

Fahrni-Wegemund
1917



165. Black played 1 ... b2, when the queening of a pawn could not be prevented. But White was able to exploit the position of the enemy king on the edge of the board to save the game by creating mating threats: 2 Rh8 b1=N+ 3 Kxc4 Nc3 4 Rh1 Nb1 5 Rh8. Drawn.



167. If it is White to move, he can effectively include his king in the battle with the pawns: 1 Kg1 (or 1 Rh7+ Kg4 2 Kg1), when Black has two possibilities:

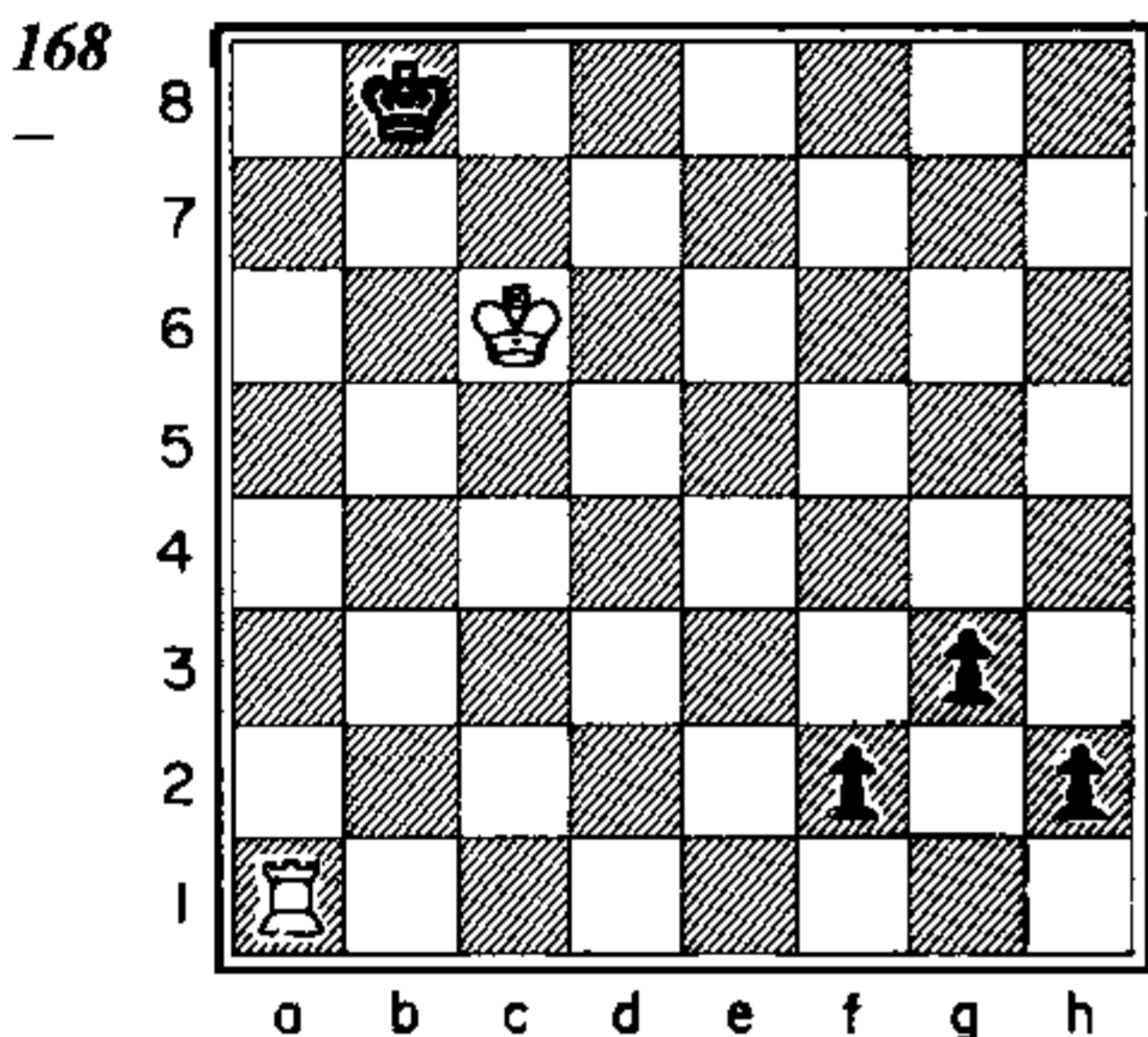
(a) 1 ... h2+ (1 ... g2 2 Kf2, and White wins) 2 Kh1 Kh3 3 Rxg3+ with a draw.

(b) 1 ... f2+ 2 Kf1 h2 3 Rh7+ Kg4 4 Kg2 with the same result.

Connected Pawns

But if Black begins, after **1 ... h2 2 Rh7+ Kg4** White is not able to stop the pawns.

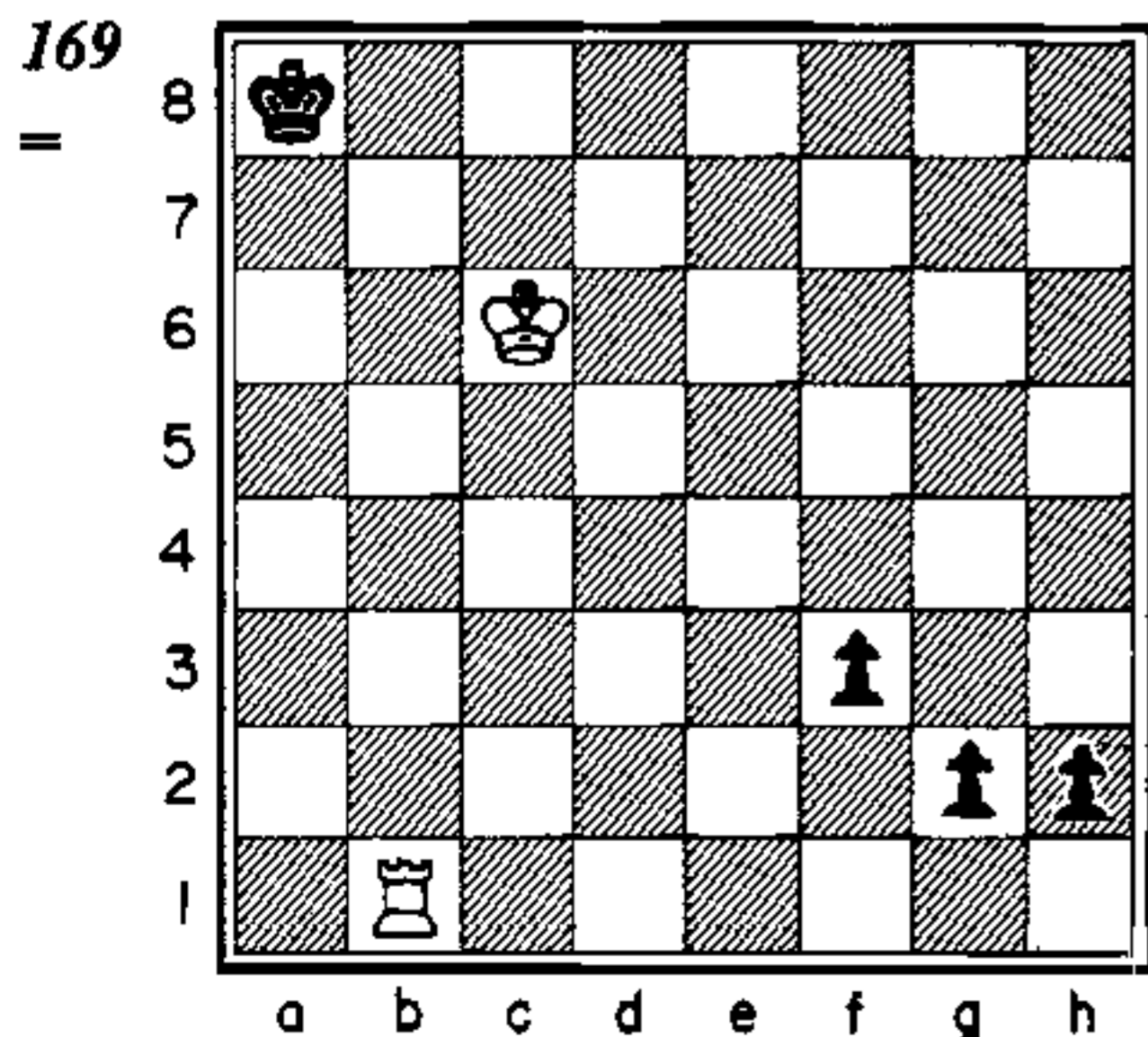
If a rook has to battle against far-advanced pawns on its own, the only drawing possibility is the creation of mating threats. For this the opponent's king must be on the edge of the board, or it must be possible to drive it there in the course of the play.



168. The threat is **1 ... g2**, against which there appears to be no defence. White must therefore try to exploit the position of the opponent's king on the edge of the board.

1 Rb1+ Kc8 2 Ra1 Kd8 3 Kd6 Ke8 4 Ke6 Kf8 5 Kf6 Kg8 (not **5 ... f1=Q+ 6 R×f1 g2 7 Ra1** with a draw) **6 Kg6 f1=Q! 7 R×f1 g2**, and Black wins.

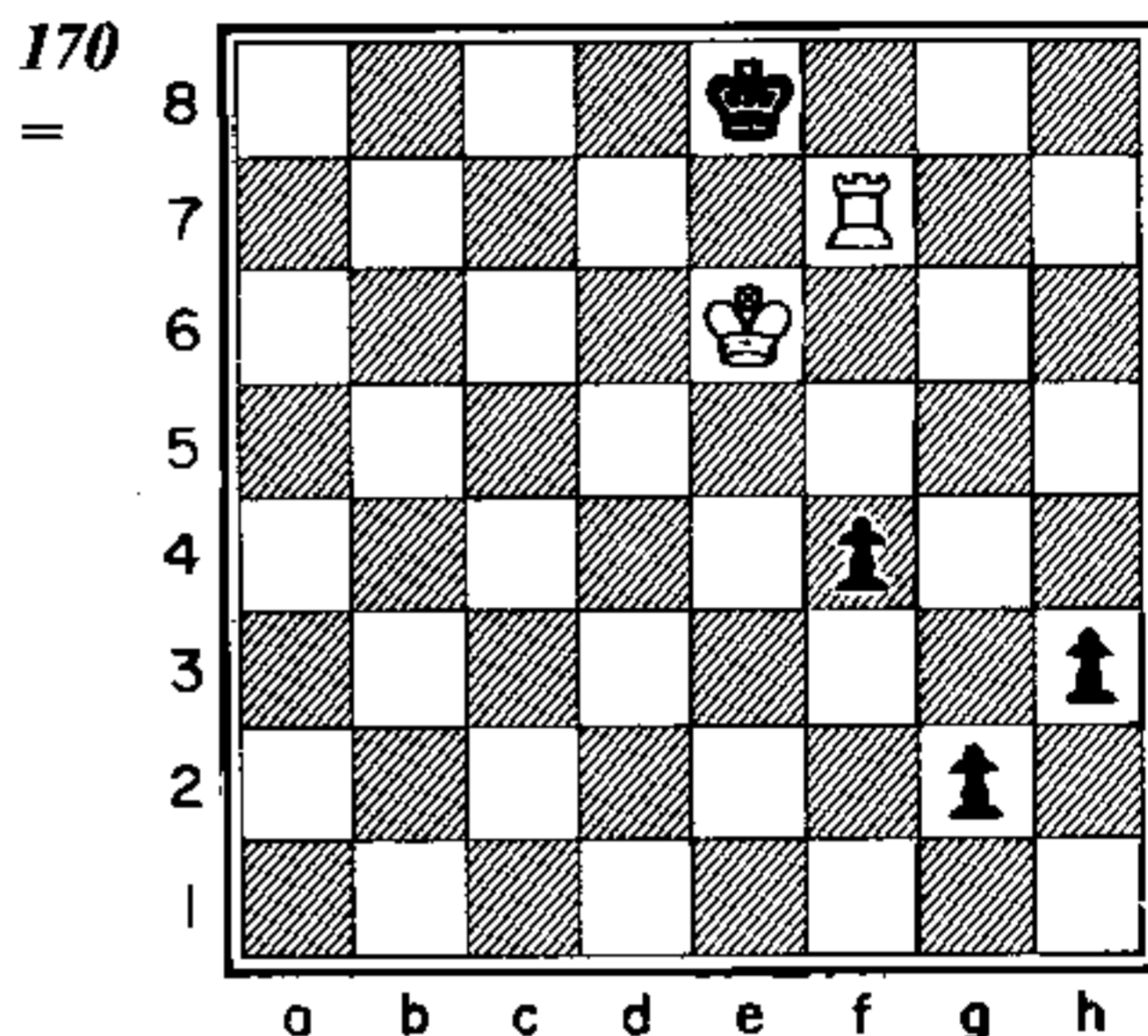
In this case Black managed to parry the mating attack, but in certain positions the mating threats may succeed.



169. By constantly threatening mate, White gains a draw: **1 Ra1+ Kb8 2 Rb1+ Kc8 3 Ra1 Kd8 4 Kd6 Ke8 5 Ke6 Kf8 6 Kf6 Kg8 7 Ra8+ Kh7 8 Ra7+ Kh6 9 Ra8 Kh5 10 Kf5 Kh4 11 Kf4 Kh5 12 Kf5** etc.

White draws in similar fashion in the following examples.

from Vukovic, 1955



170. **1 Ra7!**

All other moves lose, e.g. **1 Rb7 Kd8 2 Kd6 Kc8 3 Rb1 h2 4 Rc1+ Kb7 5 Rb1+ Ka6 6 Kc6 Ka5 7 Kc5 Ka4 8 Kc4 Ka3 9 Kc3 Ka2**, and Black wins.

1 ... Kd8 2 Kd6 Kc8 3 Kc6 Kb8 4 Rb7+ Ka8 5 Rb1 h2 6 Ra1+ Kb8 7 Rb1+ Kc8 8 Ra1 Kd8 9 Kd6 Ke8 10 Ke6 Kf8 11 Kf6 Kg8 12 Ra8+ Kh7 13 Ra7+ Kh6 14 Ra8. Draw.

171. The game was adjourned in this position and White resigned without resuming. But Gurgenzidze showed that White could have drawn by exploiting the position of the opponent's king.

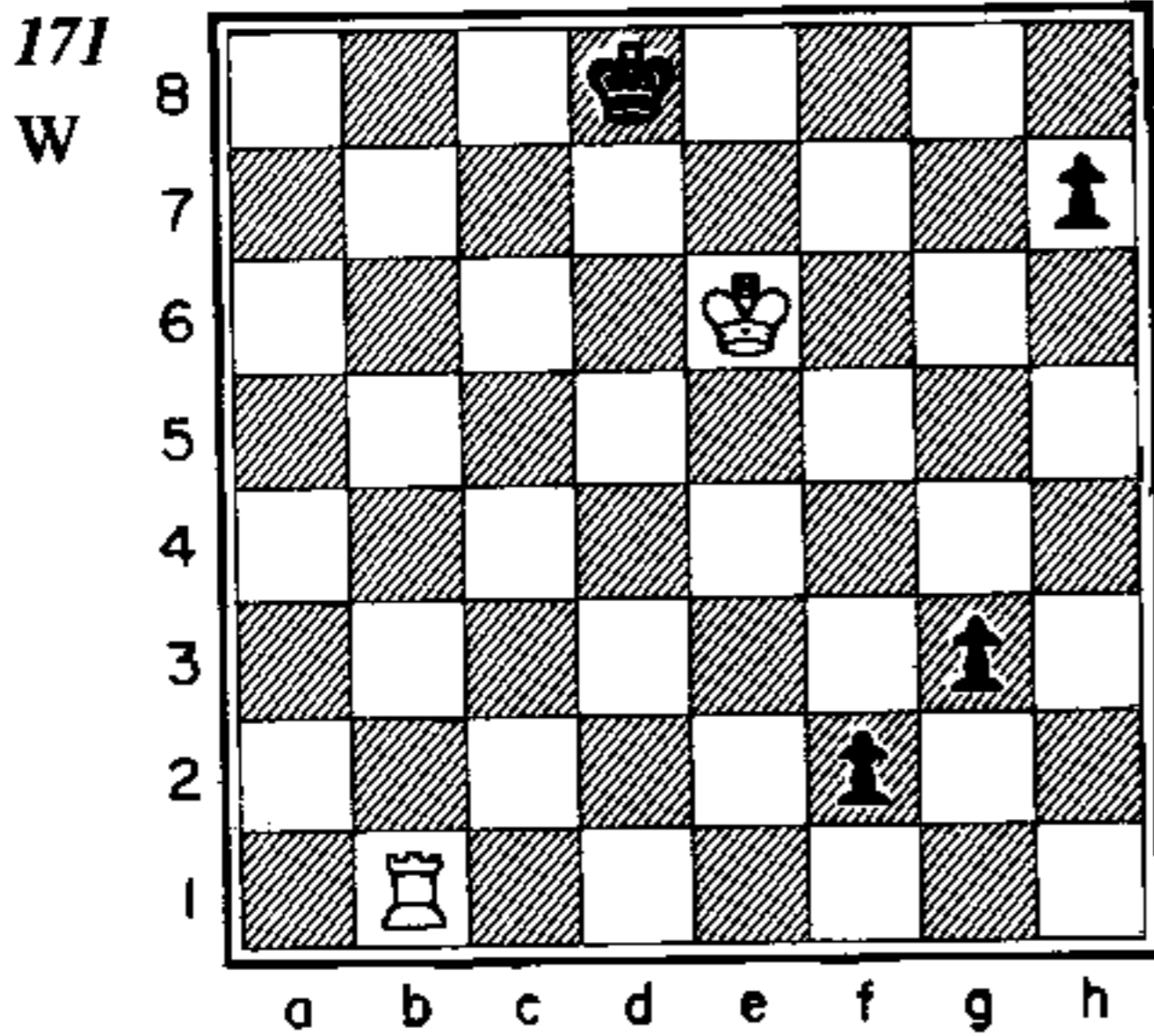
1 Kd6 Kc8 2 Rc1+ Kb7 3 Rb1+ Ka6 4 Kc6 Ka5 5 Kc5 Ka4 6 Kc4 Ka3 7 Kc3 Ka2 8 Rf1!

This is the whole point. In this way White prevents **8 ... g2**, and gains an important tempo for bringing his king up to the pawns.

8 ... h5 9 Kd3 h4 (if **9 ... Kb3**, then **10 Ke2 g2 11 Rb1+** or simply **11 K×f2**) **10 Ke3 h3**

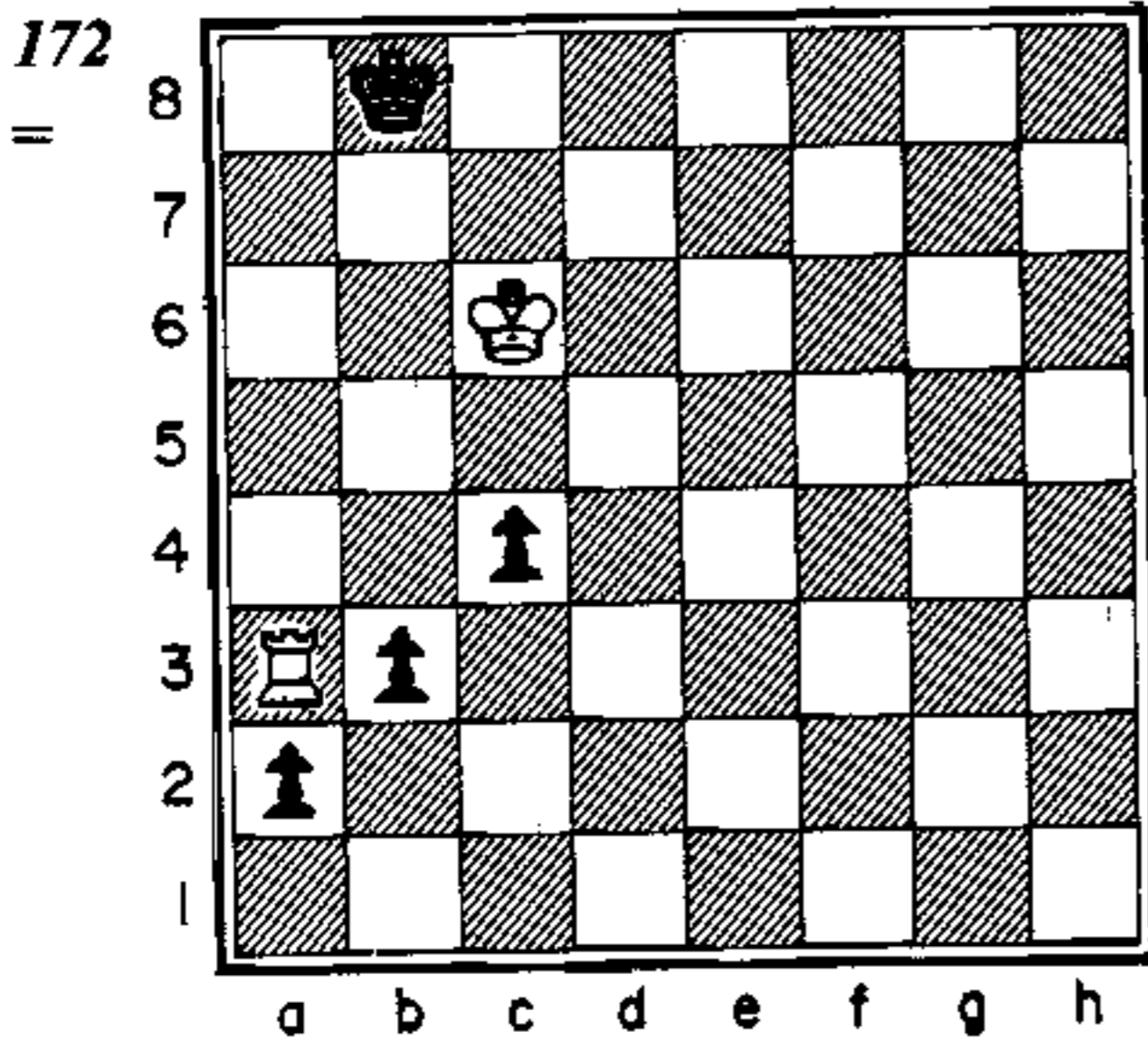
Rook against Three or More Pawns

Arulaid-Gurgenidze
Voroshilovgrad, 1955



11 Kf3 g2 12 R×f2+ and 13 R×g2 with a draw.

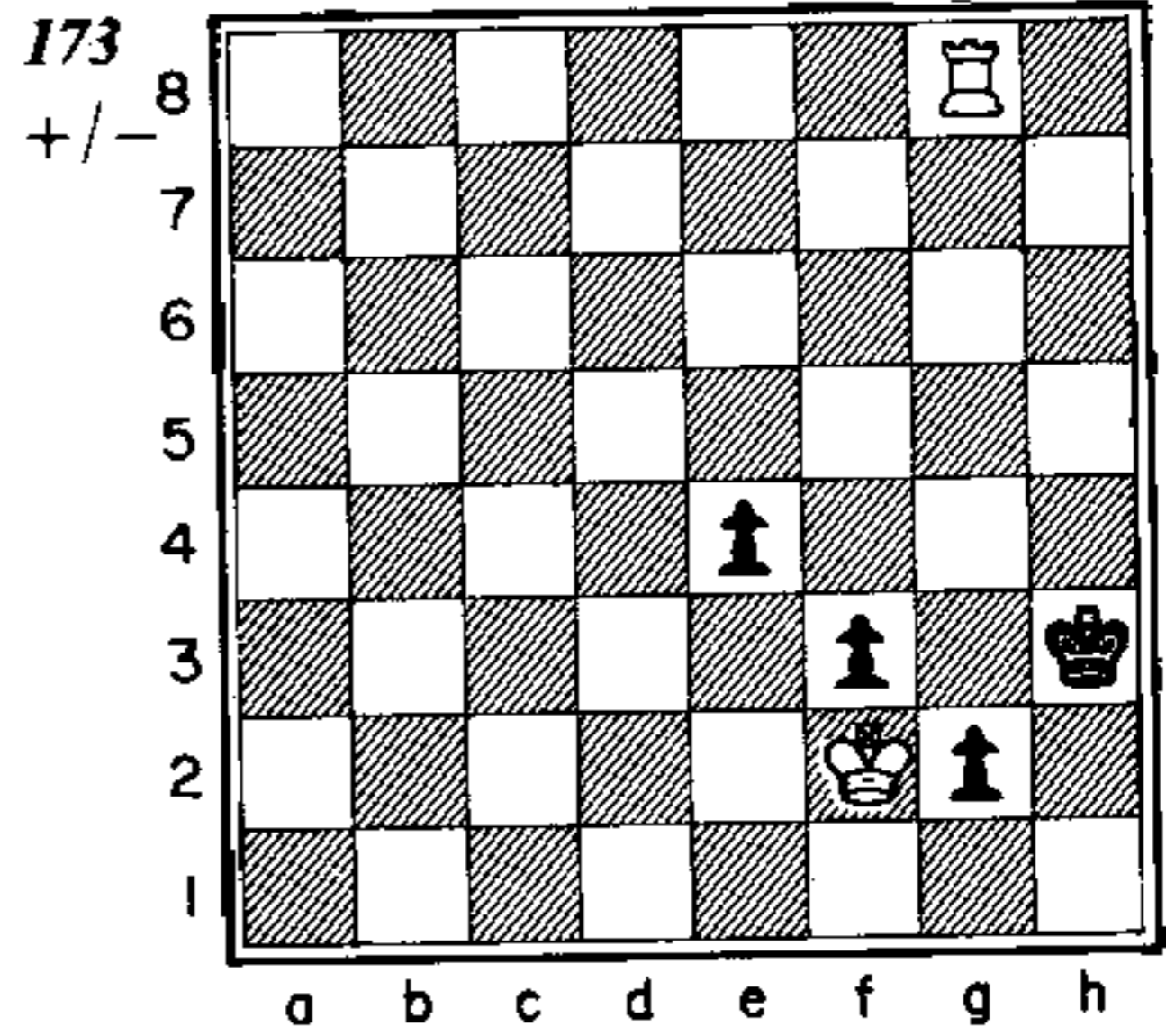
Horwitz and Kling, 1851



172. White needs a vacant rank, so that his rook can attack the enemy king. He achieves this by 1 Ra5!, e.g. 1 ... b2 (1 ... a1=Q 2 R×a1 b2 3 Rh1 c3 4 Kb6 Kc8 5 Kc6 etc.) 2 Rb5+ Kc8 3 Rh5 Kd8 4 Kd6 Ke8 5 Ke6 Kf8 6 Kf6 Kg8 7 Rg5+ Kh7 8 Rh5+ Kg8 9 Rg5+ Kf8 10 Rh5. Draw.

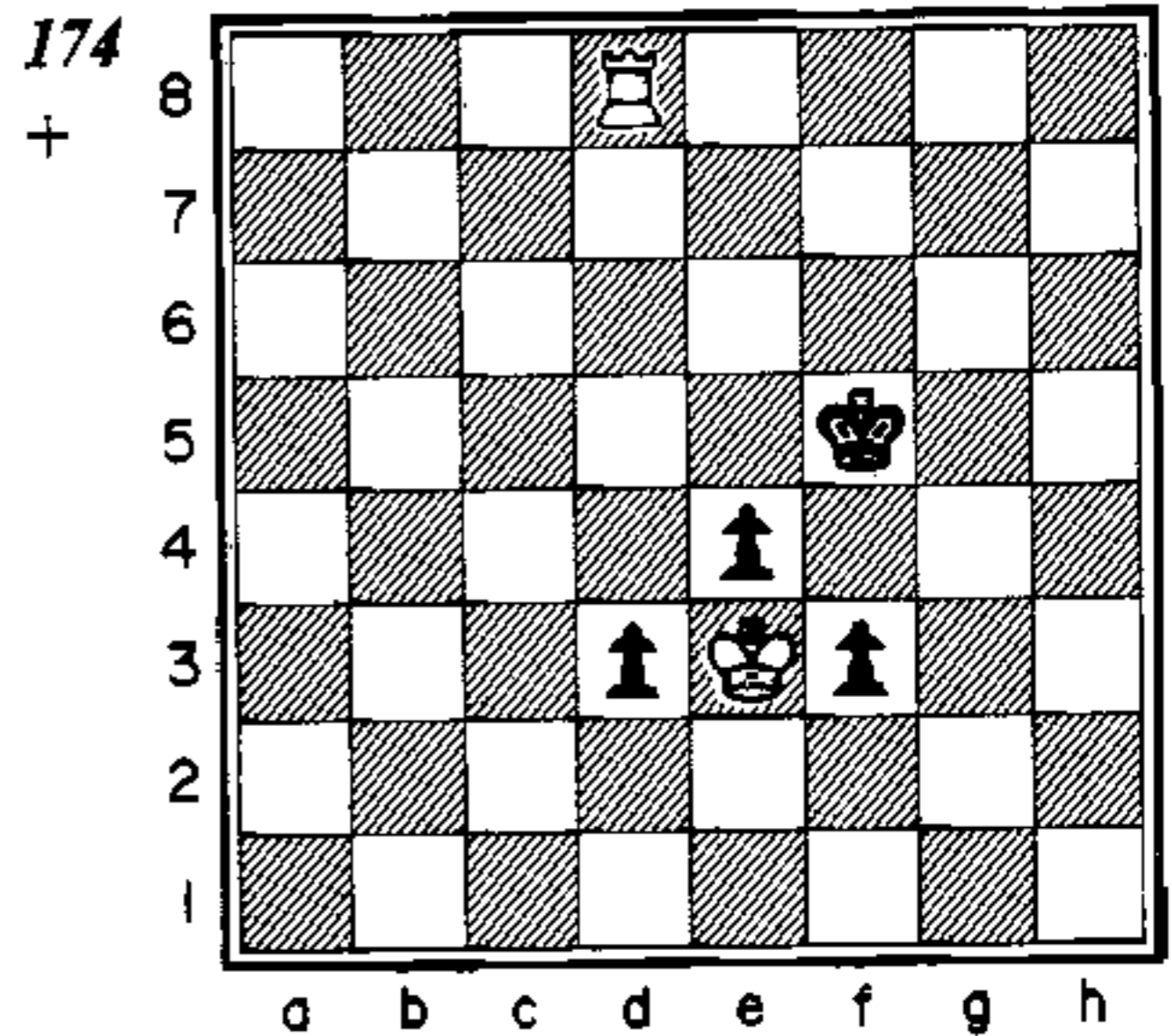
The position of the king on the edge of the board is fraught with danger, and may even be the cause of defeat.

Kopayev, 1958



173. White wins irrespective of the turn to move, since Black is in zugzwang: 1 ... Kh2 2 Rh8 mate, or 1 ... Kh4 2 Re8 and 3 R×e4.

If none of the pawns has reached the penultimate rank, and the king and rook are concertedly battling against them, the pawns prove less dangerous and the rook frequently gains the upper hand.

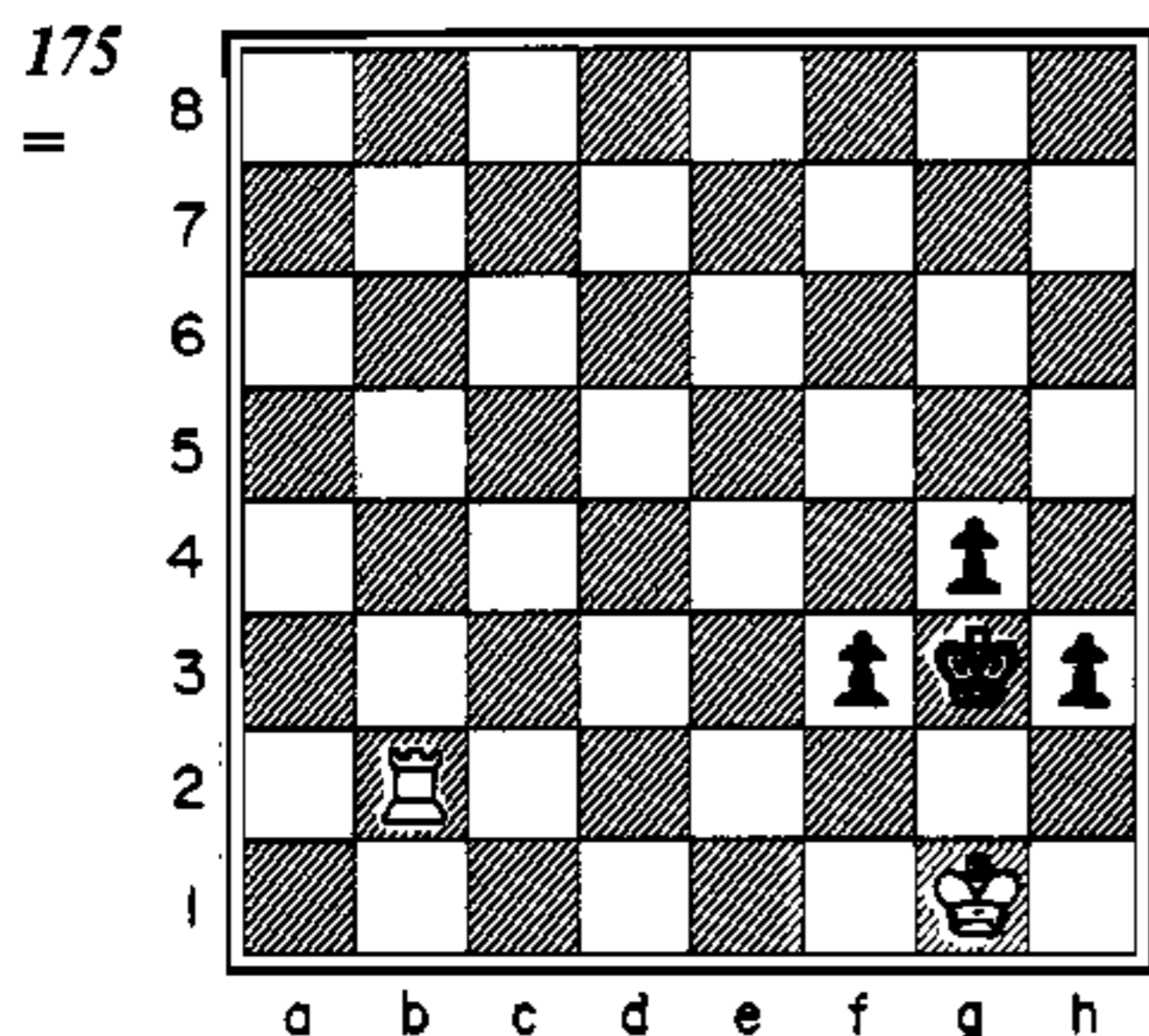


174. This position is obtained by moving example 157 one rank up the board. In that position 1 Rd3 lost to 1 ... f1=Q+!, but here the analogous 1 Rd4 is the strongest move, leading to the immediate elimination of the pawns, e.g. 1 ... f2 2 K×f2 Kf4 3 Ra4, or 1 ... Kg4 2 R×e4+ Kg3 3 Rf4 d2 4 R×f3+, and White wins.

Connected Pawns

This is an important reference position, to which one should aim with the rook against the pawns. Note that the result does not depend upon the files on which the pawns are placed.

Urusov, 1859



175. The author of the position did not give any variations to support its assessment. Maizelis showed that after **1 Ra2 Kh4 2 Kf2 h2 3 Ra1 Kh3 4 Rb1 g3+ 5 Kxf3 g2** White gains a draw as in example 165: **6 Rb8 g1=N+ 7 Kf2 Nf3 8 Rb1** etc. Of course, if he wishes White can also draw much more simply: **2 Ra4 Kg3 3 Ra2** etc.

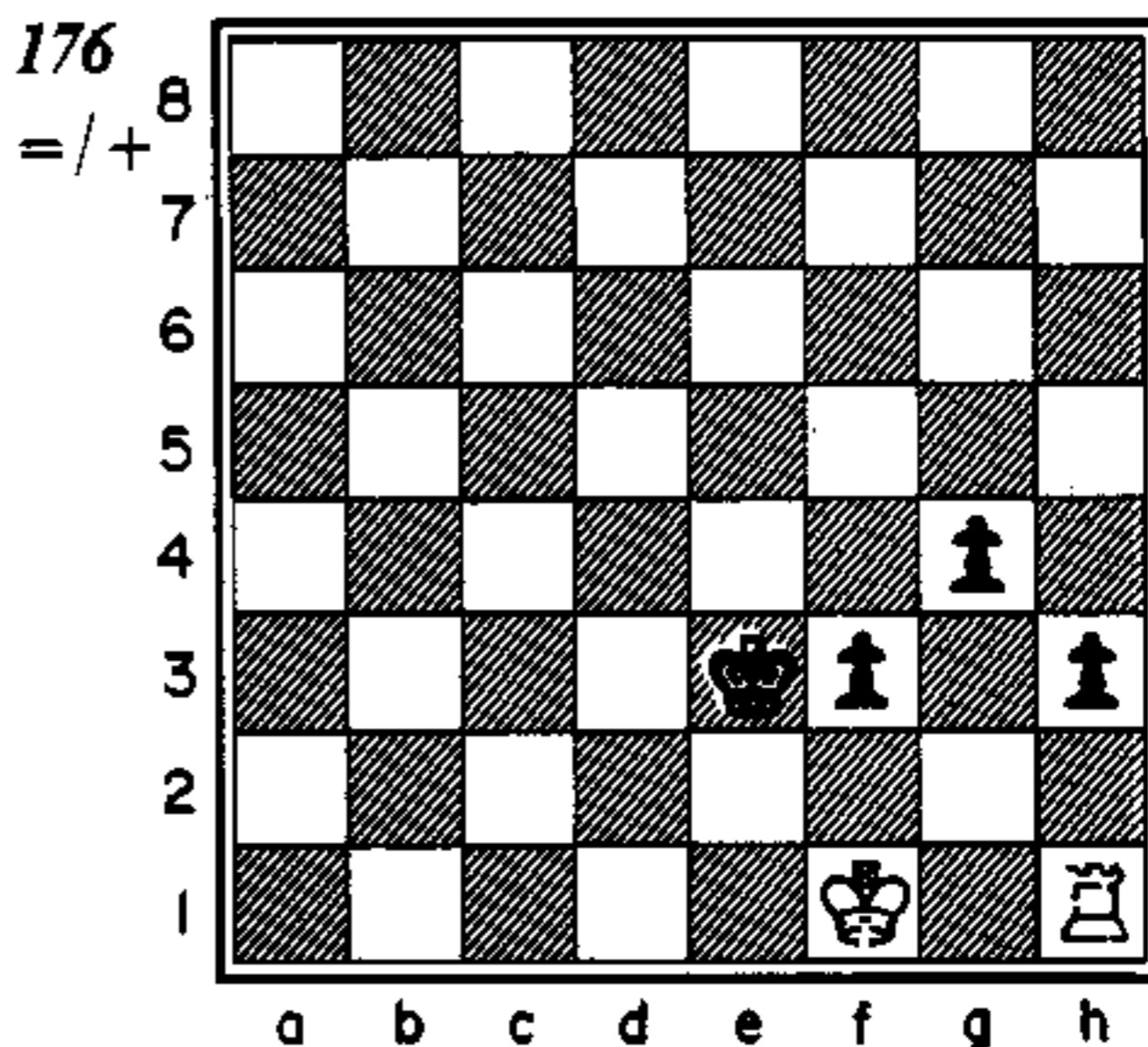
But why shouldn't White try playing for a win? What if he plays **1 Rb8**? In this case the retreat of the king loses: **1... Kh4** is met by **2 Kf2!**, and **1... Kf4** by **2 Kh2! f2 3 Rf8+ Ke3 4 Kg3** etc.

Let us now consider active play by Black. **1... h2** is no good: **2 Kh1 Kh3 (2... Kf2 3 Kxh2 g3+ 4 Kh3 g2 5 Rb2+ Kf1 6 Rb1+ Kf2 7 Kh2 and wins) 3 Rh8+ Kg3 4 Rh7! (4 Rxh2? f2, and White is forced to play 5 Rh3+!) 4... Kf2 (4... f2 5 Rf8) 5 Rxh2+ Kf1 6 Ra2 g3 7 Ra1+ Kf2 8 Rb1 Ke2 9 Kg1,** and White wins.

There nevertheless is a way to save the game: **1... f2+! 2 Kf1 Kh2 3 Rg8 g3 4 Rg7,** and here the simplest is **4... g2+ 5 Kxf2 g1=Q+ 6 Rxg1.**—stalemate.

Here is one further position with the same pawn formation, but with the rook extremely badly placed.

Prokes, 1941



176. If it were Black to move, he would win by **1... g3! 2 Rxh3 g2+ 3 Kg1 Ke2,** when one of the pawns queens.

This threat is parried by the subtle **1 Ke1!** If Black replies **1... g3,** there follows **2 Rxh3 g2 3 Rg3,** and he is forced to continue **3... g1=Q+ 4 Rxg1 f2+** with a draw. If on **2 Rxh3** Black plays **2... f2+ 3 Kf1 Kf3,** the only way to draw is by **4 Rh2!**

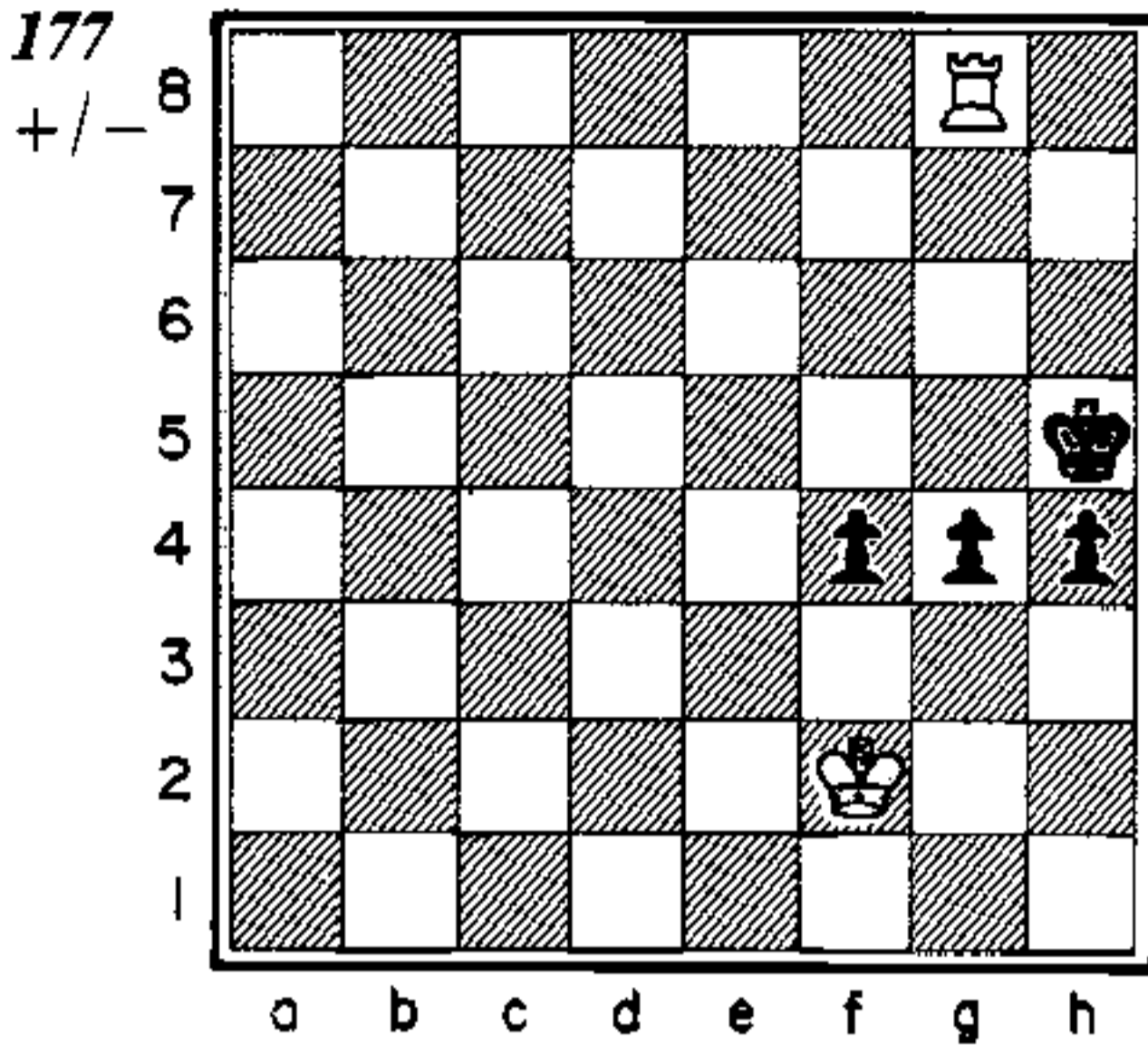
On the 1st move Black can play **1... f2+ 2 Kf1 Kf3,** when **3 Rh2** loses to **3... Kg3! 4 Rh1 (4 Rxf2 h2) 4... h2,** but **3 Rxh3+** with a draw is perfectly possible.

Finally, if Black replies to **1 Ke1** with **1... Kf4,** there follows **2 Kf1 Kg3 3 Rg1+ Kh4,** and here, as in the previous example, possible is **4 Kf2 h2 5 Rh1 Kh3 6 Ra1 g3+ 7 Kxf3 g2 8 Ra8** with a draw.

177. White's plan is simple: to force the pawns to advance and obtain a position of type 174. If it is his move, this is achieved without difficulty: **1 Kg2 h3+ 2 Kh2 Kh4 3 Rh8+ Kg5 4 Rf8! f3 5 Kg3 Kh5 6 Rf4,** and Black can resign. No better is **5... Kg6 6 Rg8+** (of course, not **6 Kxg4?? h2 7 Rh8 f2,** when it is Black who wins) **6... Kf5 7 Rxg4 h2 8 Rh4.**

Rook against Three or More Pawns

Maizelis, 1950
Kopayev, 1958



Maizelis thought that, if it was Black to move, he could maintain the balance, but Kopayev refuted this opinion. On the best move 1 ... h3! White should play 2 Rh8+ Kg5 3 Kg1!

After transferring his king to h2, White wishes then to force ... f3. Against this idea Black has no defence.

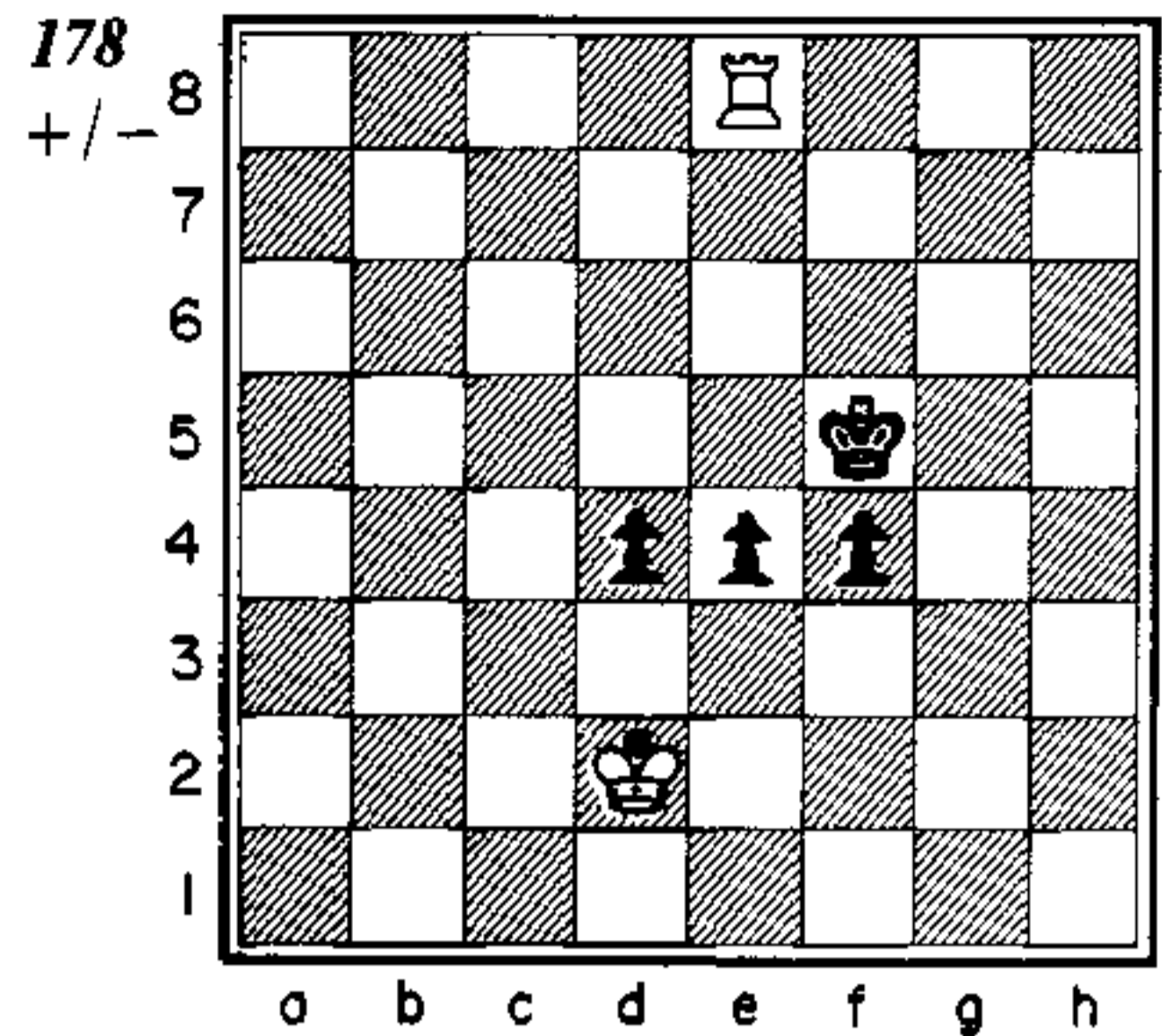
3 ... Kf5 4 Kh2 Ke4 5 Rg8 Kf3 (5 ... Kf5 6 Rg7 f3 7 Kg3 etc.) 6 Rg7 Ke2 (6 ... g3+ 7 Kxh3 Kf2 8 Ra7) 7 Rxg4 f3 8 Re4+ Kf1 (8 ... Kd3 9 Rf4 Ke2 10 Kxh3 f2 11 Kg2) 9 Kg3 f2 10 Rf4, and White wins.

It is interesting to check whether or not the assessment changes if this position is moved one or two files to the left, since Black acquires an entry for his king on the right.

178. From previous analysis it is clear that White to move wins by 1 Ke2.

If it is Black to move, after 1 ... f3 2 Rf8+ Ke5 3 Ke1! White again wins. True, Black can meet the rook check with 2 ... Kg4, trying to support the f-pawn with his king, but then White has the strong reply 3 Rd8!, attacking the pawn most distant from the king. If now 3 ... d3, then 4 Ke3 Kg3 5 Rg8+ Kh3 6 Kf2 and wins, and no better is 3 ... Kg3 4 Rx d4! f2 5 Ke2 Kg2 6 Rd1, or 4 ... Kg2 5 Ke3 f2 6 Rd2 etc. Incidentally, instead of 5 Ke3, also

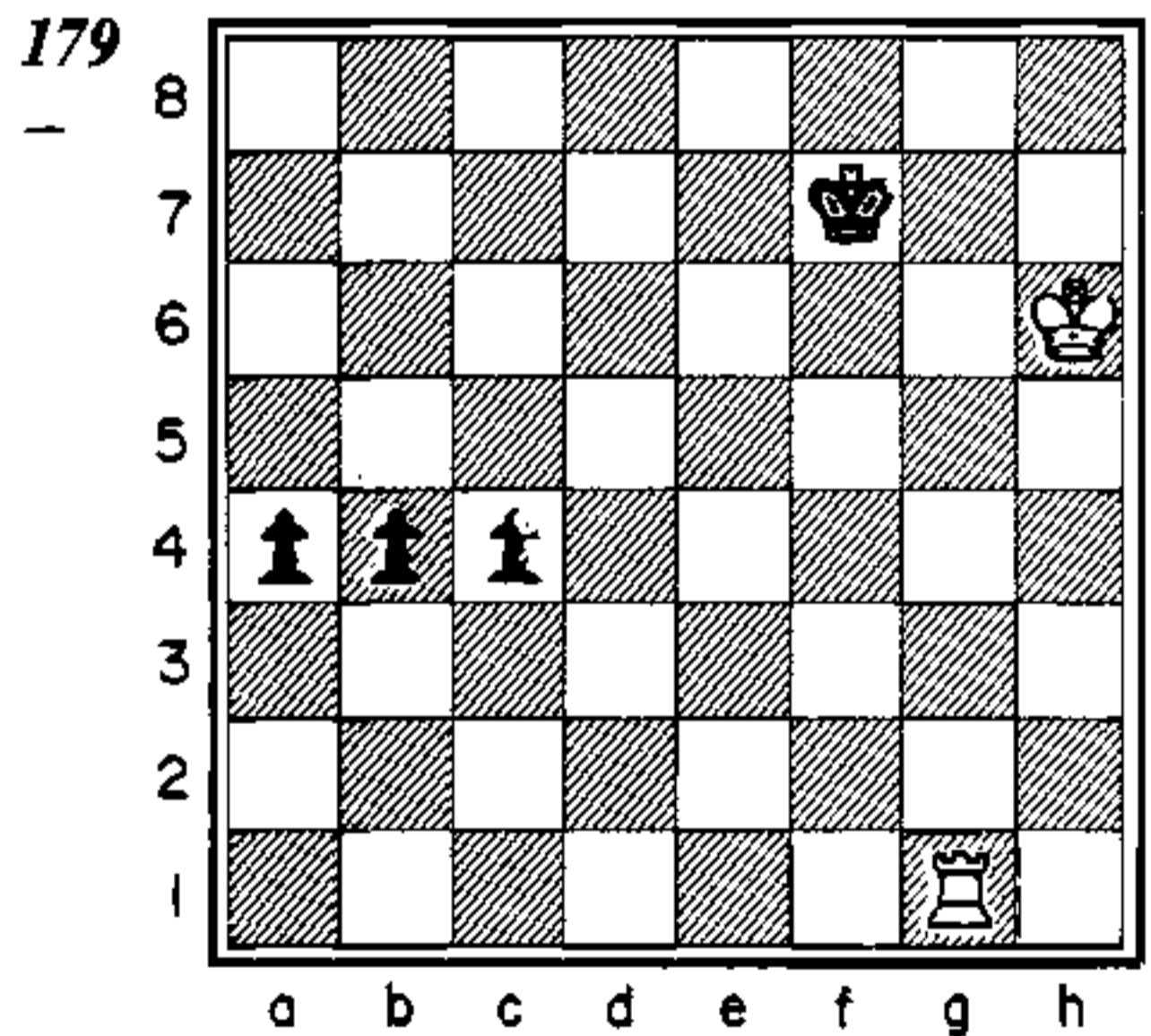
Averbakh, 1948



possible is 5 Rd8 f2 6 Rg8+ Kf1 7 Rf8 Kg2 8 Ke2, and White wins.

Thus irrespective of the files on which the pawns stand in positions of type 177 and 178, White always wins.

If both kings are a long way from the pawns and the rook has to battle against them on its own, it is extremely important to know in which cases the rook can stop the pawns, and in which it cannot. It is this that we will now try to establish.

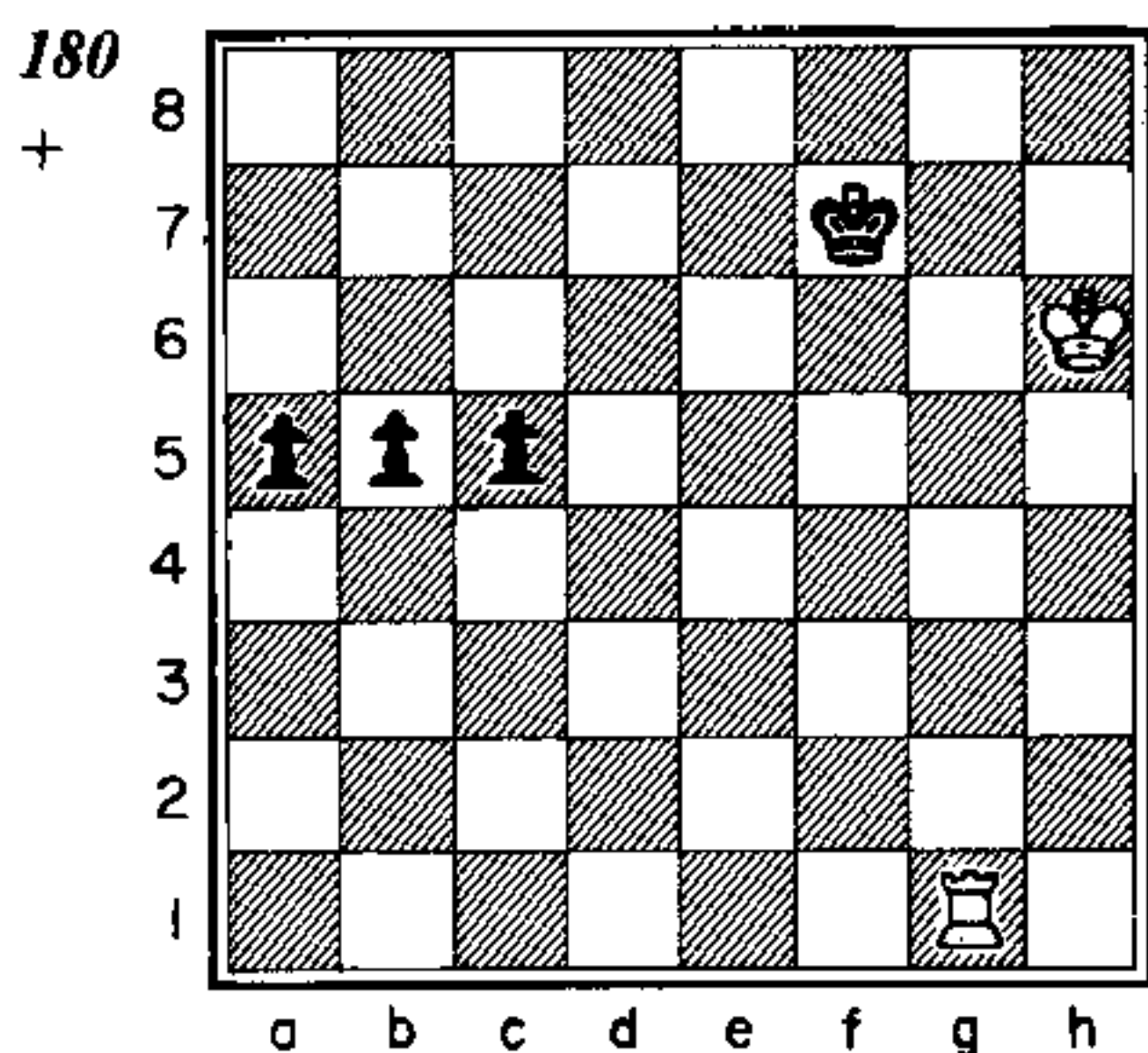


179. The white king is not in time to join the battle against the pawns: 1 Kg5 b3 2 Kf4 b2 3 Ke3 a3 4 Kd2 a2 etc.

White is also unable to stop the pawns by attacking them with the rook, e.g. 1 Rg4 b3 2 Rx c4 b2 3 Rb4 a3, or 1 Rb1 b3 2 Ra1 b2 3 Rb1 a3 and wins.

Connected Pawns

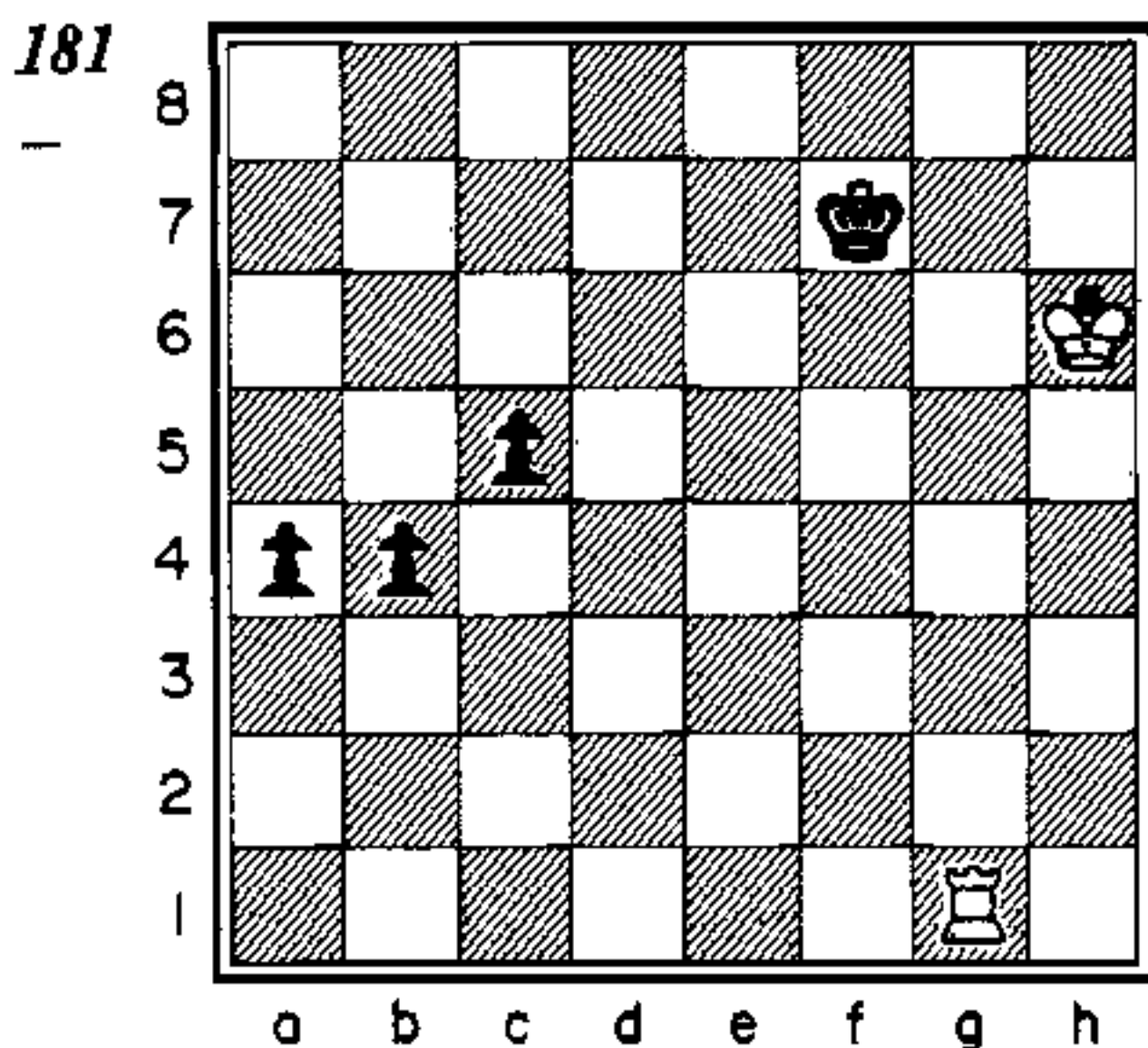
It is a totally different matter if the pawns have not crossed the demarcation line. In this case the attack by the rook proves successful.



180. 1 Rg5 b4 2 R × c5 a4 3 Rc4 b3 4 R × a4, and White wins.

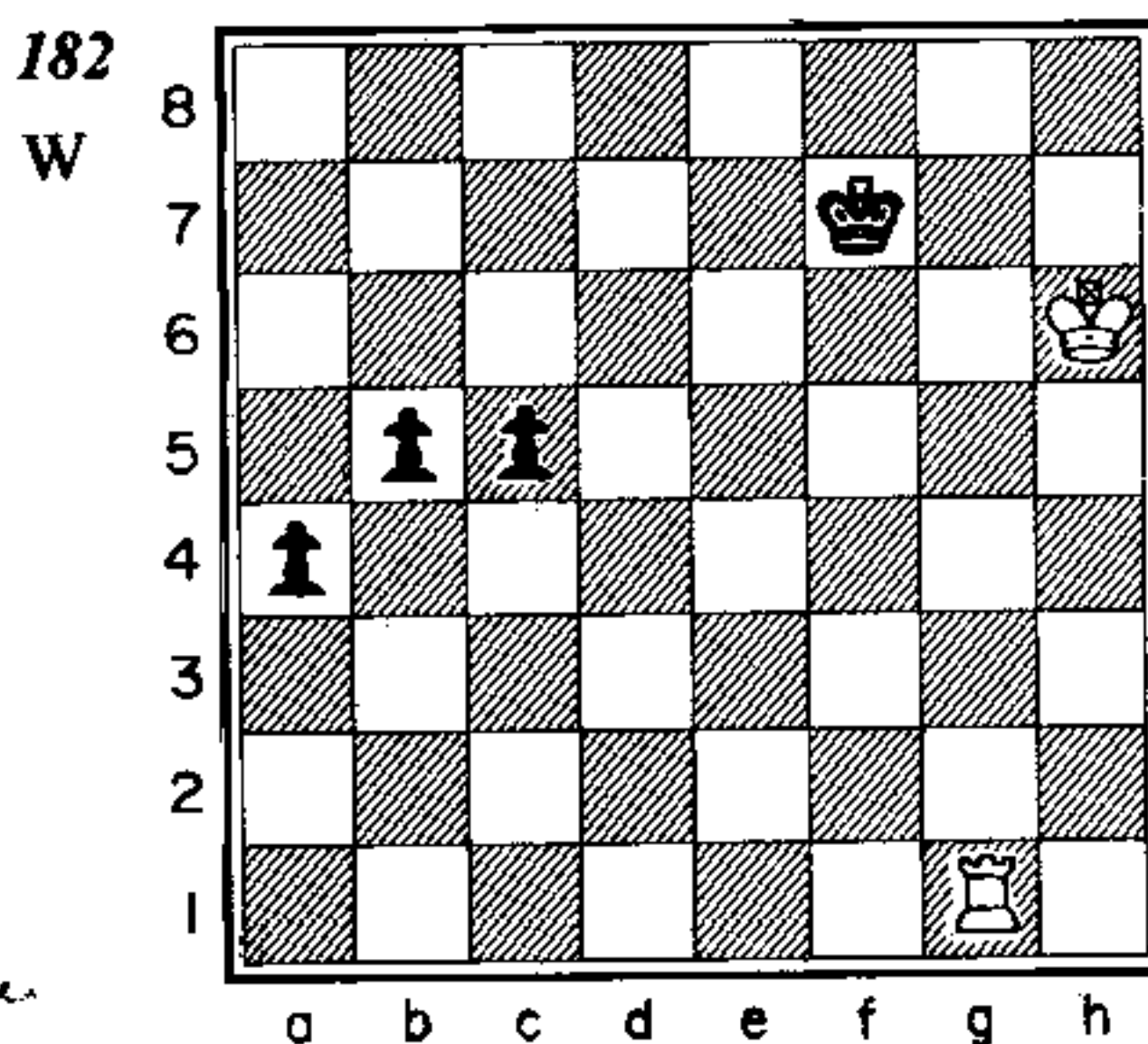
Thus an important conclusion is reached: *a rook on its own is able to stop three connected pawns advancing without the support of their king, provided only that they have not crossed the demarcation line. But if all three pawns have crossed this line, the rook cannot stop them.*

We can also try to answer the following question: how many of the three connected pawns can cross the line for the rook still to be able to stop them? In the following position two of the pawns have crossed the boundary.



181. It is clear that, while the rook is picking up one pawn, the other two will end up on the 6th rank, after which resistance will be hopeless. For example: 1 Rg5 b3 2 R × c5 a3 or 2 ... b2, and White can resign.

We will now consider an example where only one pawn has crossed the boundary.



182. In reply to 1 Rg5 Black has two continuations: 1 ... b4 and 1 ... a3. Which is stronger? Let us see:

(a) 1 ... b4 2 R × c5 b3.

Worse is 2 ... a3 3 Ra5 Ke6 4 Ra4, when the rook manages to eliminate both pawns before the king can come to their help.

3 Rb5 Ke6 4 Kg5! (the attempt to eliminate the second pawn leads only to a draw: 4 Rb4 Kd5 5 R × a4 Kc5 6 Ra8 Kc4 etc.) 4 ... Kd6 5 Kf4 Kc6 6 Rb8 Kc5 7 Ke3 Kc4 8 Kd2 a3 9 Kc1 Kc3 10 Rc8+ Kb4 11 Ra8, and White wins.

(b) 1 ... a3! 2 R × c5 a2 3 Rc7+ (otherwise White loses; 3 Rc1 is met by 3 ... b4) 3 ... Ke6 4 Ra7 b4 5 R × a2 Kd5 6 Ra8 b3 7 Rb8 Kc4 with a draw.

As we see, the correct procedure is to push forward the most advanced pawn.

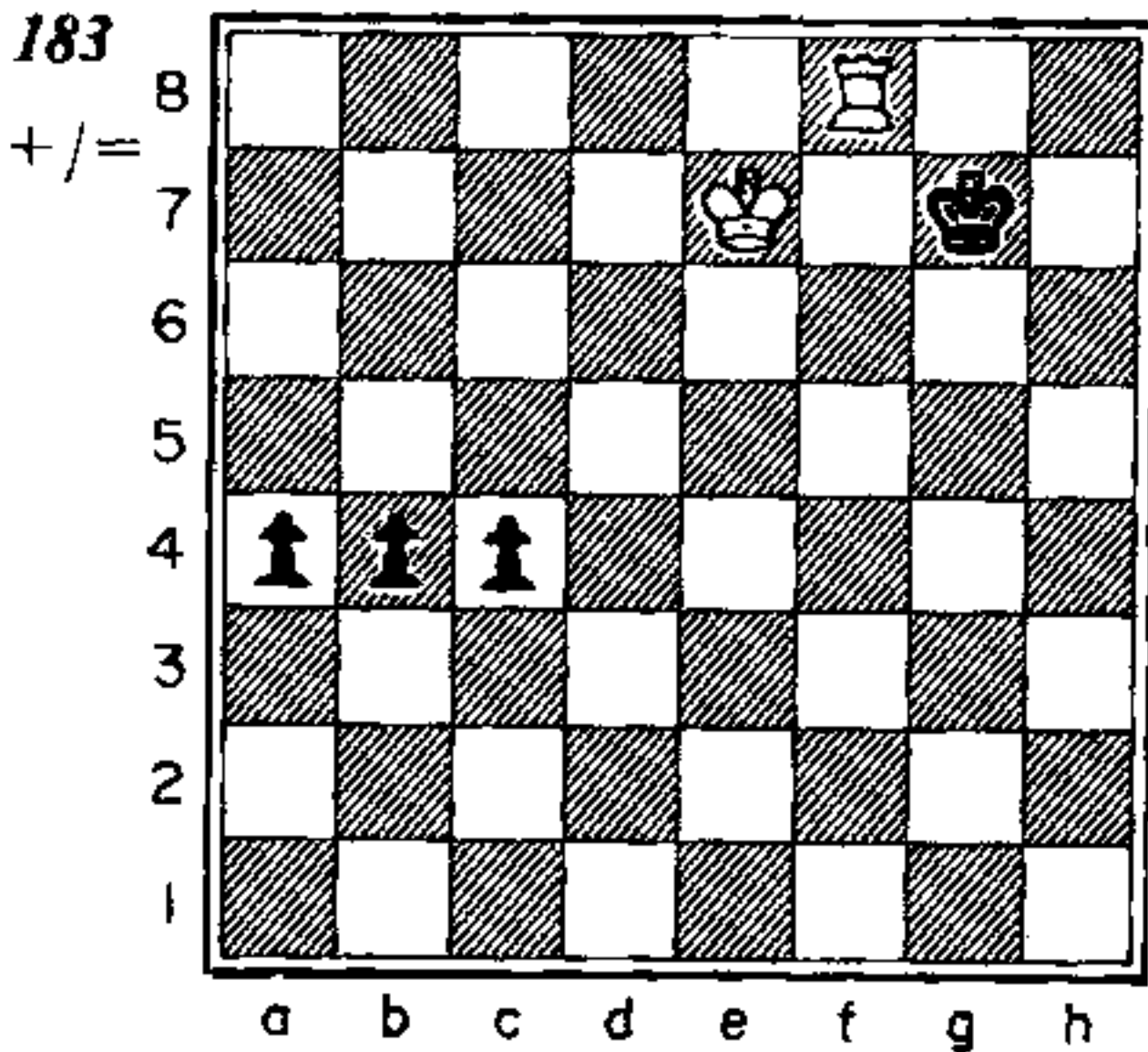
Thus we also obtain a second conclusion: *if the demarcation line has been crossed by only one pawn, the rook manages to stop the pawns, and the result depends on the placing of the kings—on whether the king can support the*

Rook against Three or More Pawns

rook in its battle against the pawns, or whether the opponent's king can come to their help.

If two or more of the pawns have crossed the demarcation line, and the king cannot directly support the rook in its battle with them, the only saving possibility lies in an attack on the enemy king.

Zukertort, 1863
Maizelis, 1950



183. If White begins, he gains time, by a mating attack, to approach the pawns with his king: 1 Rf1 a3 2 Rg1+ Kh7 3 Kf7! Kh6 4 Kf6 Kh7 5 Ke5 a2 6 Kd4 b3 7 Kc3 Kb6 8 Kb2 Kh5 9 Rc1, and White wins.

If it is Black to move, the attack on the enemy king enables White to save the game: 1 ... a3 2 Rf1 b3 3 Rg1+ Kh6 4 Kf6 Kh5 5 Kf5 Kh4 6 Kf4 Kh3 7 Kf3 Kh2 8 Rg2+!

Only this move, found by Zukertort, leads to a draw. Bad is 8 Ra1 b2 9 Rb1 c3, when Black wins.

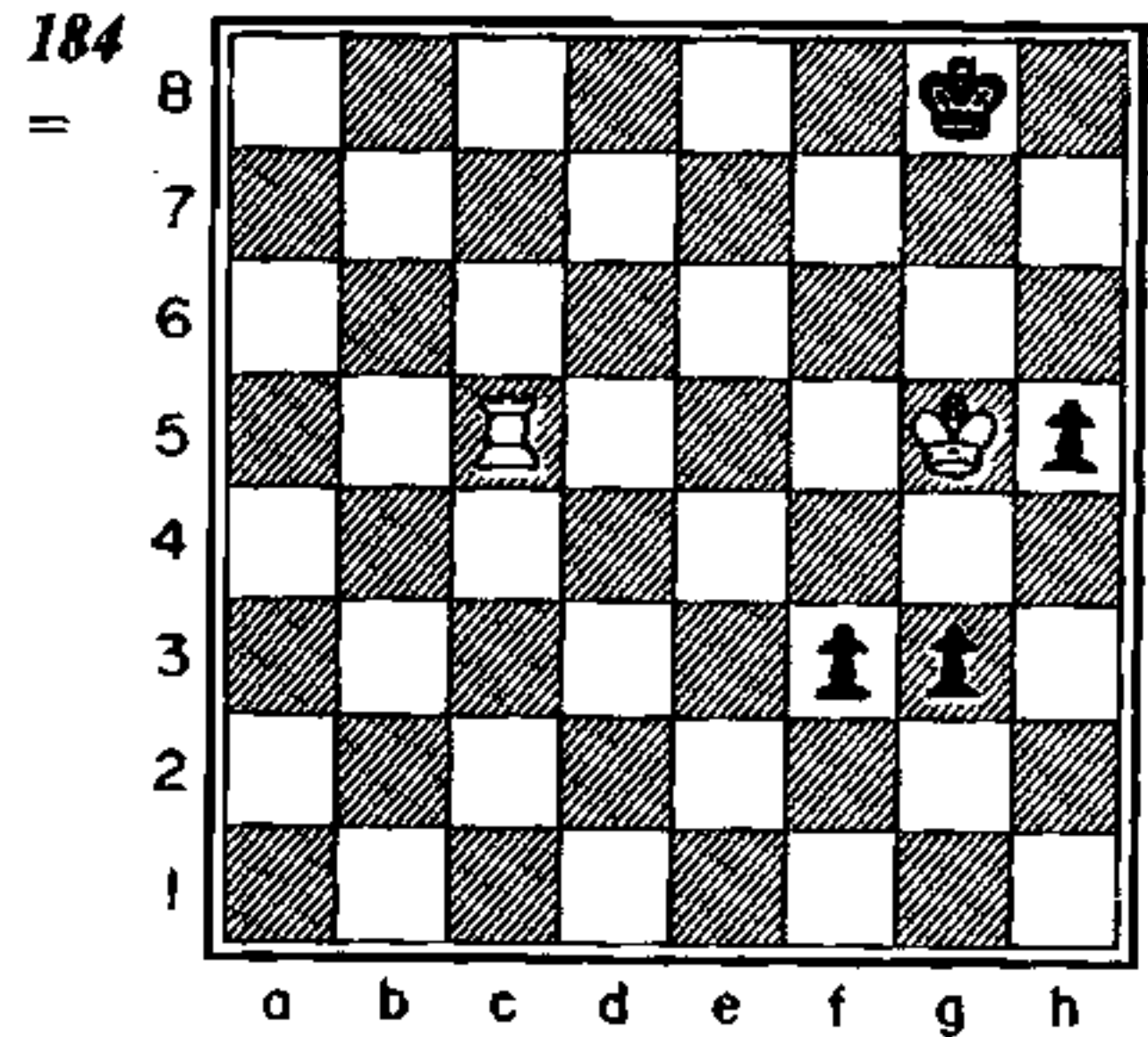
8 ... Kh3 (8 ... Kh1 9 Kf2, with inevitable mate) 9 Rg1. Draw.

The following study shows another instance of saving the draw against far-advanced pawns.

184. Two connected pawns on the 6th rank cannot be stopped by a rook alone. Therefore White must look for some other means of defence.

The attack on the enemy king proves

Herberg, 1939



unsuccessful: 1 Kg6 Kf8 2 Rf5+ Ke7 3 R×f3 h4, or 2 Kf6 Ke8 3 Ke6 Kd8 4 Kd6 f2 5 R×h5 Ke8 6 Ke6 f1=Q, and Black wins.

Correct is 1 Kh4! f2 (1 ... g2 2 Rg5+ and 3 Kh3) 2 Rg5+ Kh7 3 R×h5+ Kg6 4 Rg5+ Kf6 5 R×g3 f1=Q 6 Rf3+! Q×f3—stalemate.

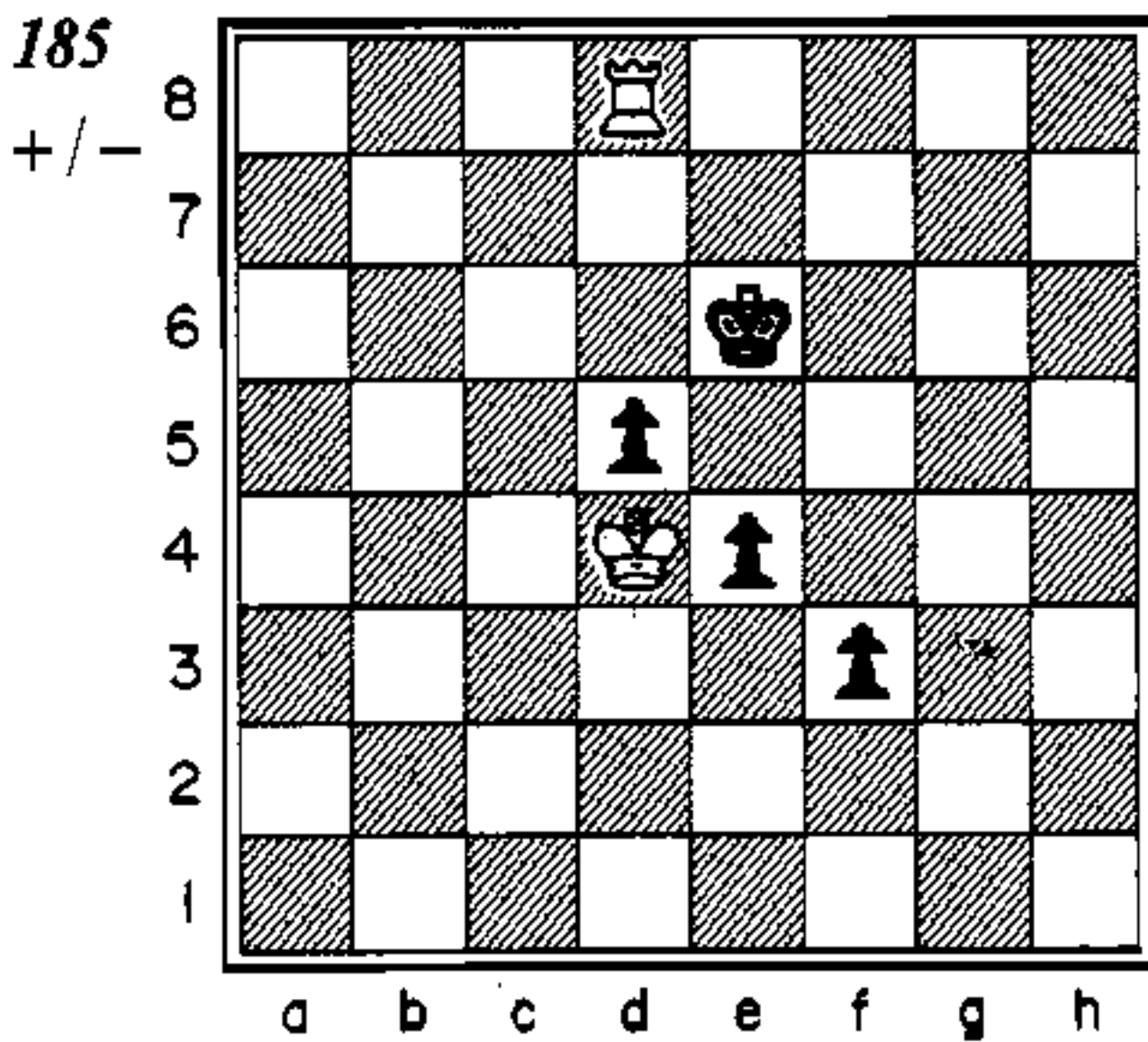
We have already seen many times that, in their battle against the pawns, the pieces are best deployed such that the rook attacks them from the rear, and the king from the front. For this reason positions with diagonally-arranged pawns deserve particular attention. The analysis of such situations began nearly a hundred years ago, but it is only recently, thanks mainly to analysis by Kōpayev and partly Chéron, that their correct assessment has been established.

185. If it is Black to move there is no problem: he is in zugzwang and loses immediately, e.g. 1 ... Kf6 (1 ... f2 2 Rf8) 2 Rd6+ Kf5 3 R×d5+ Kf4 4 Rd8 etc.

If White begins, he is faced with the problem of giving his opponent the move. For a long time theorists thought that this problem could not be solved, until Kōpayev finally found a clear-cut (although not easy) way to do so. It transpires that the white king has come to the front line too soon, and must retreat.

1 Ke3 Ke5 2 Re8+! (while the king is

Kopayev, 1966



manoeuvring in front of the pawns, the rook must keep on the e-file) **2 ... Kf5.**

Bad is **2 ... Kd6 3 Kd4 Kd7 4 Re5 Kc6 5 Rf5**, when Black can resign. Incidentally, also possible is **5 Rxd5 e3 6 Rc5+** and **7 Rc1**. White's problem is somewhat simplified by **2 ... Kf6**, when he continues, as in the main variation, **3 Kf2 Kf5 4 Kg3** etc.

3 Kf2!

The attempt to go immediately onto the attack is a loss of time: **3 Kd4** is met by **3 ... Kg4**, when White does best to bring his king back, since **4 Rd8 f2 5 Rf8 Kg3 6 Ke3 d4+ 7 Ke2 e3** leads to a well-known drawn position. **4 Rf8 Kg3 5 Ke3** is no better due to **5 ... Kg2!**, when the active position of Black's king saves him, e.g. **6 Rg8+ Kf1 7 Rg5 d4+ 8 Kxd4 Ke2** with a draw.

3 ... Kf6.

The pseudo-active **3 ... Kf4** merely accelerates Black's defeat: **4 Re6 Kf5 (4 ... d4 5 Rf6+ leads to positions already examined) 5 Rd6 Ke5 6 Rd7! Ke6 7 Rd8 Ke5 8 Ke3! Ke6 9 Kd4**, and the problem has been solved—it is Black to move.

4 Kf1!

The direct **4 Kg3 Kf5 5 Rd8 Ke5!** does not succeed. First, by triangulation, Black must once be given the move.

4 ... Kf5 5 Kg1! Kf4 (if **5 ... Kf6**, then **6 Kh2!**, and then as in the main variation) **6 Kf2 Kf5 7 Kg3 Kf6 8 Kh2!**

The pawns cannot move, and for the second time White gives his opponent the move, manoeuvring with his king in the triangle **h2-h3-g3**. It may seem to the reader that **8 Kg4** also wins, exploiting the fact that the f-pawn cannot move due to a rook check from the rear. But Black replies **8 ... Kg7!**, and if **9 Re5**, then **9 ... f2 10 Rg5+ Kh6 11 Rh5+ Kg6 12 Rh1 e3 13 Kf3 d4 14 Ke2 Kf5** with a draw.

8 ... Kf5 9 Rd8! Ke6.

Once again active play fails to save Black: **9 ... e3 10 Rxd5+ Ke4 11 Rd8 e2 12 Re8+**, or **9 ... Kf4 10 Rxd5 Ke3 11 Re5!**

10 Kh3! Ke5 11 Kg3 Kd4.

Black throws caution to the winds, but there is nothing better: **11 ... Ke6 12 Kf2 Ke5 13 Ke3 Ke6 14 Kd4** immediately decides the game.

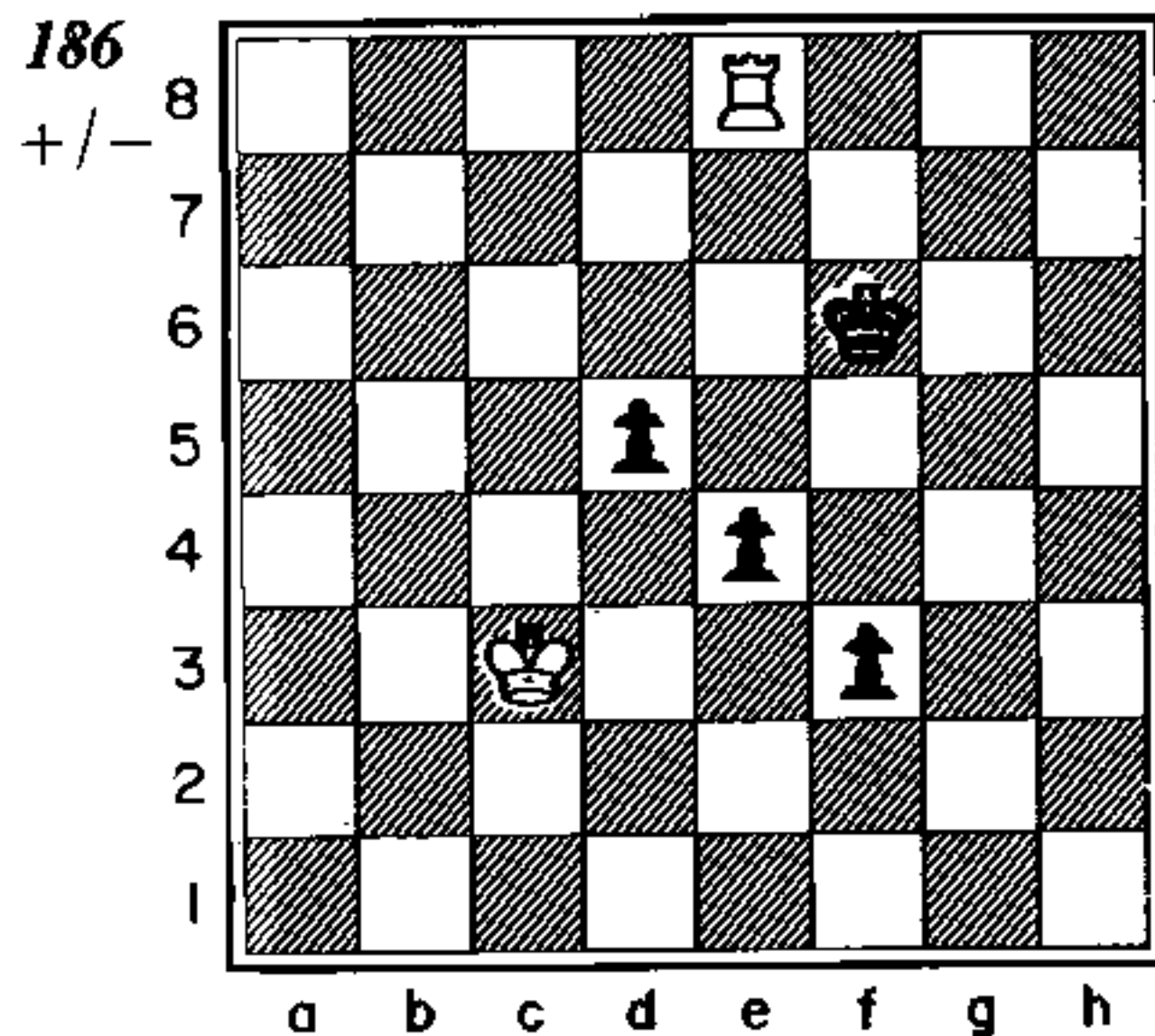
12 Kf2 Kc4 (12 ... Ke5 13 Ke3) 13 Ke3 Kc5 14 Re8! Kc4 (14 ... Kd6 15 Kd4 Kd7 16 Re5 etc.) 15 Rc8+ Kb3.

Thus White has managed to cut off the opponent's king from the pawns. The rest is simple.

16 Kd4 Kb2 17 Rd8 Kc2 18 Ke3! The last precise move. After **18 Rxd5 Kd2! 19 Kxe4+ Ke2** it would have been a draw, whereas now Black can well resign.

It is no longer difficult to find the solution in the following position.

Kopayev, 1958



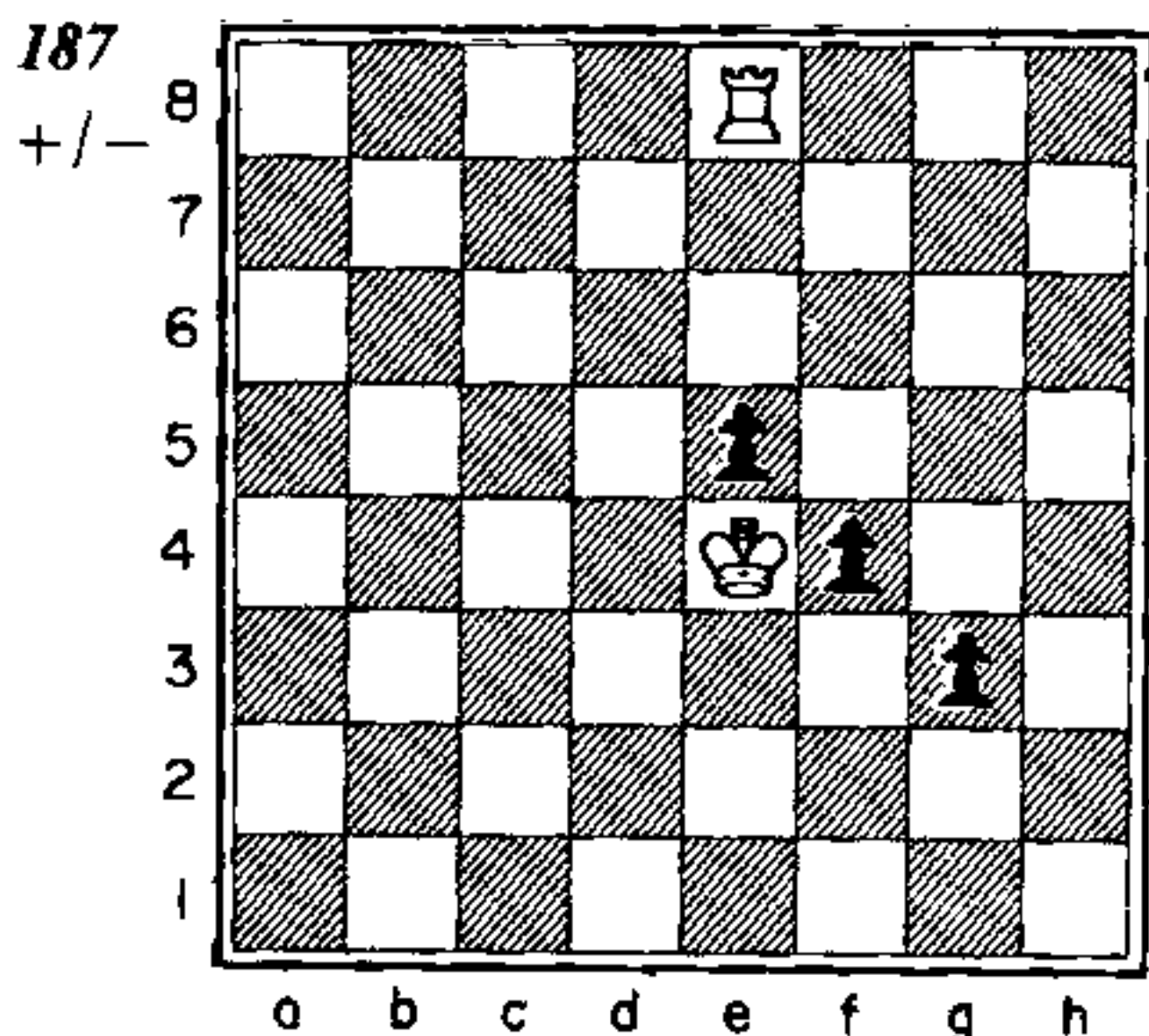
Rook against Three or More Pawns

186. Note that the natural 1 Kd4 Kf7 2 Re5 Kf6 3 Rh5 Ke6 4 Rh8 Ke7! leads only to a draw.

The winning path lies via the cherished h2 and h3 squares: 1 Kd2! Kf5 2 Ke3 Kf6 3 Kf2 Kf5 4 Kg3 Kf6 5 Kh2! Kf5 6 Rd8! Ke6 7 Kh3! Ke5 8 Kg3, and we have already seen the rest in the analysis of the previous position.

If position 185 is moved one file to the right, the proximity of the edge of the board prevents White from giving his opponent the move by triangulation, but it turns out that in this case he has a simpler way to win, based on the fact that the opponent's king is also restricted.

Kopayev, 1958



187. With Black to move, things are just the same here: 1 ... Kg6 2 Re6+ etc.

If White begins, the play develops as follows: 1 Kf3 Kf5 2 Rf8+ Kg6.

2 ... Kg5 merely simplifies White's problem, since he can play 3 Ke4!, when the attempt to create counter-play by 3 ... Kg4 is met by 4 Rh8!, for the moment preventing the black king from going to h3. After 4 ... g2 (4 ... Kg5 5 Kxe5! f3 6 Rg8+ Kh4 7 Kf4, and White wins) 5 Rg8+ Kh3 6 Kf3 e4+ 7 Kf2 f3 position 173, which is won for White, is reached.

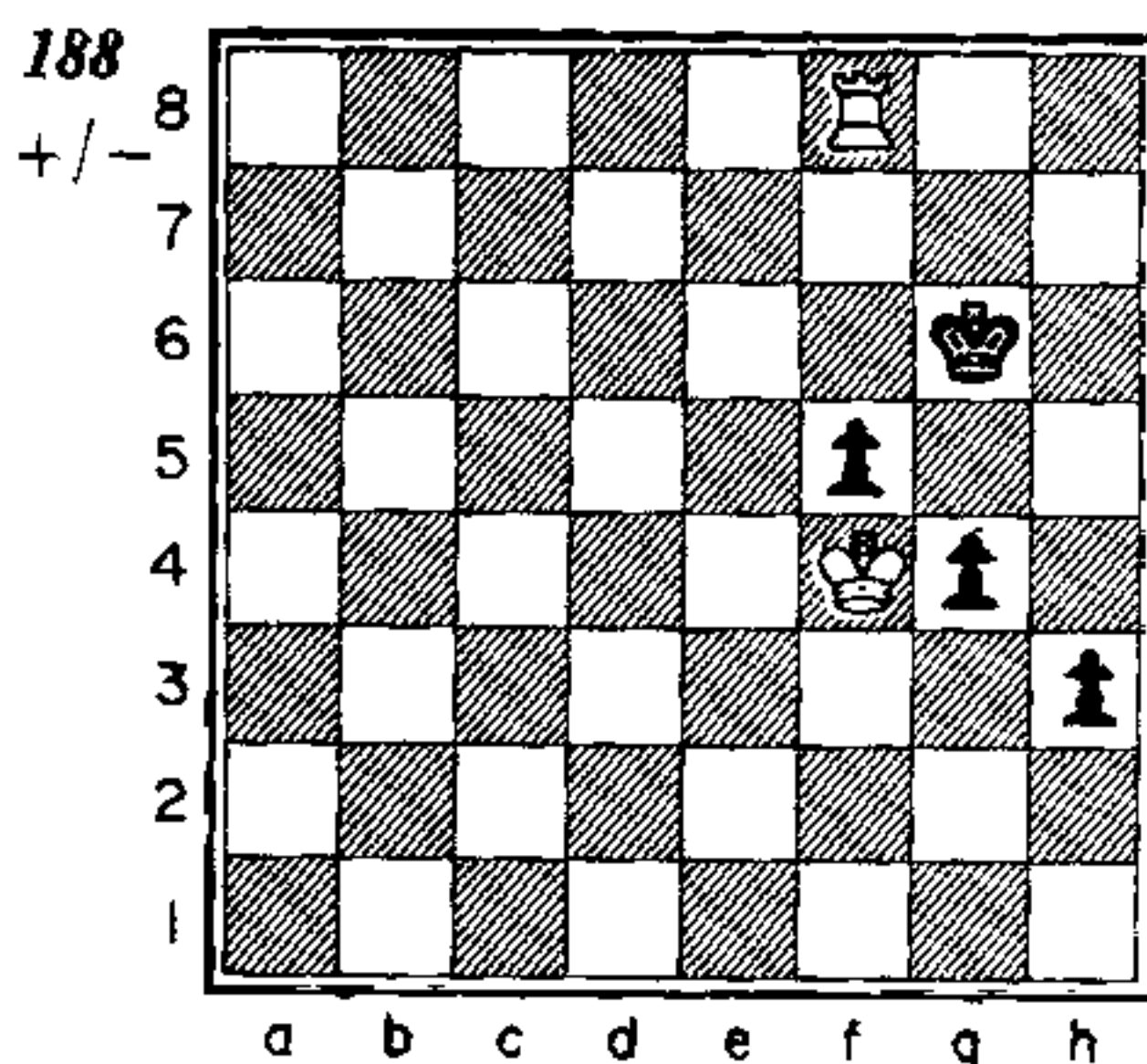
3 Kg2 Kg5 4 Kh3 Kg6 5 Kh4!

The similar move in example 185 did not win, since there the black king had more space for manoeuvring.

5 ... Kh7 6 Rf5! g2 7 Rh5+ Kg6 8 Rg5+ Kf6 9 R x g2, and White wins.

Against wing pawns White again wins by triangulation, but in a different place, as he does not have a by-pass to the right.

Kopayev, 1958



188. With Black to move, all is clear: 1 ... Kh6 2 Rf6+ etc.

If White begins, the only move to win is 1 Kg3, since 1 Rg8+ is insufficient due to 1 ... Kh7, as is 1 Ke3 h2 2 Rh8 g3 3 Kf3 f4 with a draw (161).

1 ... Kg5 2 Rg8+ Kh6.

Black loses quickly after 2 ... Kf6 3 Kf4 Kf7 4 Rg5 Ke6 5 Rh5 etc., while 2 ... Kh5 is also bad: 3 Kf4! Kh6 4 K x f5!

3 Kf2! Kh5 4 Ke3!

An important finesse! As yet it is early for triangulation: 4 Ke2 Kh4!, and the king has to return to f2.

4 ... Kh6 (if 4 ... Kh4, 5 Kf4 Kh5 6 K x f5 etc. is immediately decisive) **5 Ke2! Kh5** (White's problem is simplified by 5 ... Kh7 6 Rg5 Kh6 7 R x f5 h2 8 Rf1 g3 9 Kf3 etc.).

6 Kf2 Kh4.

6 ... Kh6 7 Kg3 Kh5 8 Kf4 Kh6 9 K x f5 leads to variations already considered, and,

Connected Pawns

as we know, 6 ... f4 is not dangerous due to 7 Rh8+ Kg5 8 Kg1! and 9 Kh2 (177).

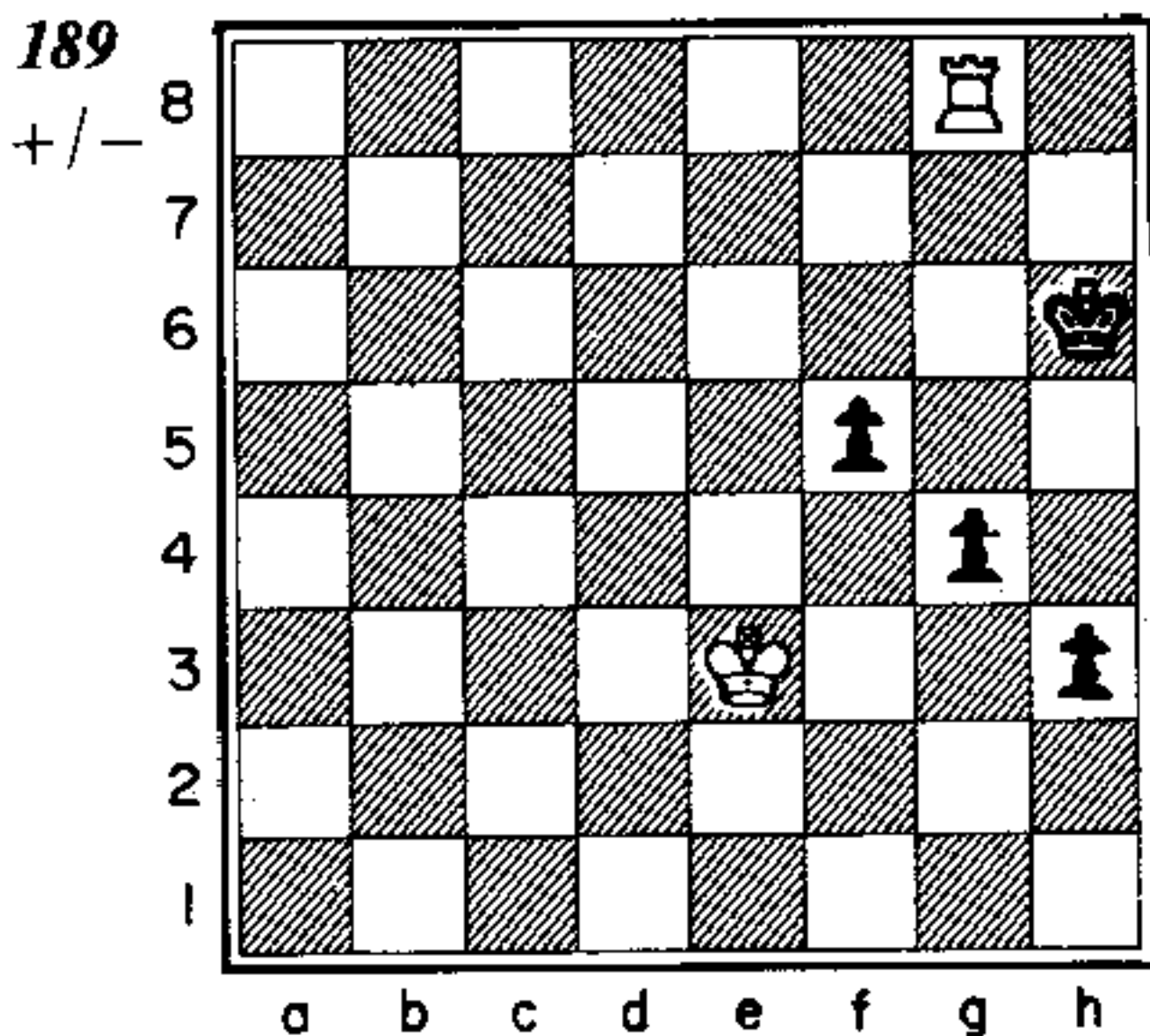
7 Rg7 Kh5.

The desperate attempt 7 ... g3+ can be refuted in two ways: 8 R×g3 h2 9 Rg8 h1=N+ 10 Kf3!, when the newly made knight is immediately lost, or 8 Kf3 g2 9 Kf2 f4 10 Kg1! f3 11 Rg8 Kh5 12 Rg3 etc.

8 Kg3 Kh6 9 Rg8 Kh5 10 Kf4 Kh6 11 K×f5, and White wins.

Kopayev's analysis enabled the assessment of the following ancient position to be corrected.

Lehner, 1887
Kopayev, 1958



189. For a long time it was thought that this was a position of mutual zugzwang: that with Black to play he would lose, but that with White to play it was a draw. But Kopayev showed that White could win even when it was his turn to move.

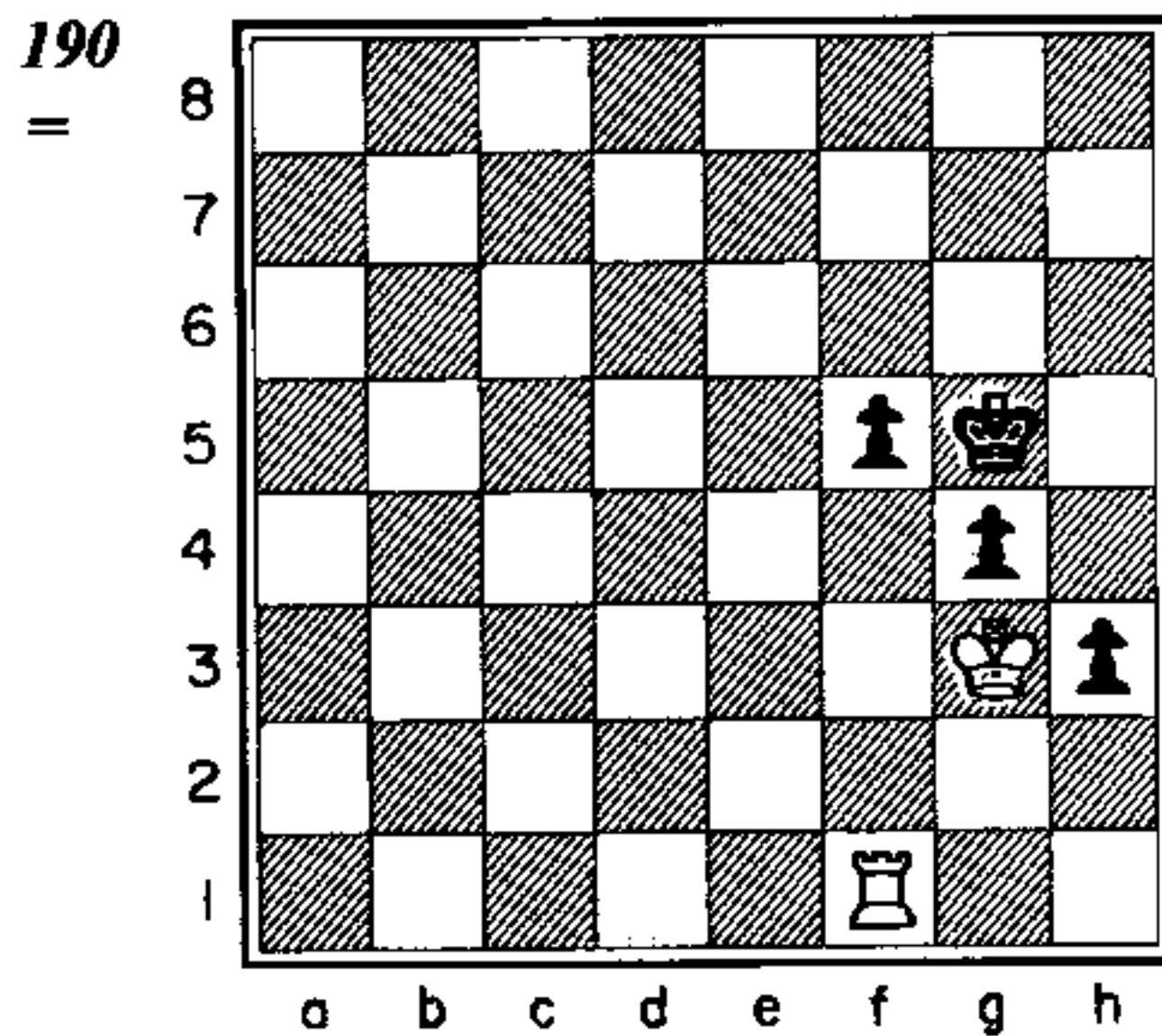
If Black begins, any move leads quickly to defeat, e.g. 1 ... Kh5 2 Kf4 Kh6 3 K×f5, or 1 ... Kh7 2 Rg5 Kh6 3 R×f5 h2 4 Rf1 etc.

If it is White to move, he cannot play 1 Kf4 due to 1 ... Kh7! 2 Rg5 Kh6 3 Rg8 Kh7 4 Ra8 Kg7 with a draw. Knowing the previous example, it is not at all difficult to find the solution: the king must give the opponent the move within the triangle e2-f2-e3.

1 Ke2! Kh5 2 Kf2 Kh4 3 Rg7 Kh5 4 Kg3 Kh6 5 Rg8 Kh5 6 Kf4, and White wins.

The examples considered demonstrate the great strength of the rook to the rear of the pawns, from where it can attack both the pawns and the opponent's king. But what if Black tries not to allow it to attack from the rear?

von der Lasa, 1843



190. As we know, to win White must switch his rook to the enemy rear: **1 Rf2 Kg6 2 Ra2 Kf6 3 Ra8.**

White only has to make one more move, e.g. 3 ... Kg5 4 Rg8+!, transposing into examples already examined. But it turns out that Black can forestall White's plan by 3 ... **Kg7!**

Events can now develop as follows: **4 Kf4 Kf7!** (the only move; after 4 ... Kh7 5 Rf8! White wins) **5 Ra6 Kg7 6 Rb6 Kf7!**

Here too 6 ... Kh7 loses to 7 Kg5! Kg7 (7 ... g3 8 Rh6+ and 9 R×h3) 8 Rg6+ (or 8 Rb7+ Kg8 9 Kf4, followed by 10 Rb5 and 11 R×f5) 8 ... Kf7 9 Rh6 Kg7 10 Rh5! and 11 K×f5.

7 Rh6 Kg7 8 Rh5 (8 Kg5? f4) 8 ... Kg6 9 Rg5+ Kh6! 10 Rg8.

The pawn could not be taken by either rook or king. Now, for an instant, the rook has got behind the pawns, but it cannot be

Rook against Three or More Pawns

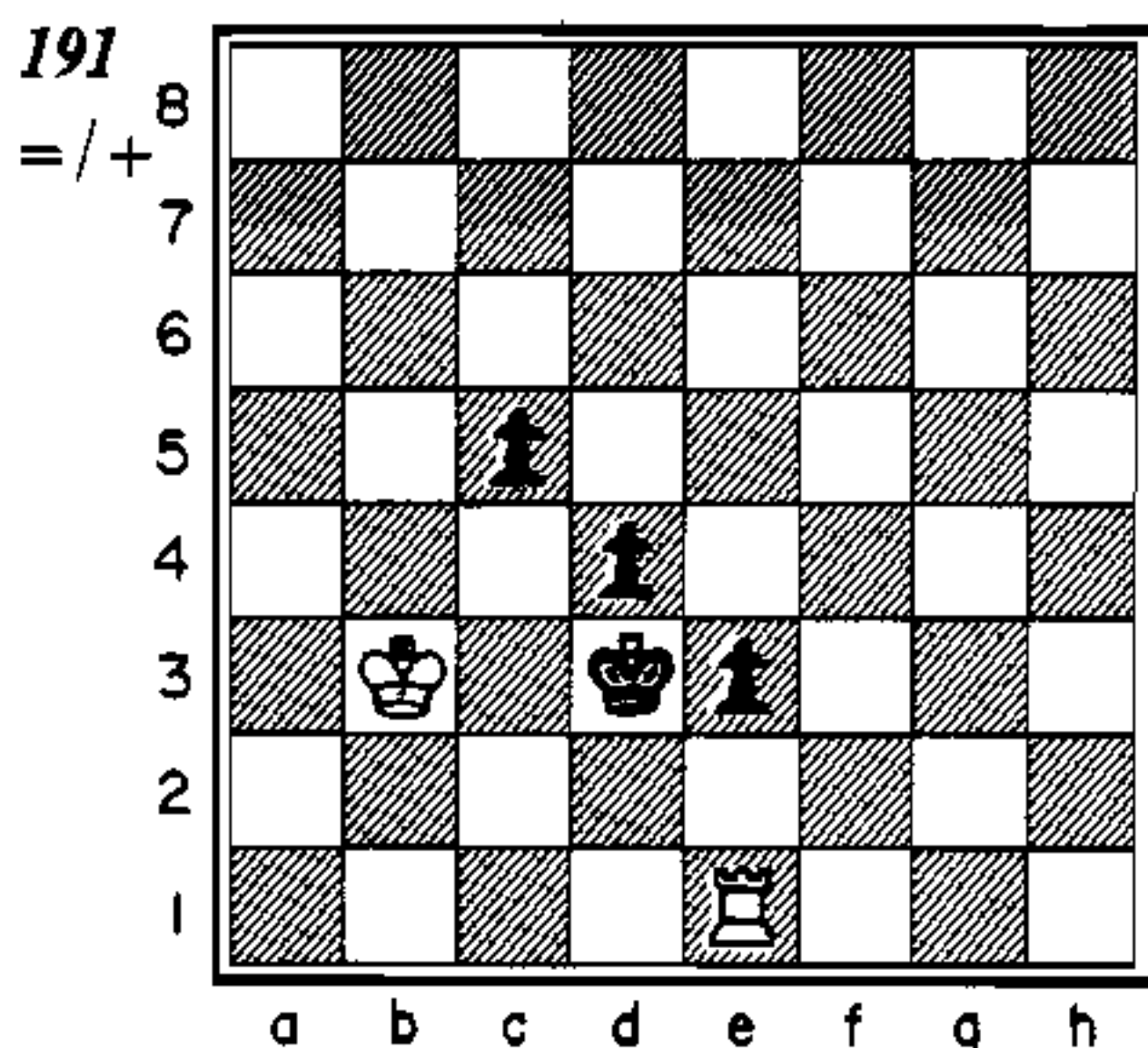
maintained in this position: **10 ... Kh7! 11 Ra8 Kg7!** (11 ... Kg6? 12 Rf8!).

The reason for White's failure in this example was the insufficiently active position of his rook. Had it been at e1, after **1 Re8! Kg6 2 Rg8+** the play would have followed the familiar pattern.

Note that the result in positions such as this one does not depend upon the files on which the pawns stand.

If in diagonal positions the rook and king are unable to unite their actions, the situation changes in favour of the pawns, especially if they are actively supported by their king.

Chéron, 1926



191. With Black to move there is very little play: **1 ... e2 2 Ra1 Kd2** (2 ... c4+ 3 Kb4 c3 is also possible) **3 Ra2+ Ke3 4 Ra1 d3**, and wins.

If White begins, he manages to coordinate his pieces: **1 Rd1+ Ke4** (1 ... Ke2 2 Kc2! Kf2 3 Kd3 e2 4 Rd2 etc. is no better) **2 Re1!**

Chéron attaches the exclamation mark to this move, which, generally speaking, is not essential. **2 Rh1** is also possible, e.g. **2 ... e2 3 Kc2 Ke3 4 Rh3+ Kf2 5 Rh2+ Kf1 6 Rh1+ Kg2 7 Re1 Kf2 8 Kd2 d3 9 Rh1 c4 10 Rc1** with a draw.

2 ... Kf3 3 Kc2 Kf2.

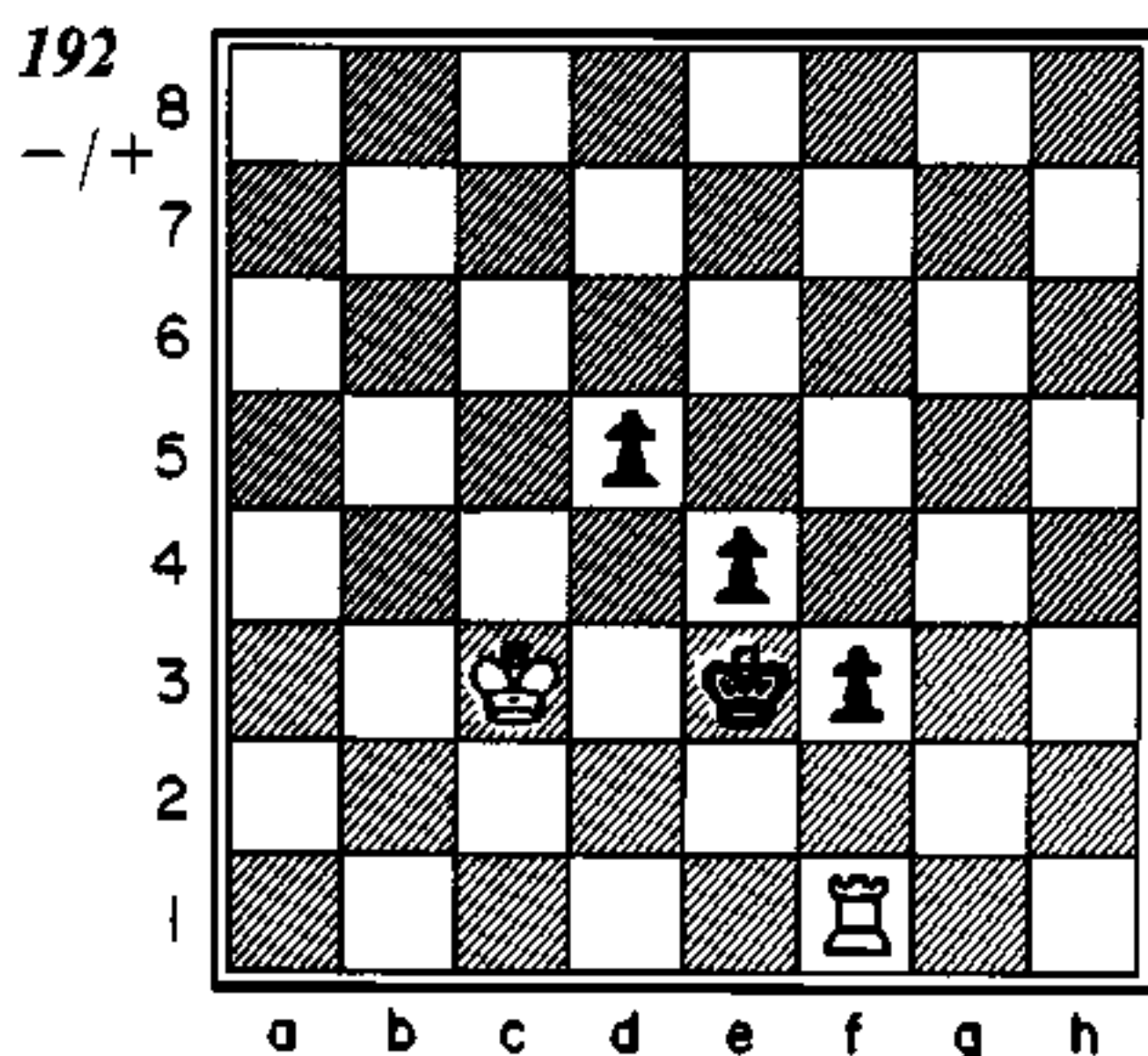
3 ... c4 is also not dangerous: **4 Kd1 d3 5**

Rf1+ and **6 Rf8** with an easy draw, as in example 167.

4 Kd1 (the immediate **4 Rh1** is also possible) **4 ... d3 5 Rh1 e2+ 6 Kd2 c4 7 Rc1** with a draw.

But if the position is moved one or two files to the right, the lack of space on that side prevents the rook and king from coordinating.

Chéron, 1926



192. With Black to move: **1 ... f2 2 Ra1 Ke2 3 Ra2+ Kf3 4 Ra1 e3** etc.

With White to move: **1 Re1+ Kf4 2 Rf1 (2 Rh1 f2 3 Kd2 Kf3** is also unsuccessful) **2 ... Kg3 3 Kd2.**

If **3 Kd4**, then **3 ... Kg2 4 Ra1 f2**, while on **3 Rg1+**, as shown by Kopayev, the only correct move is **3 ... Kh2!**, e.g. **4 Rg5 f2 5 Rf5 Kg2 6 Rg5+ Kf3! 7 Rxd5 e3 8 Rf5+ Ke4!**, and Black wins. But the natural **3 ... Kf2?** leads to a draw: **4 Rd1 e3 5 Ra1 e2 6 Kd2 d4 7 Rb1 d3 8 Ra1 Kg2 9 Kxd3 e1=Q! 10 Rxe1 f2** etc.

3 ... Kg2 4 Ra1 (4 Ke1 e3) 4 ... f2 5 Ke2 d4 6 Rb1 d3+, and Black wins.

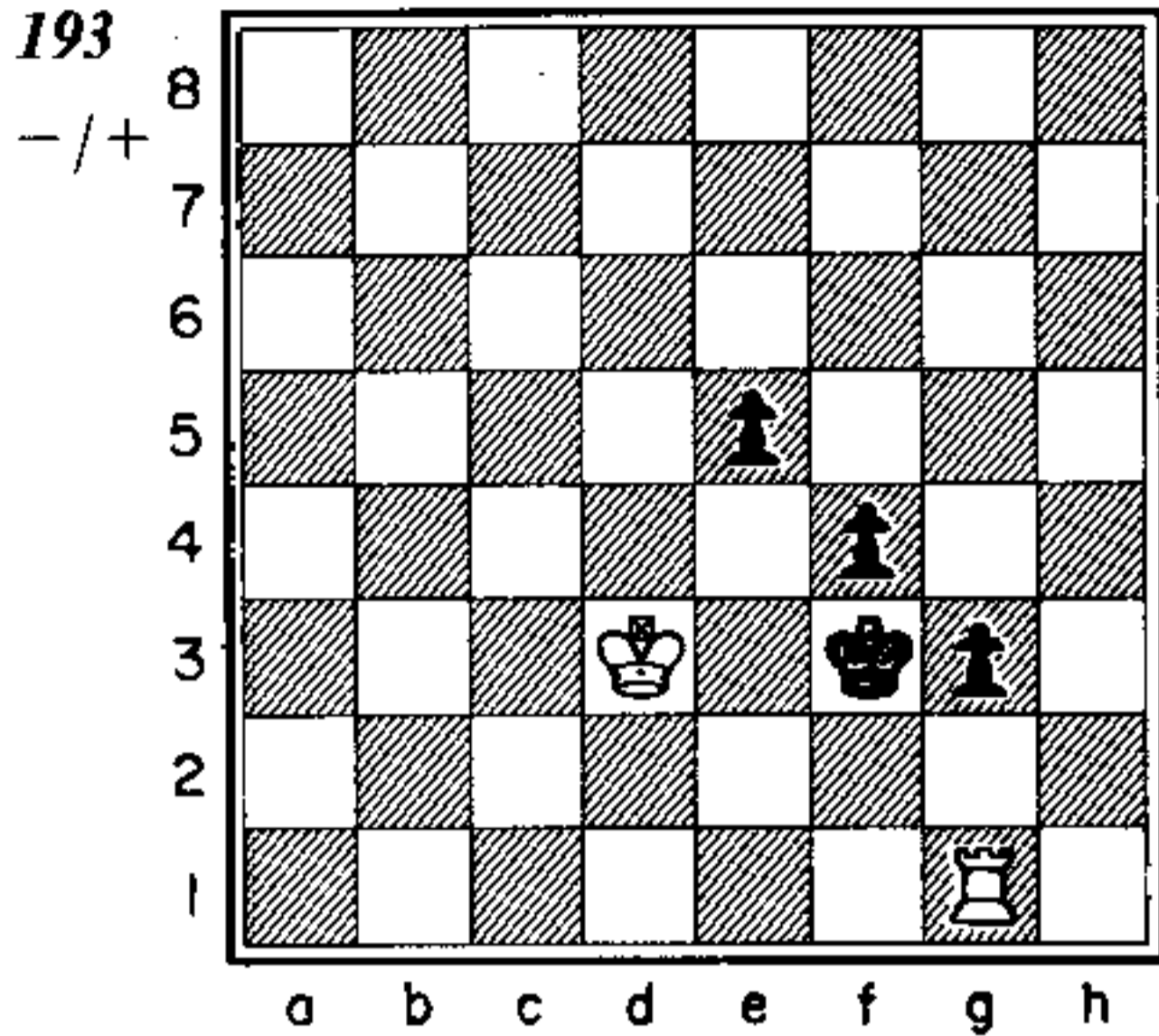
193. 1 Rf1+ Kg4 2 Rg1 f3!

2 ... Kh3 is a loss of time due to **3 Rh1+**, when the king has to go back, since **3 ... Kg2 4 Re1! f3 5 Ra1 f2 6 Ke2** leads only to a draw.

3 Ke3 g2! (**3 ... f2 4 Ra1** leads to a draw) **4 Kf2 e4 5 Re1 Kf4**, and Black wins.

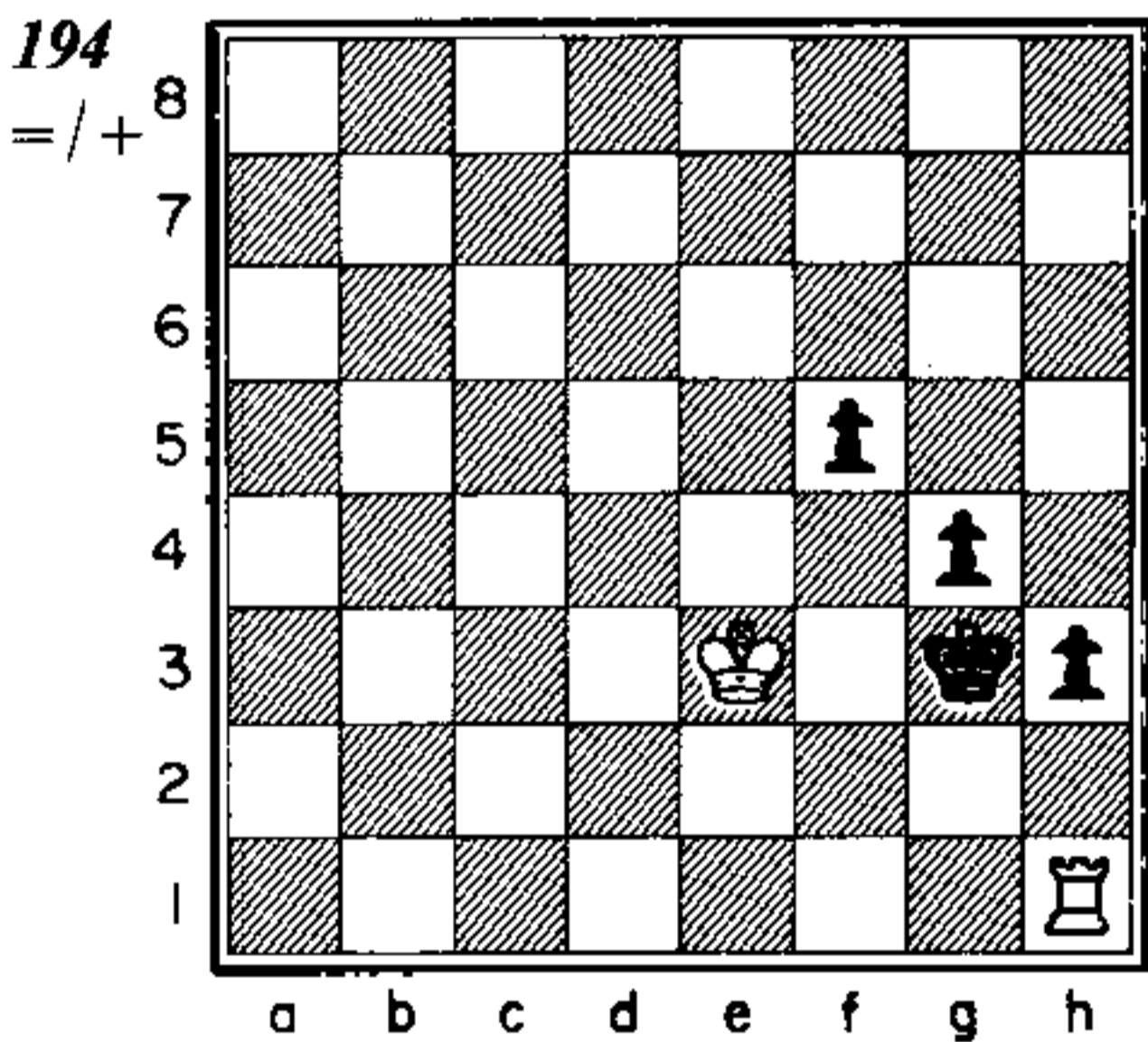
Connected Pawns

Chéron, 1926
Kopayev, 1958



Against wing pawns, if it is White to move he is able to draw, thanks to the proximity of the side of the board.

Chéron, 1926



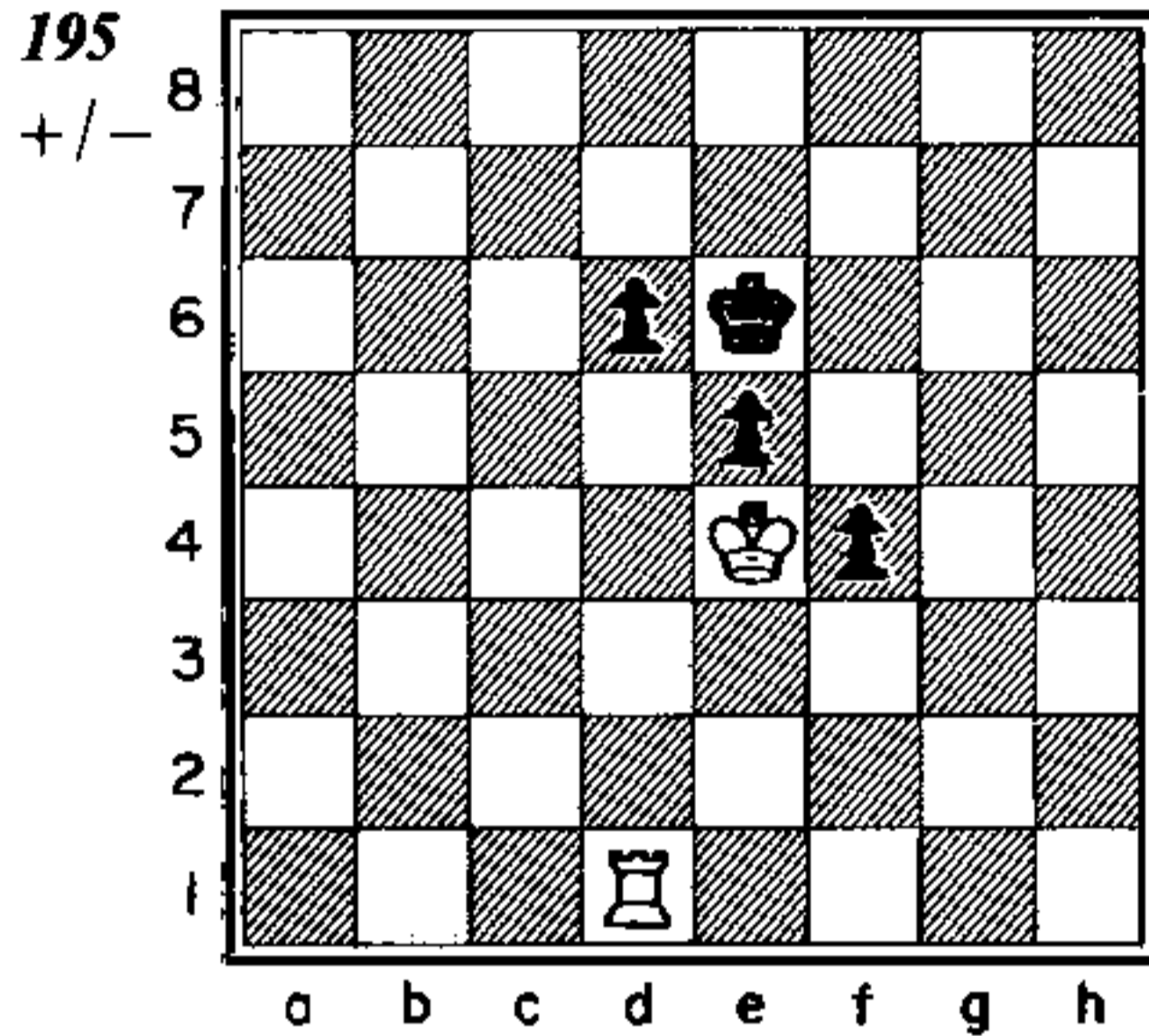
194. If Black begins, he wins: 1 ... h2 2 Ra1 f4+ (but not 2 ... Kg2 3 Ra2+ Kh3 4 Ra1 g3? 5 Kf3 g2 6 Ra8 with a draw) 3 Ke4 f3 4 Ke3 f2 5 Rf1 (5 Ke2 Kg2 6 Rf1 g3) 5 ... Kh3! (5 ... Kg2 6 Rxf2+ Kg1 7 Ra2 leads only to a draw) 6 Kxf2 g3+ 7 Kf3 g2 etc.

If it is White to move, he is able to maintain the balance: 1 Rg1+ Kh4 (the incautious 1 ... Kh2 even loses after 2 Kf2) 2 Kf4 h2 3

Ra1 g3 (3 ... Kh3 4 Ra3+ Kg2 5 Ra2+) 4 Kf3 Kh3 5 Rb1 g2 6 Rb8 with a draw.

If only one of the diagonal pawns has crossed the demarcation line, the rook and king usually win if they are well placed.

from Chéron, 1926



195. Positions of this type, but with the pawns one rank down the board, were drawn (190), whereas here White wins easily.

For example, with White to move: 1 Rd3 Kd7 2 Kf5! Ke7 (if 2 ... Kc6, then 3 Ke6 e4 4 Rxd6+ Kc5 5 Ke5 e3 6 Rd1 f3 7 Rc1+ Kb4 8 Kd4 e2 9 Ke3, and White wins) 3 Rd1 Kd7 4 Rc1! Ke7 5 Rc7+ Kd8 6 Rf7 Ke8 7 Ke6 d5 8 Rh7 Kf8 9 Kxe5, and White wins.

It is easy to see that the method of attack and the result in such positions do not depend upon the files on which the pawns stand.

In the following example White's task looks not at all simple, since his king is insufficiently active.

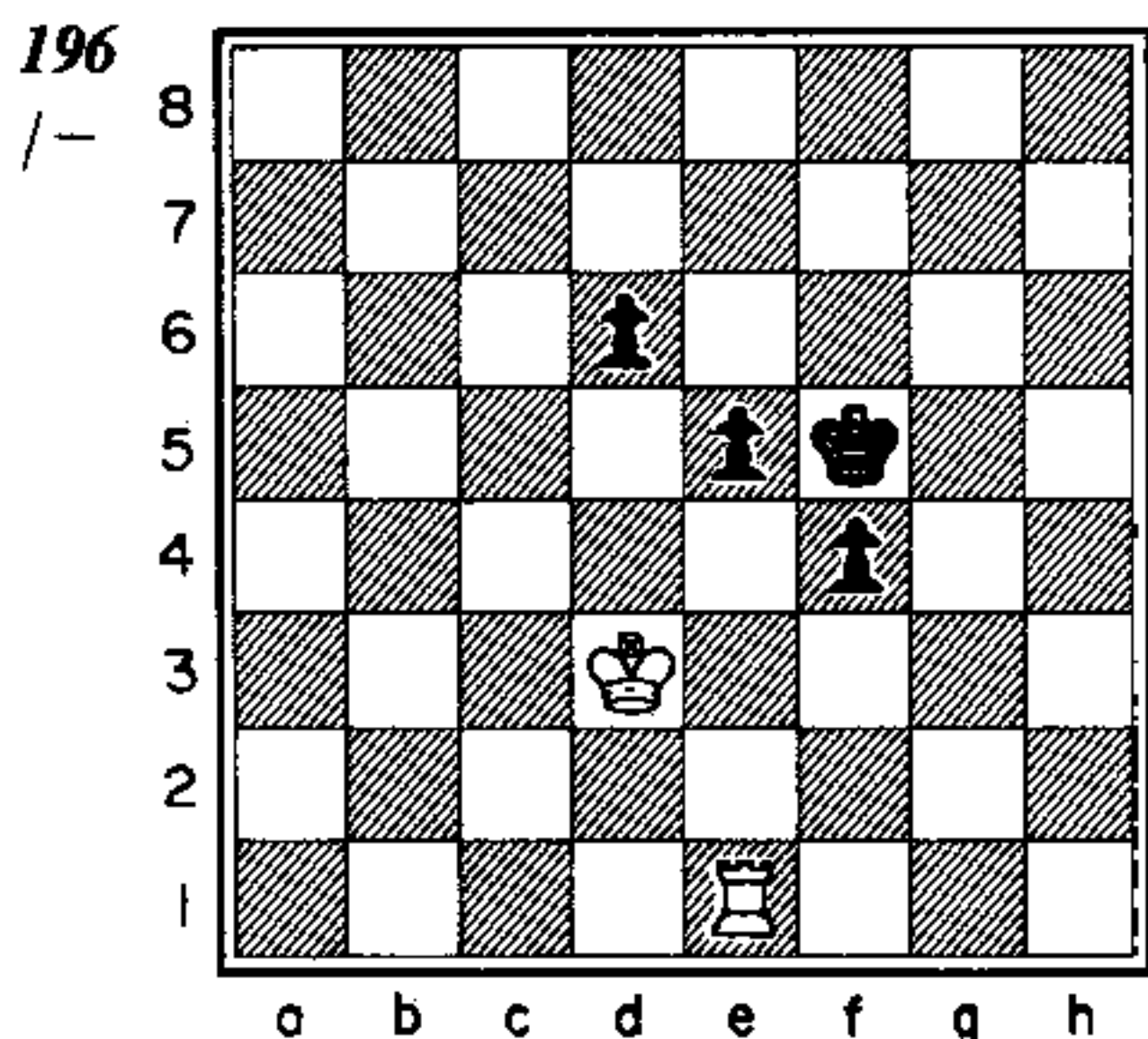
196. Here the pawns are not immobilized, and can easily move forward one rank. Black's aim is to set up a position of type 190. White's problem is much more complicated: he has to increase the activity of his pieces and obtain a position of type 185 with Black to move.

1 ... d5 2 Rf1!

An important prophylactic move. For the moment White prevents 2 ... e4+, on which

Rook against Three or More Pawns

Kopayev, 1958



there follows 3 Kd4 f3 4 K × d5 Kf4 5 Kd4 e3 6 Kd3 e2 7 Ra1 Kg3 8 Ke3 Kg2 9 Re1 Kg3 10 Rg1+ etc. Had White played 2 Ra1, then 2 ... e4+! would have led to a draw, e.g. 3 Kd4 f3 4 Ke3 (4 Ra8 Kf4 as in 198, while if 4 K × d5 f2, and it is only White who can lose) 4 ... Ke6! 5 Ra8 Ke7, and as in example 190 Black prevents the attack from the rear.

2 ... Ke6 3 Ke2!

The king has occupied an important square in front of the pawns. Now it is time to improve the rook's position.

3 ... Kf6.

If 3 ... Kf5, the rook can immediately be switched to the rear of the pawns: 4 Ra1 e4 5 Ra6 Ke5 6 Kf2 Kf5 7 Rd6 Ke5 8 Rd8 Ke6 9 Rf8 Ke5 10 Rf7 f3 11 Rd7 Ke6 12 Rd8 Ke5 13 Ke3 Ke6 14 Kd4 Kf6 15 Rd6+! and wins.

4 Rd1! Ke6 5 Kf3 Kd6 6 Rc1 Kd7 7 Rc5 Kd6 8 Rc8 Kd7 9 Ra8 Ke7 10 Kg4 Ke6 11 Rd8 d4 12 Kf3 Kf5 13 Rd5, and White wins.

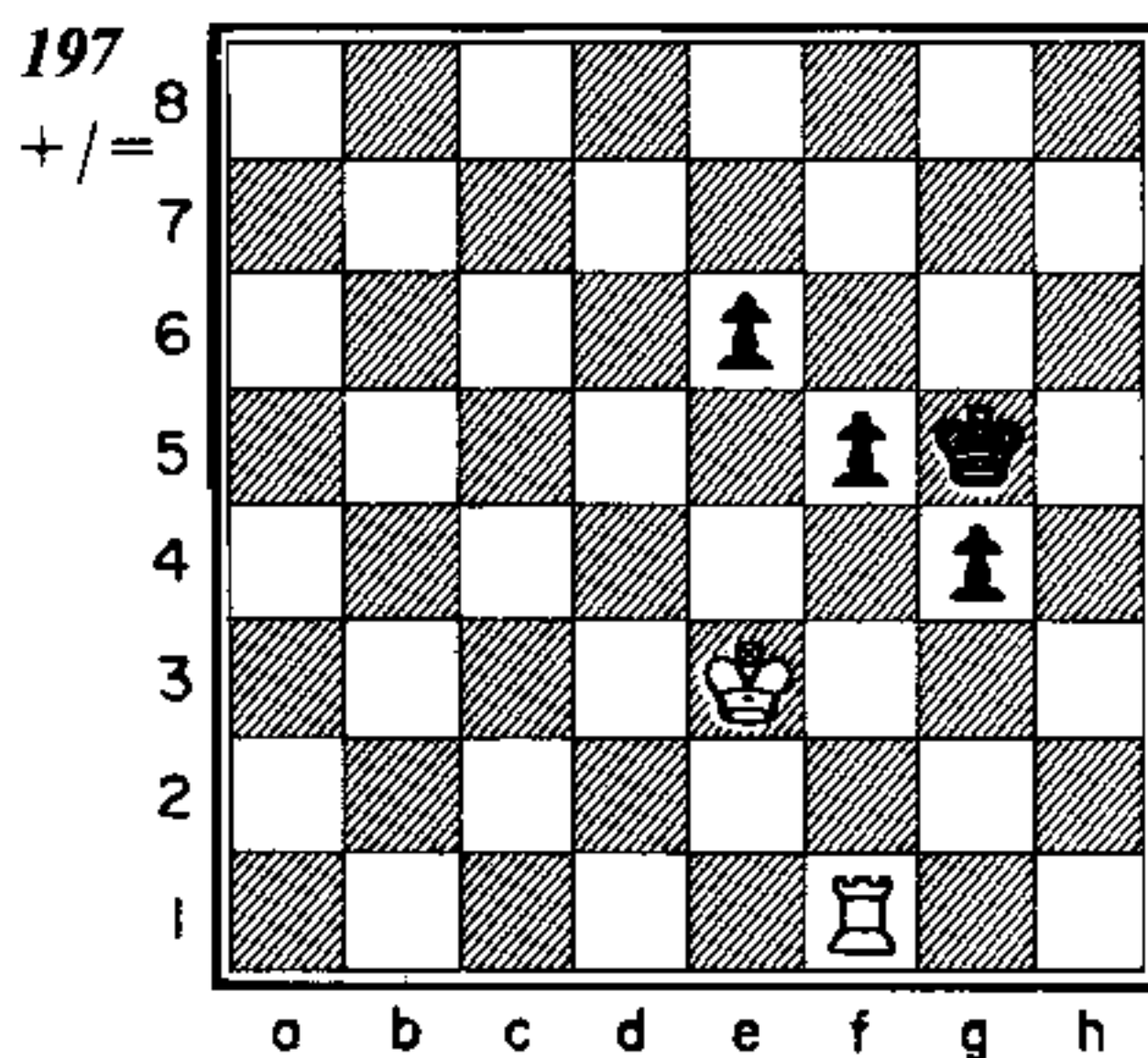
If the position is moved to right or left, with Black to move White fails to win only in the position where the leading pawn is on the knight's file.

197. If White begins, he wins as in the previous example: 1 Ra1 e5 2 Ra8 Kf6 3 Re8 f4+ 4 Ke4 g3 5 Kf3, and the rest is familiar (187).

With Black to move: 1 ... e5! 2 Rg1.

If White tries to switch his rook to the rear

Kopayev, 1958



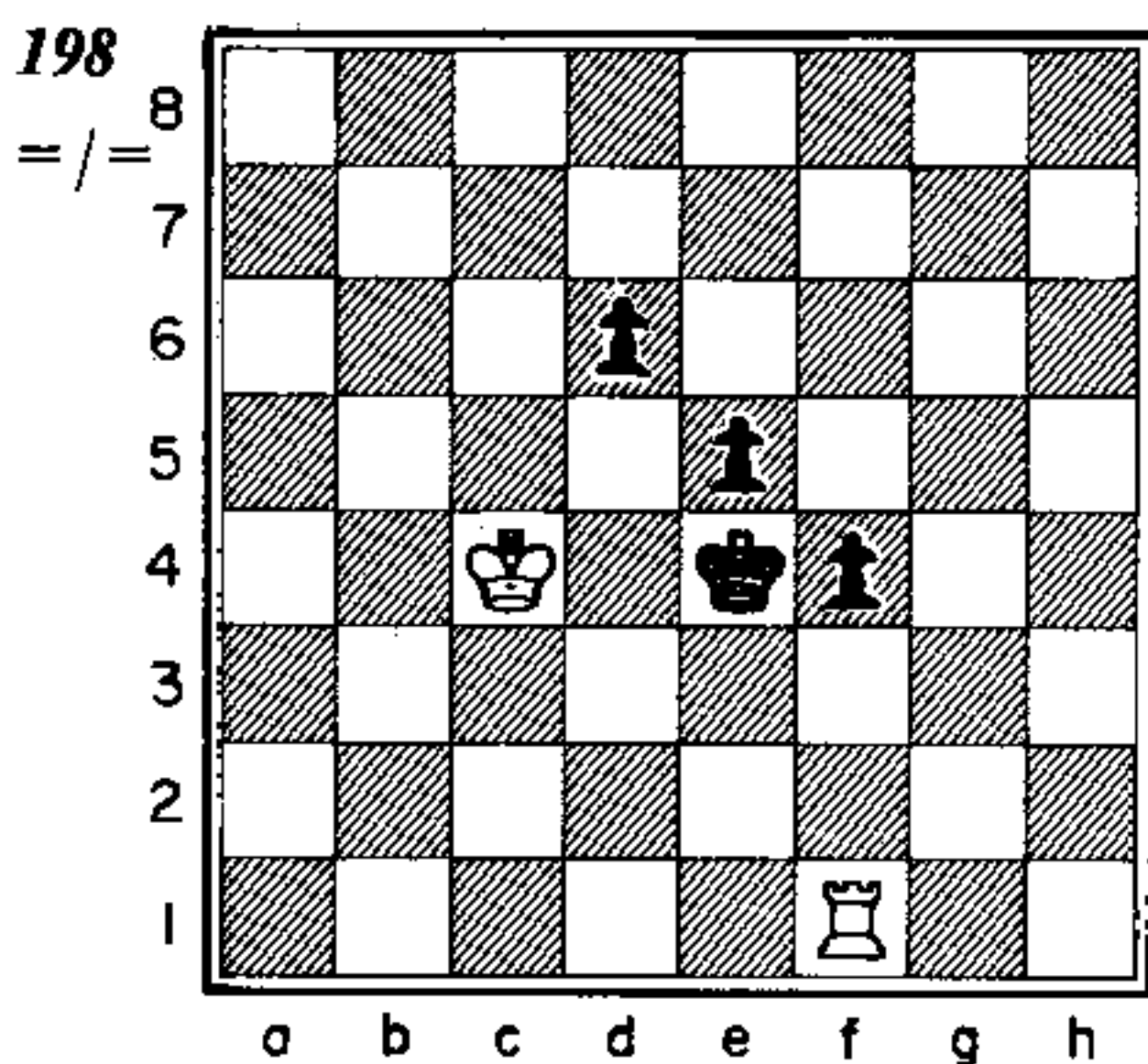
of the pawns by 2 Ra1, Black replies 2 ... Kf6! 3 Ra8 Kf7! and then deploys his pawns along the diagonal.

2 ... f4+ 3 Ke4 g3! 4 K × e5 Kg4 5 Ke4 f3 6 Ke3 f2 7 Ra1 Kh3 with a draw (57).

In the following position Black's king is more active than in examples 195 and 196, and therefore it is not surprising that he is able to draw.

Chéron, 1926

Kopayev, 1959



198. 1 Re1+ Kf3!

Only this active continuation leads to a draw. Wrong is 1 ... Kf5 2 Kd3, when White wins (196).

Connected Pawns

2 Kd3 Kf2 3 Kd2 f3 4 Re4 Kg2 5 Rg4+ Kf1 6 Rg6 d5 7 Rg5 f2 8 R×e5 d4! 9 Rg5 d3 10 Kd1 d2 11 Rf5 Kg2 with a draw.

If it is Black to move, the simplest is **1 ... Ke3 2 Kd5 f3 3 K×d6 Ke2 4 Ra1 f2**, but he can try for a win by **1 ... f3 2 Kc3 Ke3 3 Re1+!**

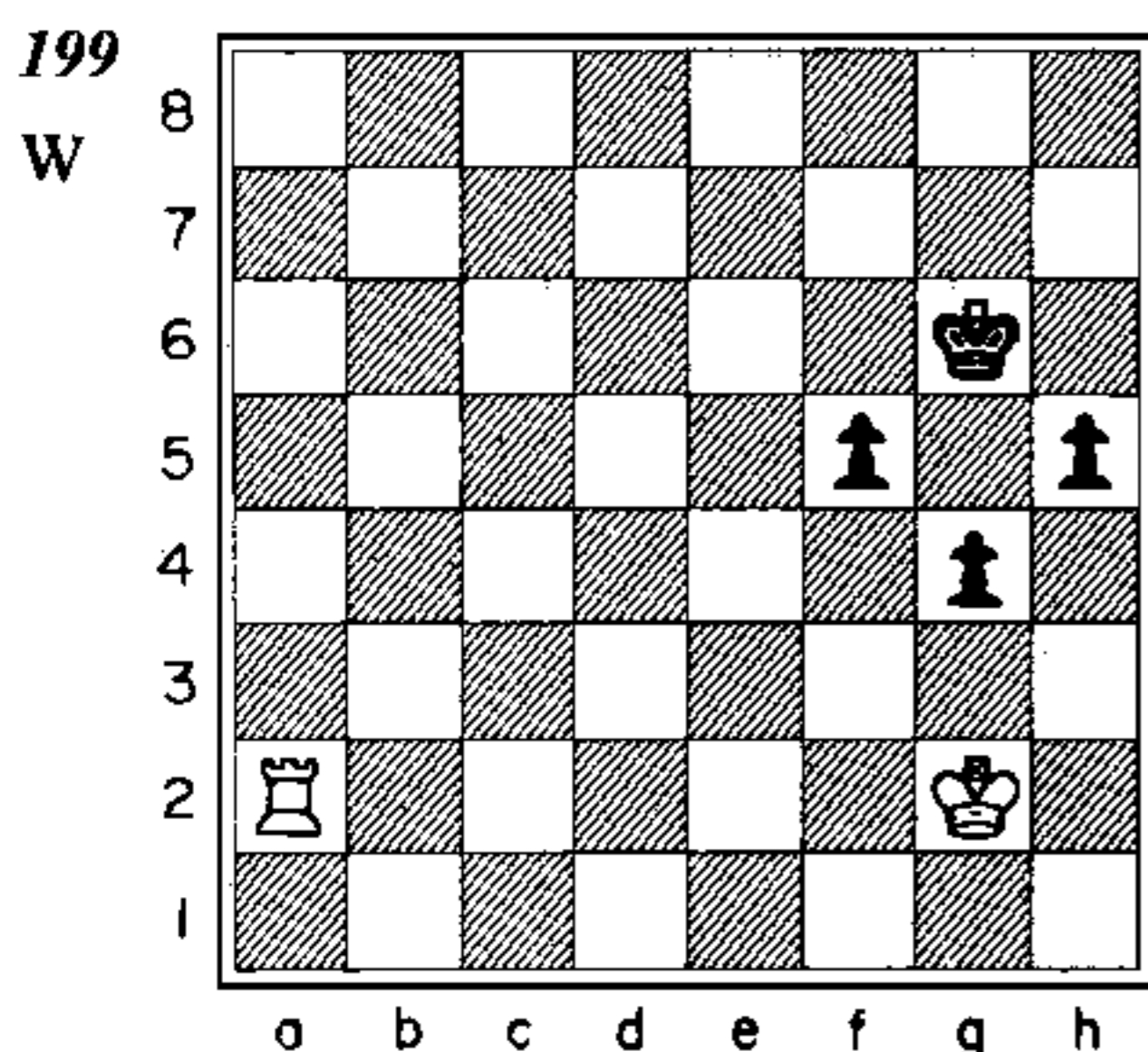
The only move: **3 ... f2** was threatened. If now **3 ... Kf4**, then **4 Rd1 f2 5 R×d6!**

3 ... Kf2 4 Kd2 Kg2 5 Ra1 f2 (5 ... d5 6 Ra8) **6 Ke2 e4 7 Rf1 e3 8 Rd1 d5 9 K×e3**. Draw.

You will no doubt have noticed that, up till now in this chapter, with one exception, there have been no practical examples. This is partly explained by the fact that such endings occur extremely rarely. Nevertheless, there are examples of such play. Incidentally, they show that even masters, if they are unfamiliar with the basic theory of this ending, 'grope in the dark' and often commit serious blunders.

We will first consider an ancient example.

Mason-Paulsen
Vienna, 1882



199. From the viewpoint of modern theory, Black to move in this position can draw easily by arranging his pawns diagonally and not allowing the attack by the rook from the rear. This is most simply achieved by **1 ... h4 2 Ra8 Kg7!** (190), but **1 ... f4 2 Ra8 Kg7!** is also possible.

But it is White to move, and he can prevent the setting-up of a drawn position by immediately taking his rook to the opponent's rear—**1 Ra8!** That is in fact what White played, and Black replied **1 ... h4**.

The result is not changed by **1 ... Kg5 2 Rh8! h4** (2 ... *Kh4 3 Rg8! f4 4 Rg7 f3+ 5 Kh2! f2 6 Kg2 g3 7 Rg8 f1=Q+ 8 K×f1*, and White wins) **3 Kf2 h3 4 Kg3 Kg6** (4 ... *f4+ 5 Kh2 Kf5 6 Rg8* etc.) **5 Rg8+**, transposing into positions already considered.

2 Rg8+?

This careless check throws away the win, which could have been achieved by the standard **2 Rf8! Kg5 3 Rh8 h3+ 4 Kg3** etc.

2 ... Kh5?

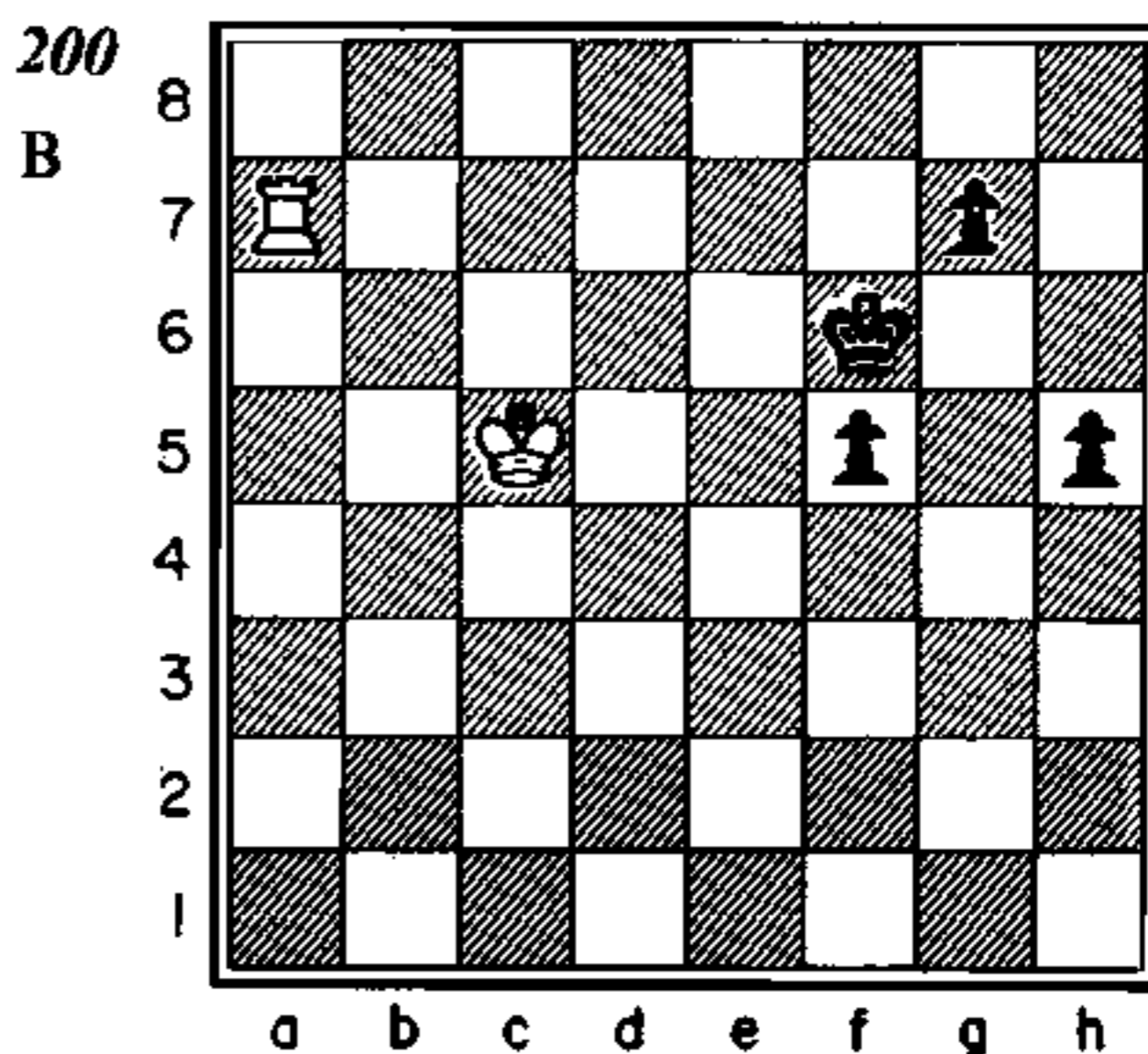
Now it is Black who goes wrong. He should have moved his king back, not forward! The rook should have been driven from its strong position by **2 ... Kf7!**, e.g. **3 Rh8 h3+ 4 Kg3 Kg7!** with a theoretical draw.

3 Kf2 f4.

Of course, Black should have played **3 ... h3!**, causing his opponent maximum difficulties. Then the 'natural' **4 Kg3 Kh6 5 Kf4? Kh7!** would have led to a draw. White would have had to find the triangulation possibility: **4 Ke3! Kh6 5 Ke2! Kh5 6 Kf2** etc. (189).

4 Rf8 (4 *Kg2!* would have won most simply—177) **4 ... Kg5 5 Kg2 f3+ 6 Kf2 Kg6 7 Rh8 Kg5 8 Rh7 h3 9 Kg3**, and White won.

Beytun-Czerniak
Jerusalem, 1937



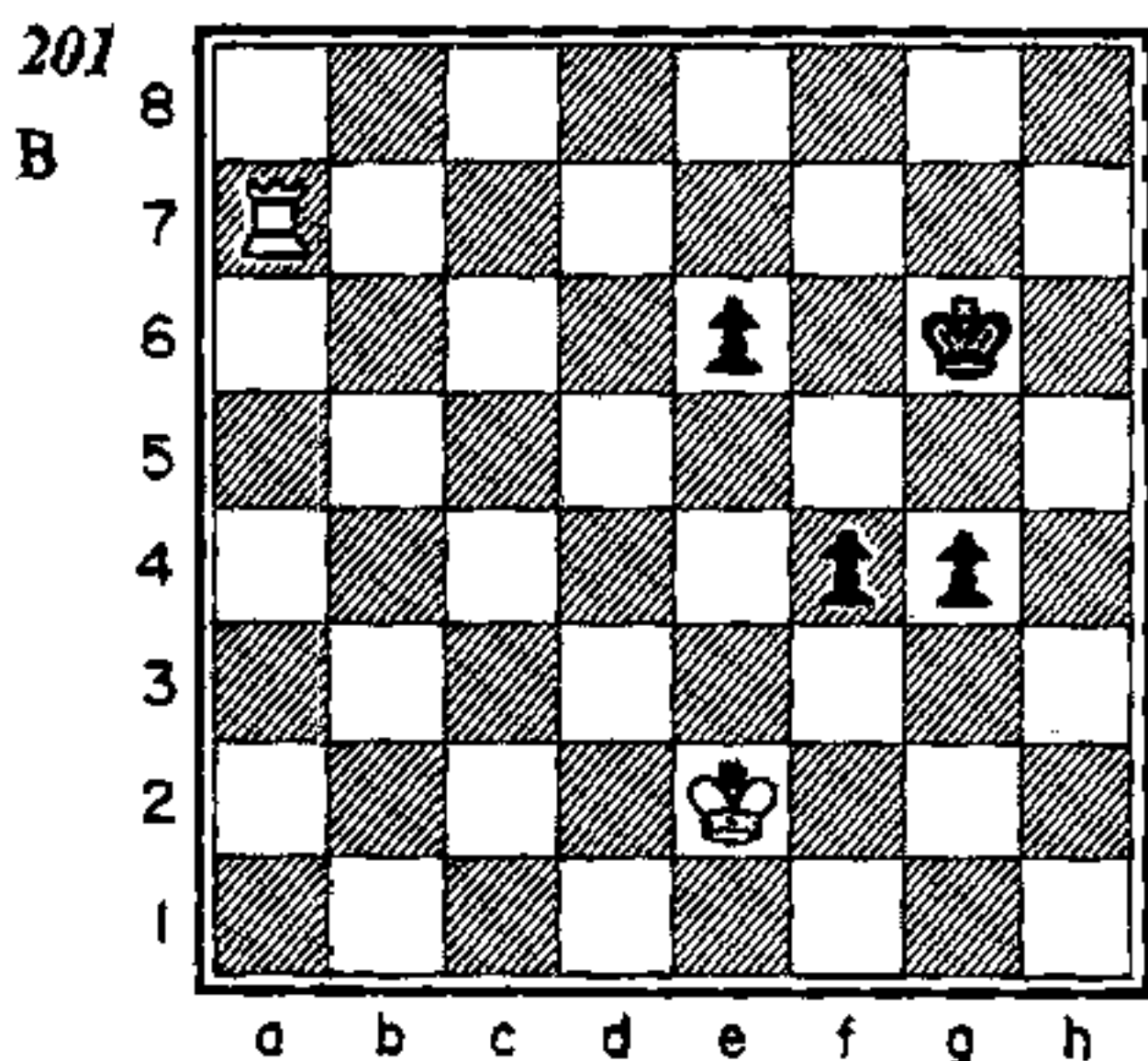
Rook against Three or More Pawns

200. The game went **1 ... Ke5 2 R × g7 h4 3 Rh7 Ke4 4 R × h4+ f4**. Drawn.

Later analysis showed that the rook check at h7 was a mistake, and that it would have been correct to bring up the king—**3 Kc4**, e.g. **3 ... Ke4 4 Kc3 Ke3 5 Kc2 f4 6 Kd1 Kf2 7 Rh7!** (7 Rg4? h3! with a draw) **7 ... Kg3 8 Ke1 h3 9 Kf1**, and White wins.

Maizelis (1955) thought that, instead of **1 ... Ke5**, **1 ... g5!** would have been stronger. This is correct, but Kopayev (1958) showed that, even against this more tenacious defence, White could win by accurate play with **2 Kd4**, e.g. **2 ... g4 3 Rh7 Kg6!** (3 ... Kg5 4 Ke5 Kg6 5 Rh8 Kg5 6 Rg8+ and 7 K × f5) **4 Rh8 f4 5 Ke4 f3 6 Kd3!** (it is essential to give the opponent the move) **6 ... Kg5 7 Ke3 Kg6 8 Kf2 Kg5 9 Kg3 Kg6 10 Kh4 Kf6 11 Rh6+! Kf5 12 R × h5+ Kf4 13 Rh8**, and White wins.

Byelov-Utyatsky
Kislovodsk, 1960



201. Black's problem is clear: he must arrange his pawns diagonally, and at the same time not allow the rook to get to the rear of them. Therefore **1 ... Kf6!** was correct.

The game went: **1 ... e5? 2 Kd3?**

White returns the compliment. He could have won by **2 Re7 Kf6 3 Re8 Kf5 4 Rg8 g3** (4 ... e4 5 Kf2) **5 Kf3 Kf6** (5 ... e4+ 6 Kg2 Ke5 7 Rf8 etc.) **6 Rf8+ Kg6 7 Kg2!** (187).

White fails to take this chance, and the position again becomes drawn.

2 ... g3 3 Ke4 Kh6?

3 ... Kf6 4 Ra8 Kf7! would have maintained the balance, whereas now after **4 Kf3 Kg6 5 Re7!** White could have transposed into example 187.

4 Ra8 Kg7! 5 Ra1 Kf6 6 Rh1 Kg5?

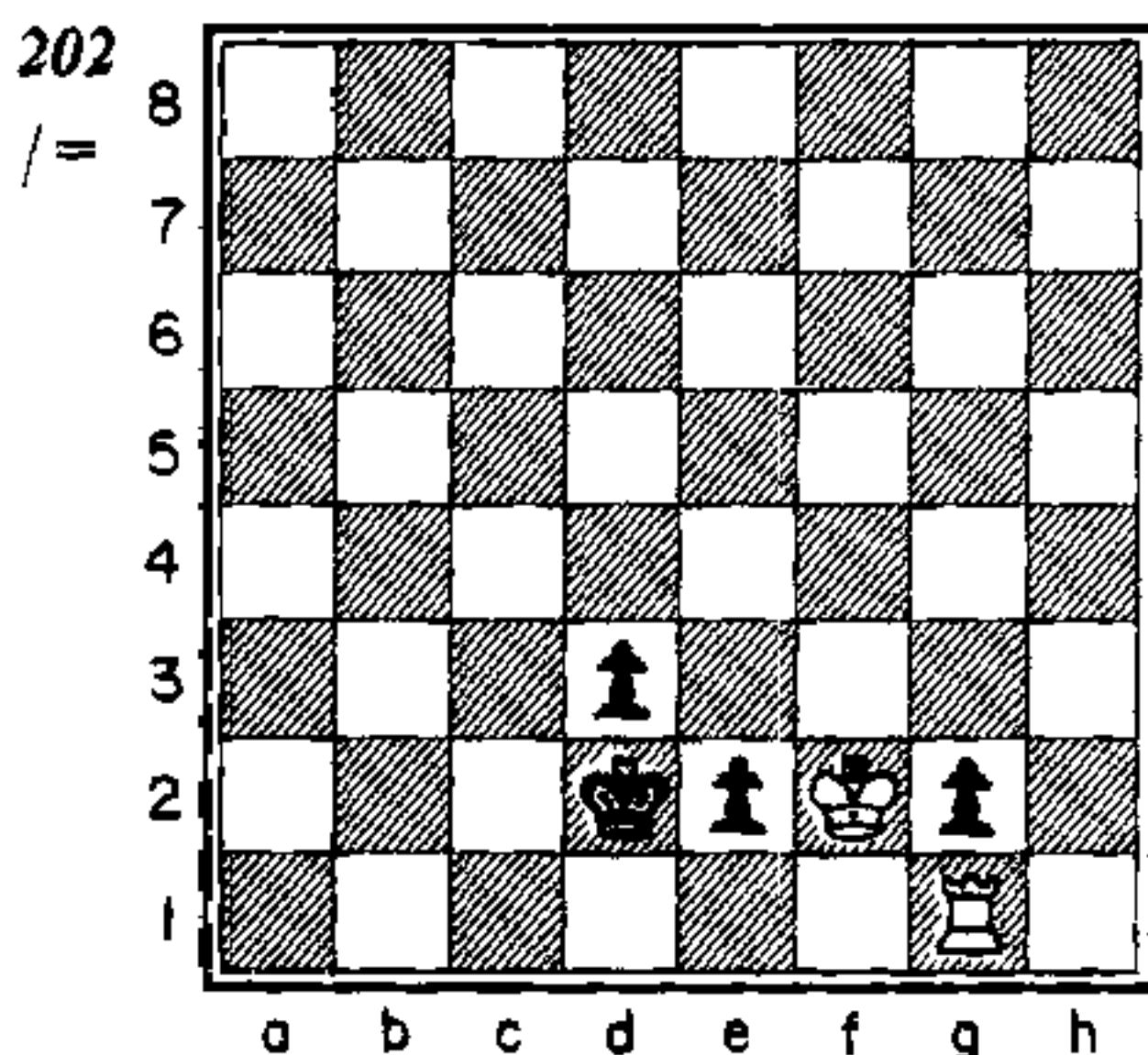
This pseudo-activity leads to defeat. The only correct continuation was **6 ... Kf7!** (but not **6 ... Kg7? 7 K × e5! f3 8 Kf4 g2 9 Rg1**, when White wins).

7 Rh8 Kf6 8 Re8! Kg6 9 Re6+! Resigns.

3.2 TWO OF THE THREE PAWNS CONNECTED

In this ending the main danger is of course presented by the connected pawns.

We will begin our analysis with positions where two pawns are already on the threshold of queening, and the rook and king are actively preventing this.

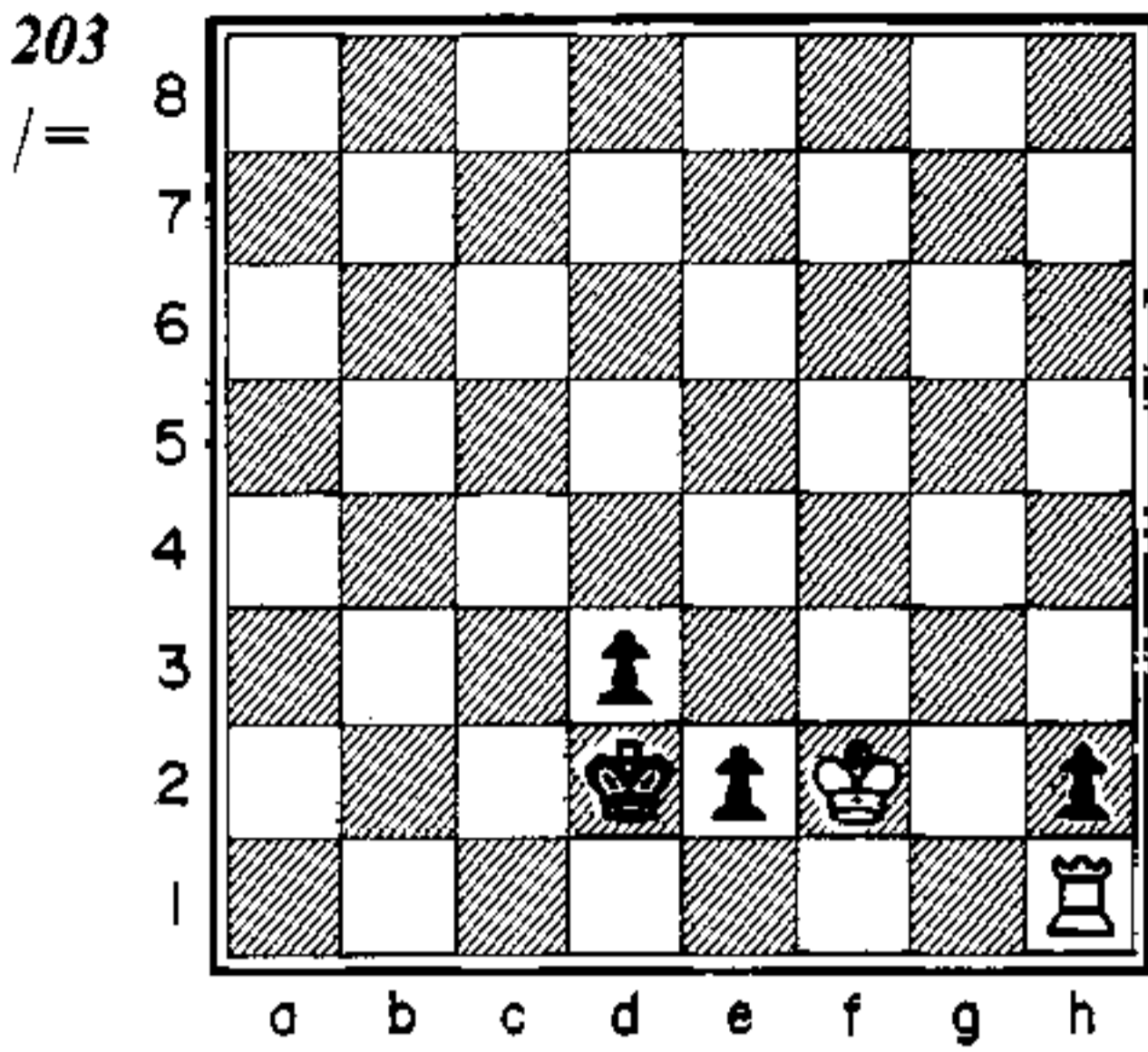


202. In a similar position with two pawns (55) White won easily. The addition of a third pawn changes the result.

After **1 ... Kc2 2 Ke1 Kc1! 3 Kf2+ Kc2** the winning try **4 Ke3** fails to **4 ... e1 = Q+!** **5 R × e1 d2 6 Ra1 d1 = Q 7 R × d1 K × d1 8 Kf2** with a draw.

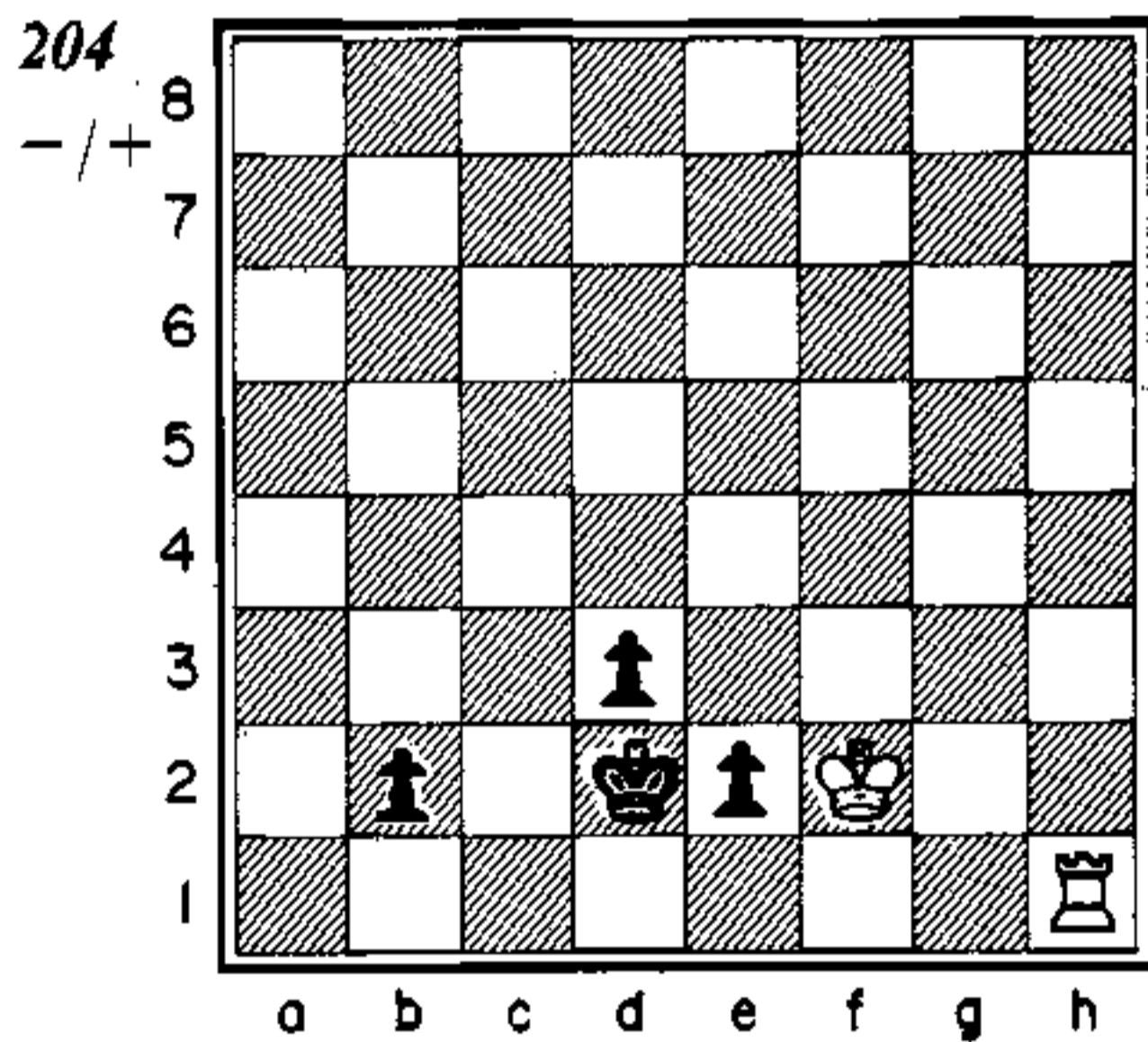
Let us now move the g-pawn to h2, and the rook to h1.

Two of the Three Pawns Connected



203. After 1 ... Kc2 White can draw by 2 Ke1 Kc1 3 Kf2+ Kd2 4 Ra1 Kc2 5 Rh1 Kd2 etc., whereas 2 Ke3? e1=Q+! 3 R×e1 d2 even loses, since the white king does not manage to eliminate the h-pawn.

Let us now move the h-pawn to b2.

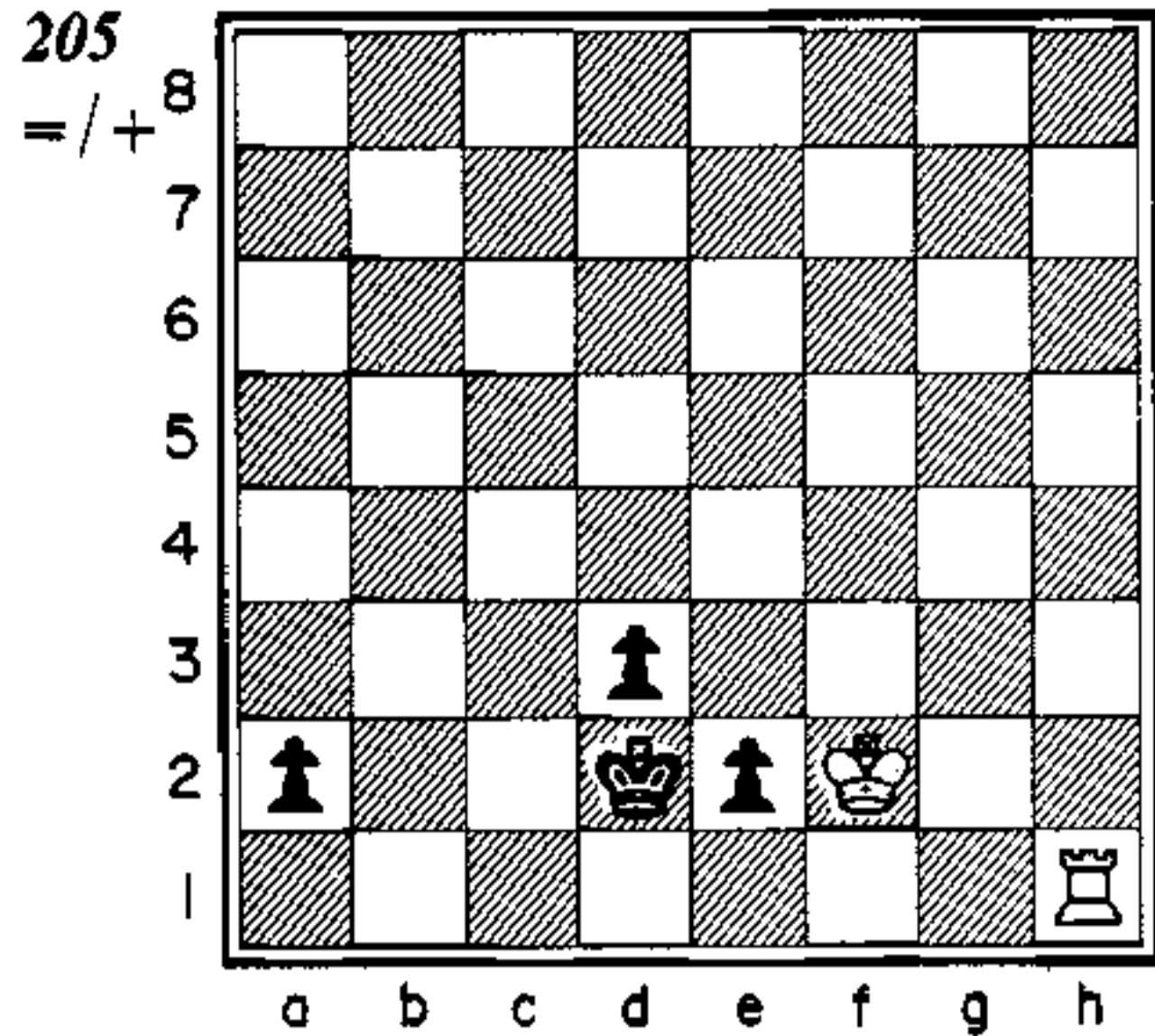


204. This significantly changes the assessment of the position. Here White loses irrespective of who it is to move, since he cannot prevent the queening of one of the pawns.

Now let us move the b-pawn to a2.

205. The situation has again changed. If it is White to move, after 1 Ra1! Black has just one way to save the game: 1 ... e1=Q+! 2 R×e1 Kc2 3 Ra1 Kb2 4 R×a2+ (or 4 Rd1 a1=Q 5 R×a1 K×a1 6 Ke3) 4 ... K×a2 5 Ke3 with a draw.

Averbakh, 1984

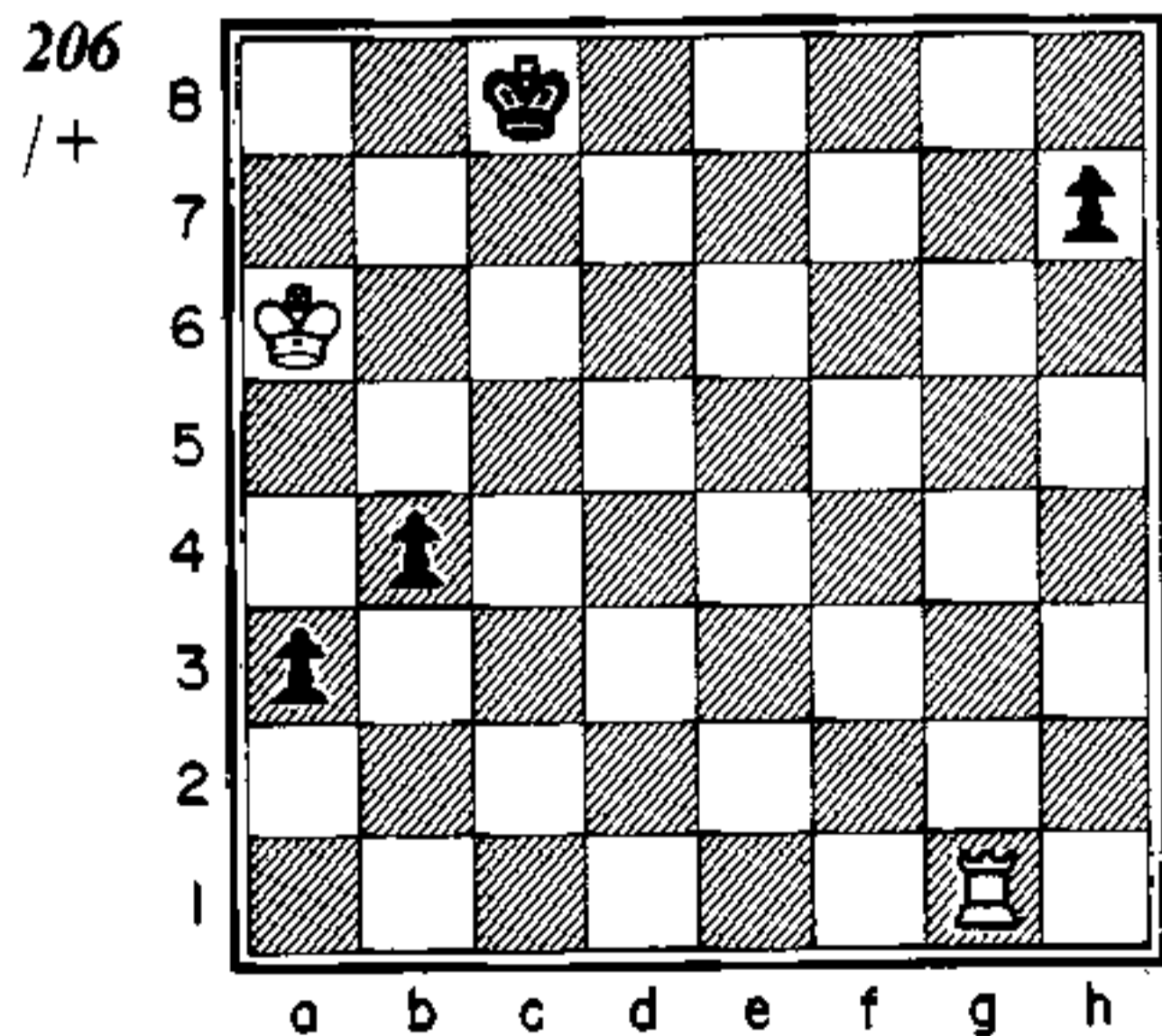


But if Black begins, after 1 ... Kc2 White is powerless to prevent the queening of one of the pawns, since 2 Ke3 is again met by 2 ... e1=Q+ 3 R×e1 d2 etc.

Thus if in such positions two pawns are on the threshold of queening, the rook can at best gain a draw.

If the connected pawns are close to queening, and the king is not able to support the rook in its battle with them, the pawns usually force a queen. In this case the other side's only chance lies in creating a mating attack.

Lyubchenko, 1948



206. After 1 ... b3! 2 Kb5 b2! White

Rook against Three or More Pawns

embarks on an attack with **3 Kc6**, trying to exploit the unfortunate position of the black king on the edge of the board.

3 ... Kd8!

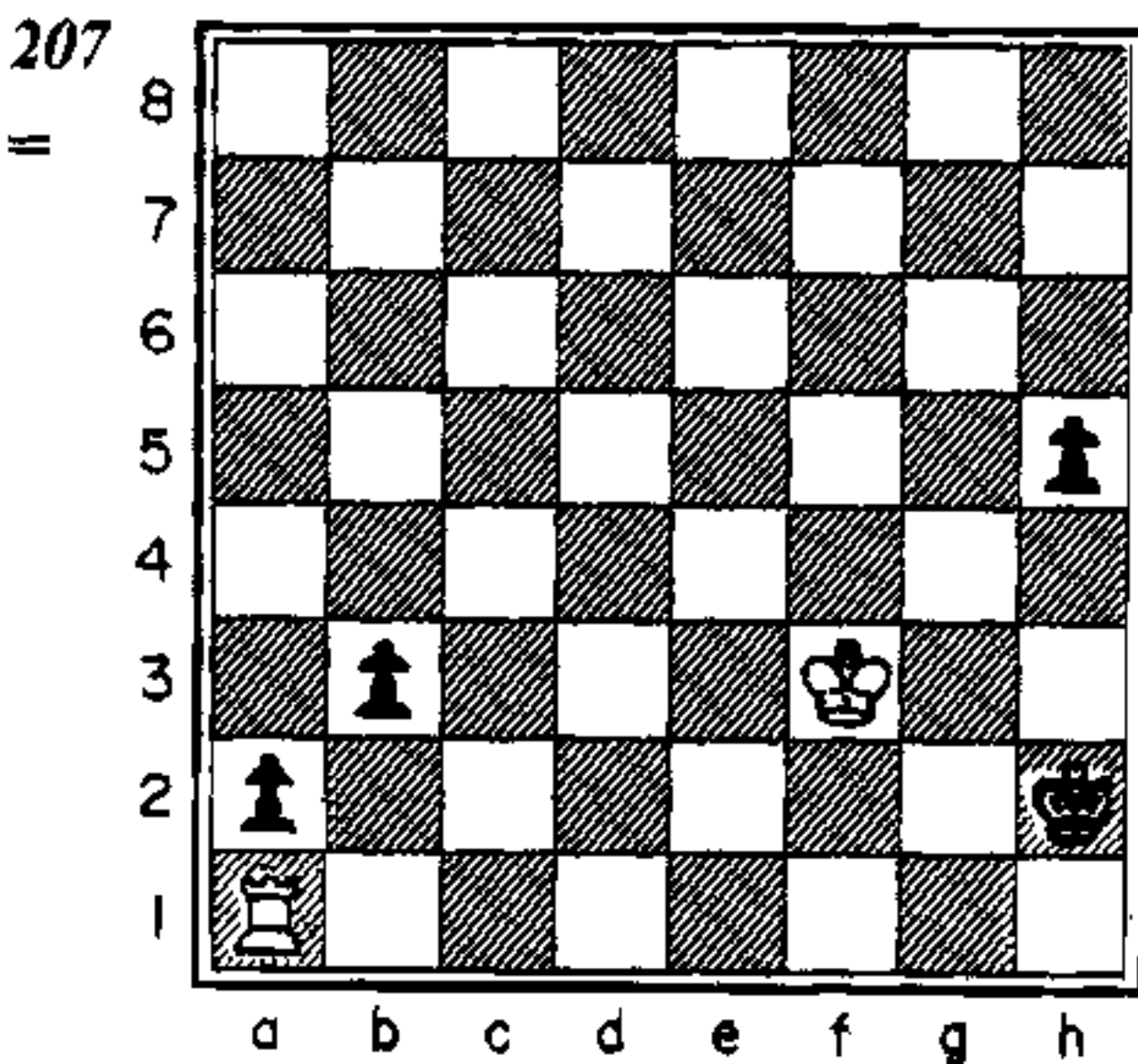
The king sets off on a lengthy journey. If **3 ... Kb8**, then **4 Rg8+ Ka7 5 Rg7+ Ka6 6 Rg8 Ka5 7 Kc5 Ka4 8 Kc4** with a draw.

4 Kd6 Ke8 5 Ke6 Kf8 6 Rf1+ Kg7 7 Rg1+ Kh6 (**7 ... Kh8 8 Kf7** with a draw) **8 Kf6 Kh5 9 Kf5 Kh4 10 Kf4 Kh3 11 Kf3 Kh2 12 Rb1 h5** (this pawn is destined to play a decisive role) **13 Ke3 Kg3!**

Now the white king cannot approach the pawns: **14 Kd3** is met by **14 ... a2**. Only a draw would have resulted from **13 ... h4 14 Kd3 h3 15 Kc3 Kg2 16 Kb3** etc.

14 Rg1+ Kh3! 15 Kf3 Kh2 16 Rb1 h4 17 Ke3 Kg2! 18 Kd3 h3 19 Kc3 h2, and White is one tempo short of gaining a draw.

But what would have happened if Black had begun with **1 ... a2 2 Kb5 b3**? Then after **3 Kc6 Kd8 4 Kd6 Ke8 5 Ke6 Kf8 6 Rf1+ Kg7 7 Rg1+ Kh6 8 Kf6 Kh5 9 Kf5 Kh4 10 Kf4 Kh3 11 Kf3 Kh2 12 Ra1 h5** the following position would have arisen:

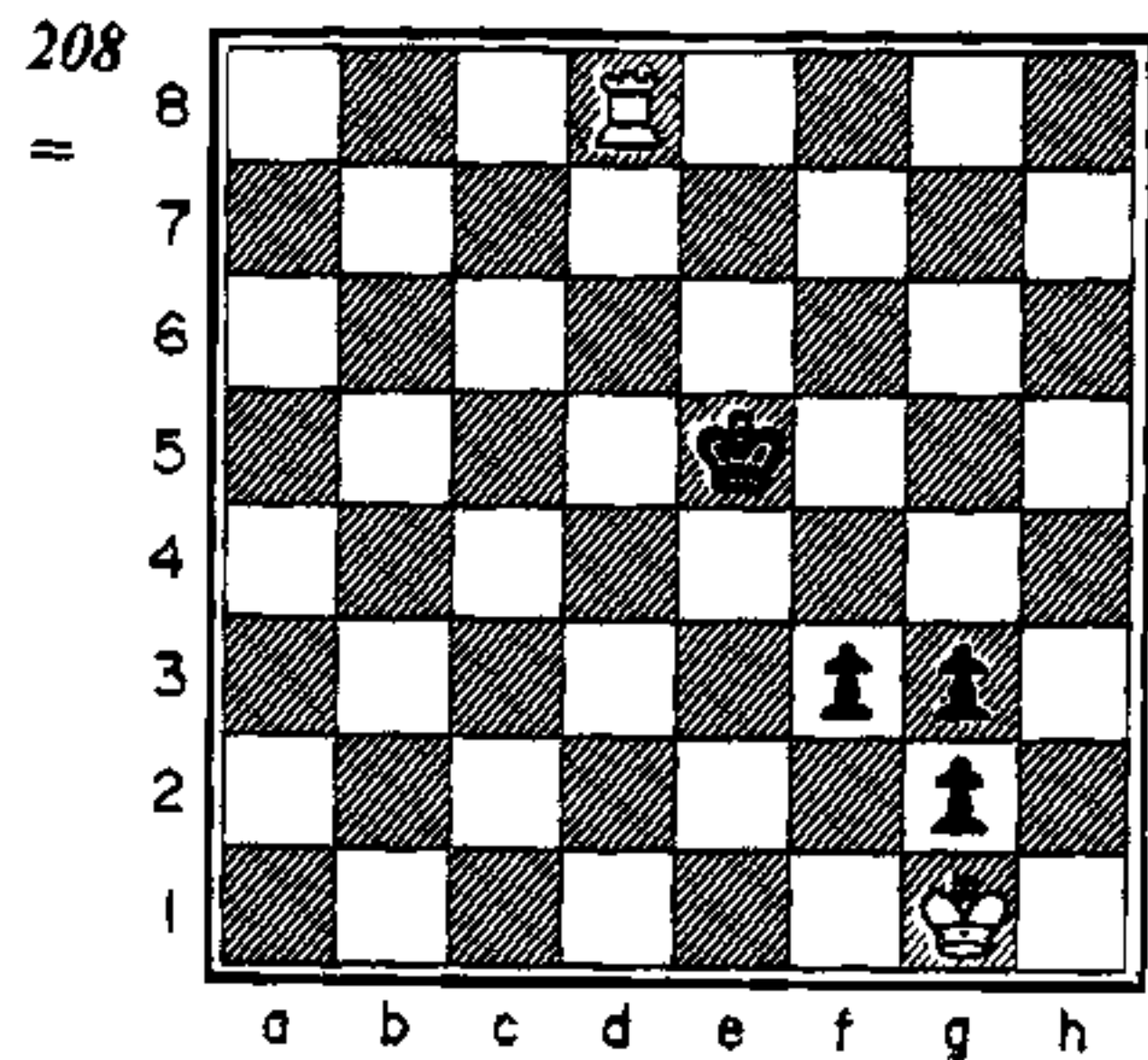


207. To stop the connected pawns here, it is sufficient for the king to reach the closer square c3. Therefore after **13 Ke3 Kg3 14 Rg1+ Kh3 15 Kf3 Kh2 16 Ra1 h4** White can play **17 Ke3**, when **17 ... Kg2** allows **18 Kd3! h3 19 Kc3** with a draw, while **17 ... Kg3** is

again met by **18 Rg1+ Kh3 19 Kf3 Kh2 20 Ra1 h3 21 Rd1**, when Black has no defence against perpetual check.

Some special examples in this group are positions where pawns are both connected and doubled. Playing against such a compact group of pawns is again not easy. Even when the king and rook are as well placed as possible, the result depends to a considerable extent on how advanced the pawns are.

Averbakh, 1984



208. Here the standard procedure—**1 Rg8 Kf4 2 Rg7**—enables White to win a pawn, but not the game due to **2 ... Ke3! 3 R×g3 Ke2**, when it is White who has to force a draw, since **... f2-f1=Q+** is threatened. This is most simply achieved by **4 R×g2+**.

You can check for yourself that against less advanced pawns White would have won.

A slightly different pawn configuration is shown in the following position.

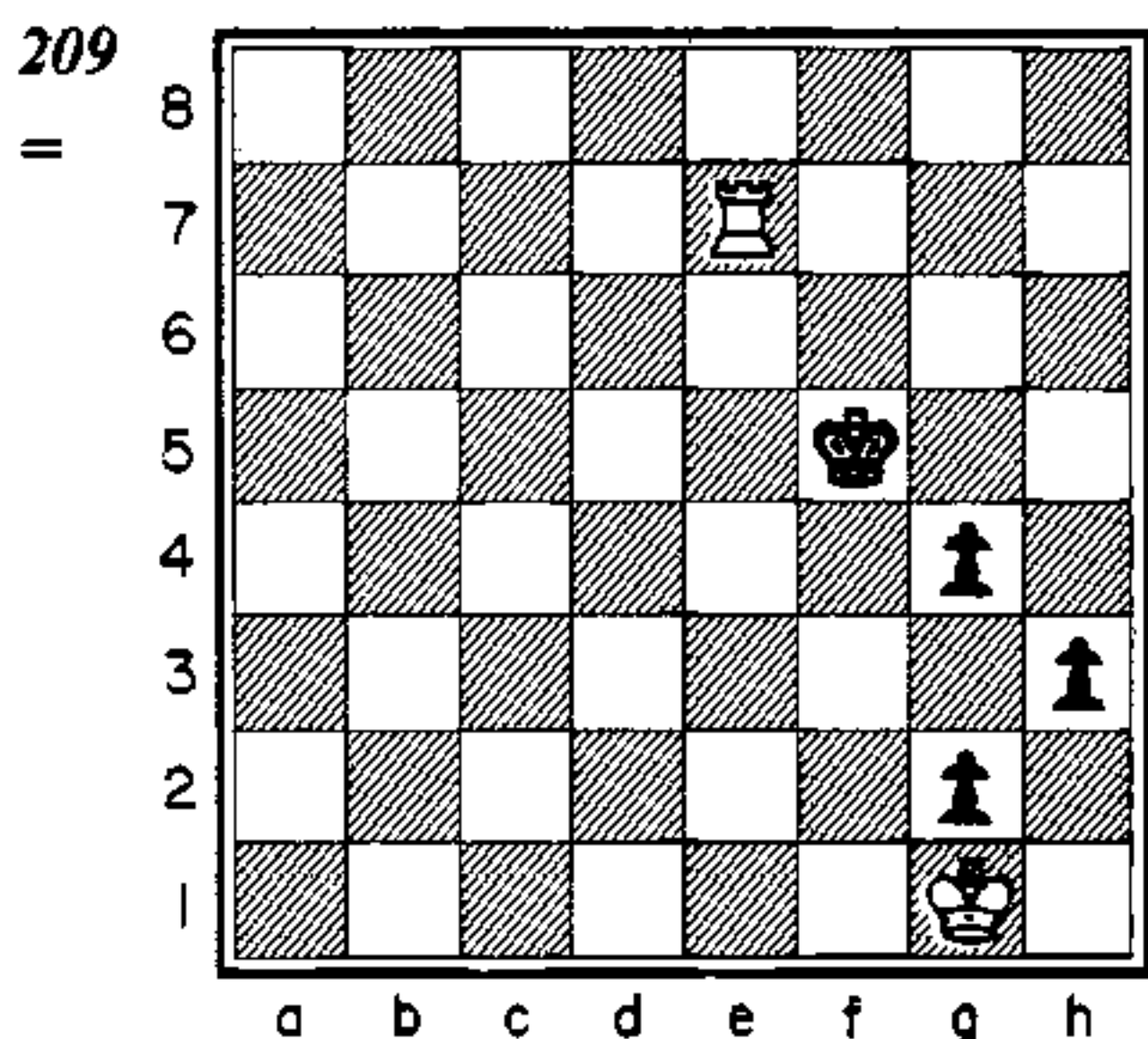
209. In this example too White is unable to win, since his king has no way of taking part in the attack on the pawns.

1 Kh2 Kf6 (of course, not **1 ... g3+? 2 Kg1 Kf4 3 Rh7 Kg4 4 Rh8**) **2 Re1 Kf5 3 Kg3 Kf6**. Black does not have to worry about the g4 pawn: **4 K×g4** is bad due to **4 ... h2**. Draw.

If the pawns are less advanced than in example 209, and the king can successfully

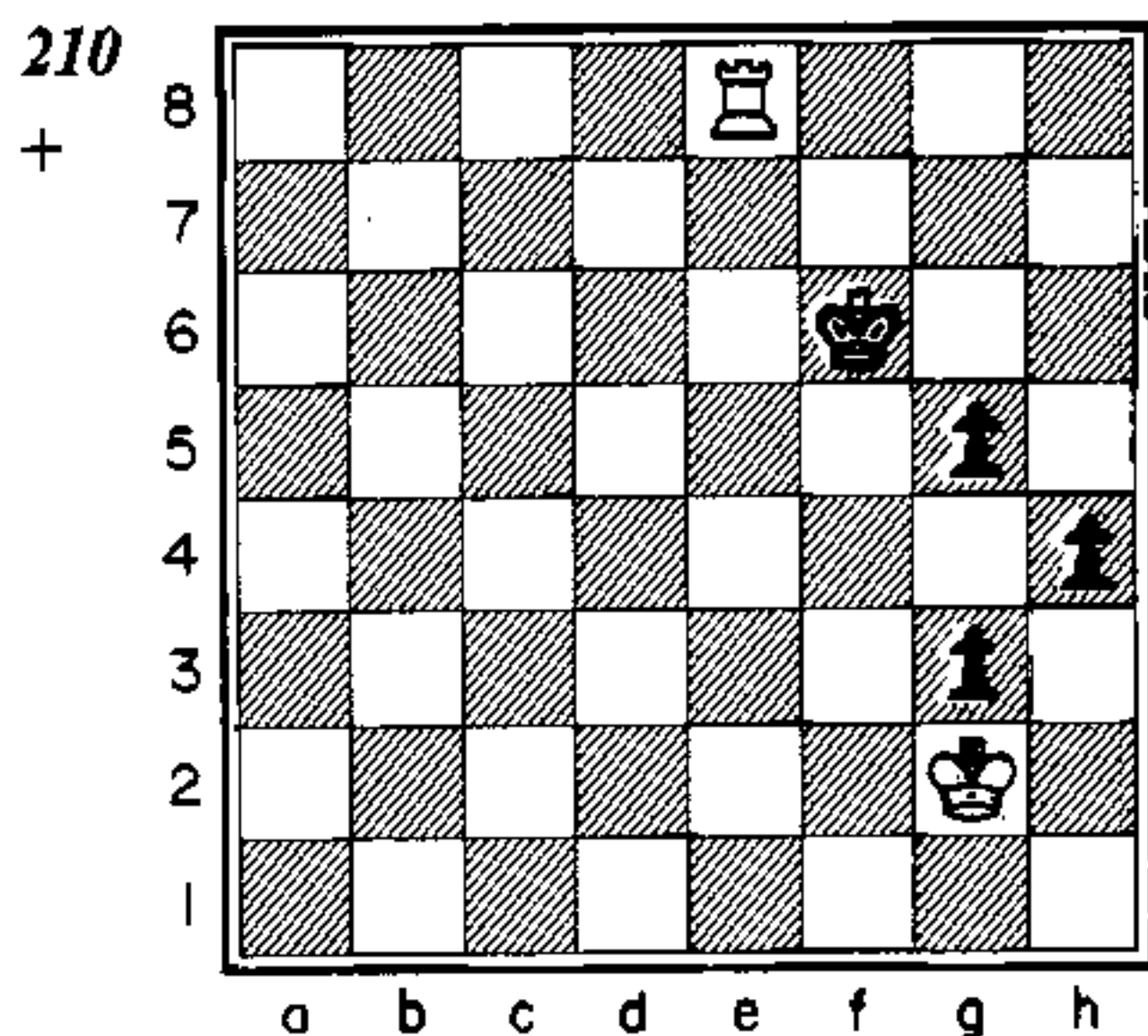
Two of the Three Pawns Connected

Kopayev, 1958



attack them from the front, the rook usually proves stronger than the pawns.

Kopayev, 1958



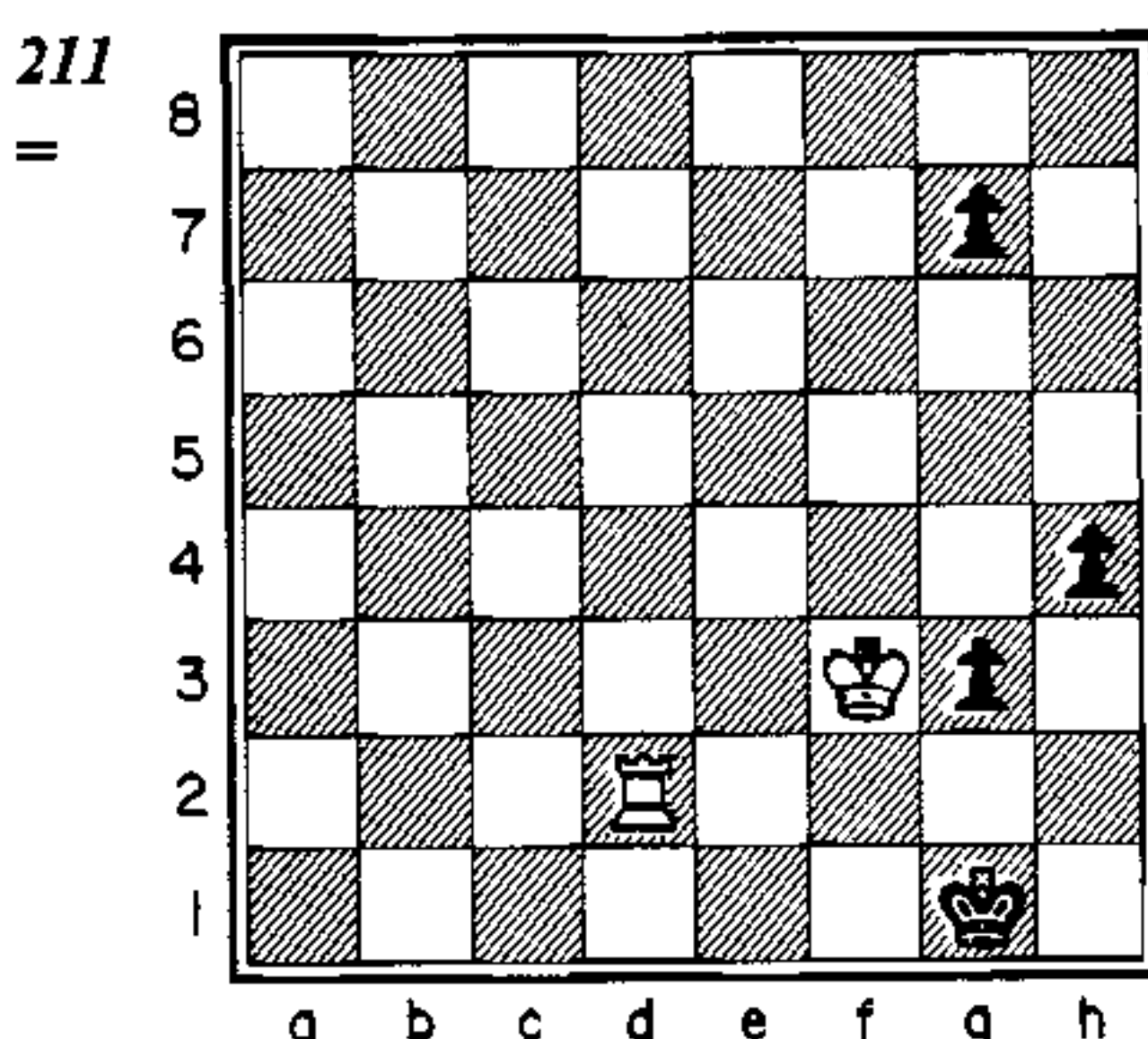
210. The winning plan is to make a combined attack on the rear g5 pawn.

1 Kf3 Kf5 2 Ra8 Kf6 (if 2 ... g4+ 3 Kg2 Kf4, then 4 Rf8+ Kg5 5 Rh8, and White wins) 3 Ra5 Kg6 4 Kg4 Kf6 (there is nothing better; if 4 ... Kh6, then 5 R x g5) 5 Rf5+, and White wins.

Of interest is the following position, where the black king is in front of its pawns.

211. Before beginning an attack on the pawns, White should transfer his king to h3.

Kopayev, 1958

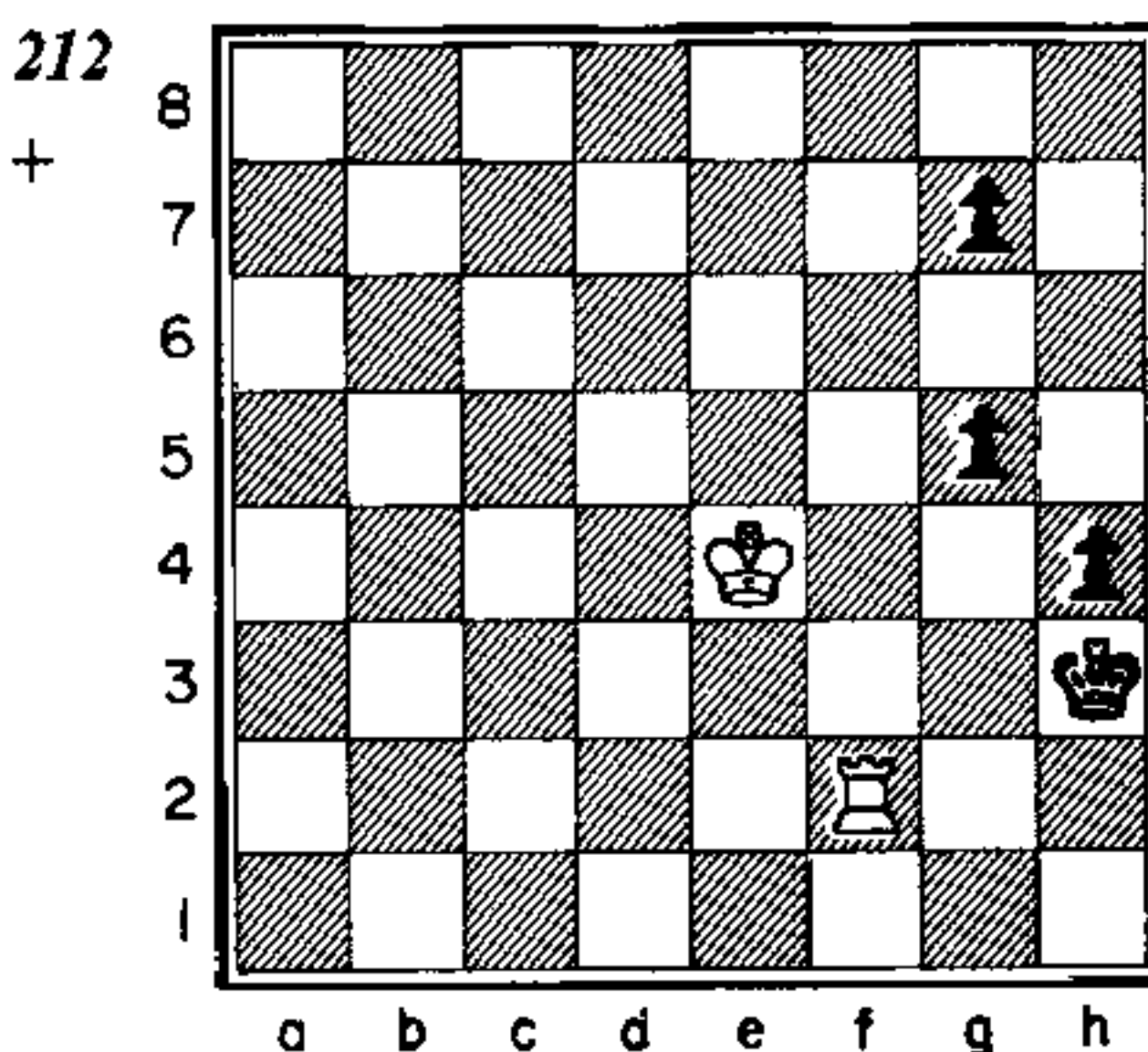


1 Kg4! g5 2 Kh3 (or 2 K x g5 g2 3 Kg4 Kh1 with a draw) 2 ... Kf1.

As shown by readers of the magazine *Shakhmaty v SSSR*, Black's simplest course is 2 ... g4+! 3 K x g4 (or 3 K x h4) 3 ... g2 4 Rh3 Kh1! 5 R x g2—stalemate!

Kopayev now gives 3 Ra2 g4+ 4 K x g4 g2 with a draw. By 3 Rd4 White can set his opponent more difficult problems. Black loses after 3 ... g2 4 Rd1+ Ke2 5 Rg1, but he replies 3 ... Kg1 4 Ra4 Kf2 5 Rg4 Kg1! 6 R x g5 Kh1! with a draw after the unavoidable 7 ... g2.

Reti, 1922



212. How is White to achieve his aim? If, for example, 1 Ke3, then 1 ... Kg3! 2 Rf5 g4 3

Rook against Three or More Pawns

Ke2 h3 4 Kf1 Kh2! 5 Rg5 g3 6 Rg6 g2+ 7 Kf2 Kh1 with a draw.

He also fails to win with 1 Rf5 Kg4! (1 ... g4 2 Kf4 g3 3 Kf3 Kh2 4 Rg5, and White wins) 2 Rf1 Kg3! 3 Rg1+ Kf2 4 Rd1 h3 5 Kf5 Kg3! (5 ... h2? 6 Kg4 and wins) 6 Rd3+ Kh4 7 Rd4+ Kg3 etc.

The only way to win is by 1 Rd2! White prepares in advance to battle against the knight, to which the h-pawn will be forced to promote.

1 ... Kg3.

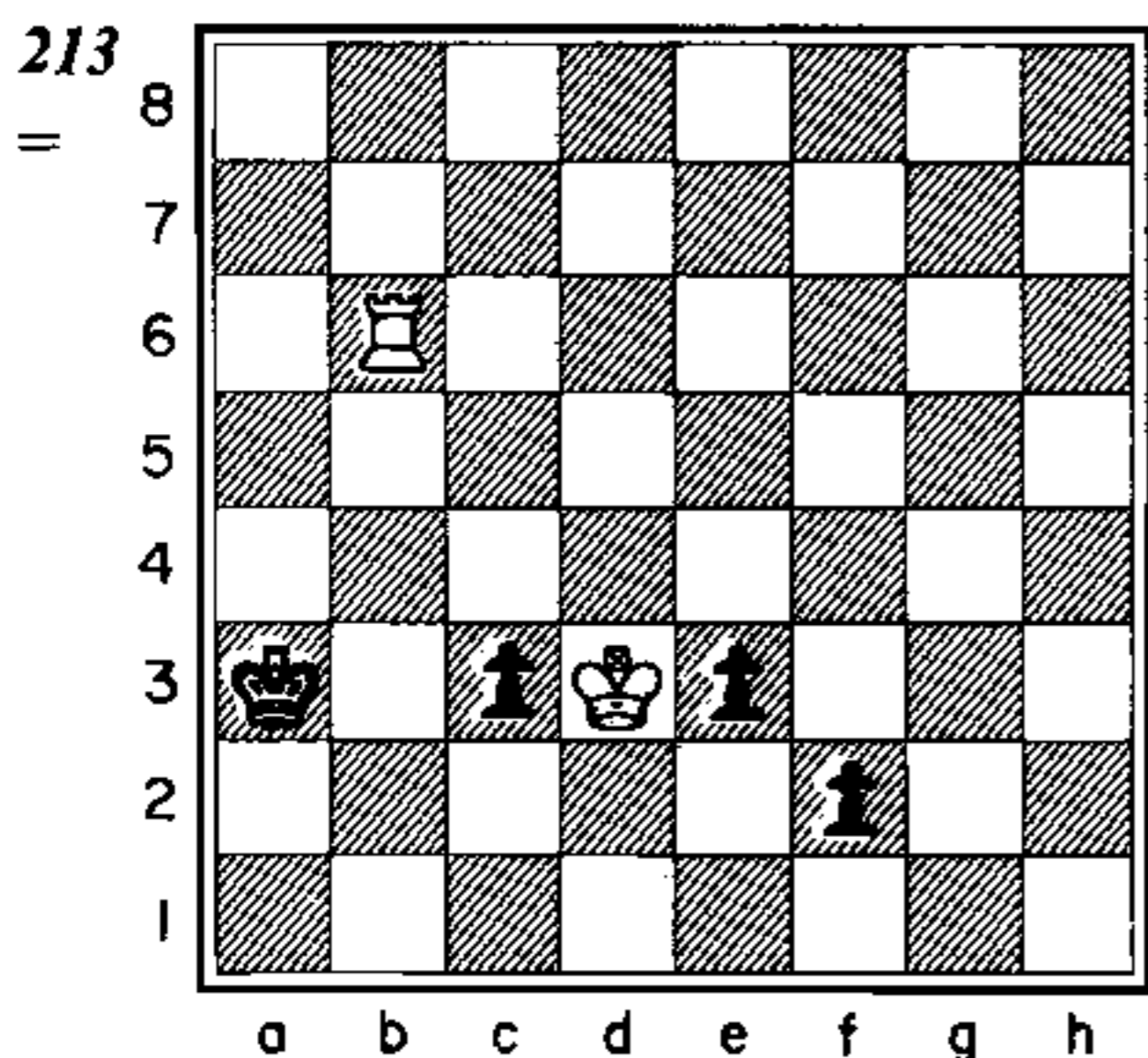
There is no better move. If 1 ... g6, then 2 Kf3 g4+ 3 Kf2 Kh2 4 Kf1+ Kh1 5 Rd4, and White wins.

2 Rd3+! Kg2 (2 ... Kg4 3 Ke3 Kg3 4 Ke2+ Kg2 5 Rd4 Kg3 6 Kf1) 3 Kf5! h3 4 Kg4 h2 5 Rd2+ Kg1 6 Kg3 h1=N+ 7 Kf3.

Thanks to the unfortunate position of the knight in the corner, White wins, although the play is not without certain subtleties. The most tenacious here is 7 ... g6!, when White has to give his opponent the move. This is achieved by 8 Rg2+ Kf1 9 Rh2 Kg1 (9 ... g4+ 10 K×g4 Nf2+ 11 Kf3) 10 Rd2! g4+ 11 K×g4 Nf2+ 12 Kf3 Nh1 13 Ra2 g5 14 Rd2!, when Black can resign.

Let us now return to normal positions, where apart from the two connected pawns there is a third—isolated—pawn. If the king is supporting only this one, the pawns normally become less dangerous.

Cozio, 1766

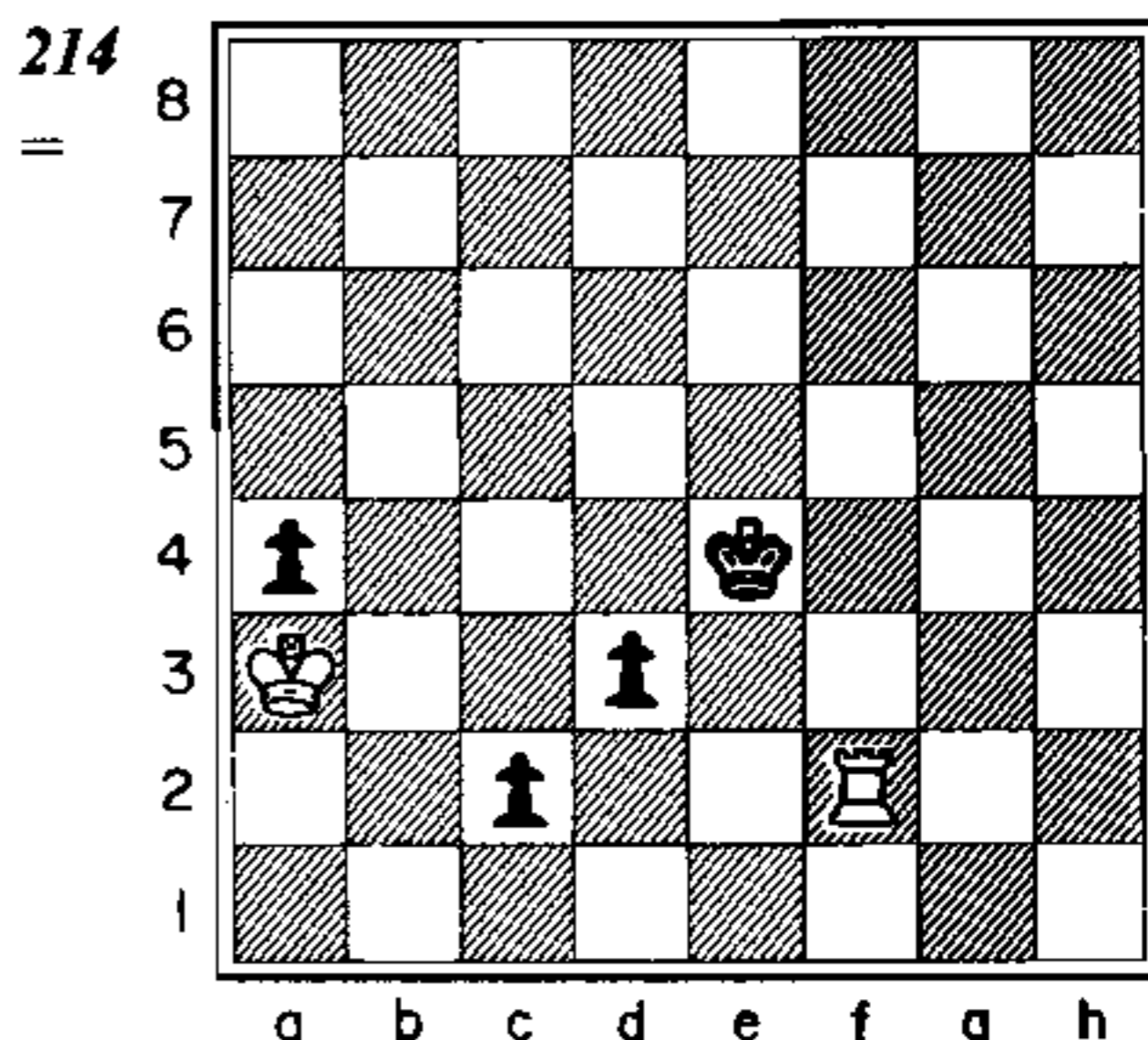


213. In this ancient position the draw is most simply achieved as shown by the composer: 1 Ke2 c2 2 Rc6 Kb2 3 Rb6+ Kc3 4 Rc6+ Kb2 5 Rb6+ etc.

But White can try for a win by 1 Rb1!, creating the threat of 2 K×e3. In this case Black loses after 1 ... Ka2 2 Rf1! Kb2 (or 2 ... c2) 3 K×e3 etc. He is saved only by the study-like move 1 ... c2!, e.g. 2 Rc1 Kb2 3 R×c2+ Kb1, when White has to play 4 R×f2 with a draw.

If the rook is not controlling the back rank, far-advanced pawns usually win. Some unusual ways of saving the draw are demonstrated in the next two examples.

Horwitz, 1881



214. Were his rook at f1, White's task would not be difficult: 1 Kb2 Ke3 (if 1 ... a3+?, then 2 Kc3 Ke3 3 Re1+, and it is White who wins) 2 Kc1 (2 Kc3 Ke2 3 Rh1 a3 4 Rg1 a2 5 Rh1 sets Black more problems, but here too he saves the draw by 5 ... c1=Q+! 6 R×c1 d2 etc.) 2 ... Ke2 3 Rh1 a3 4 Rh2+ Ke1 5 Rh1+ or 5 R×c2 with a draw.

But here this plan does not work: 1 Kb2 a3+ 2 Kc1 a2 etc.

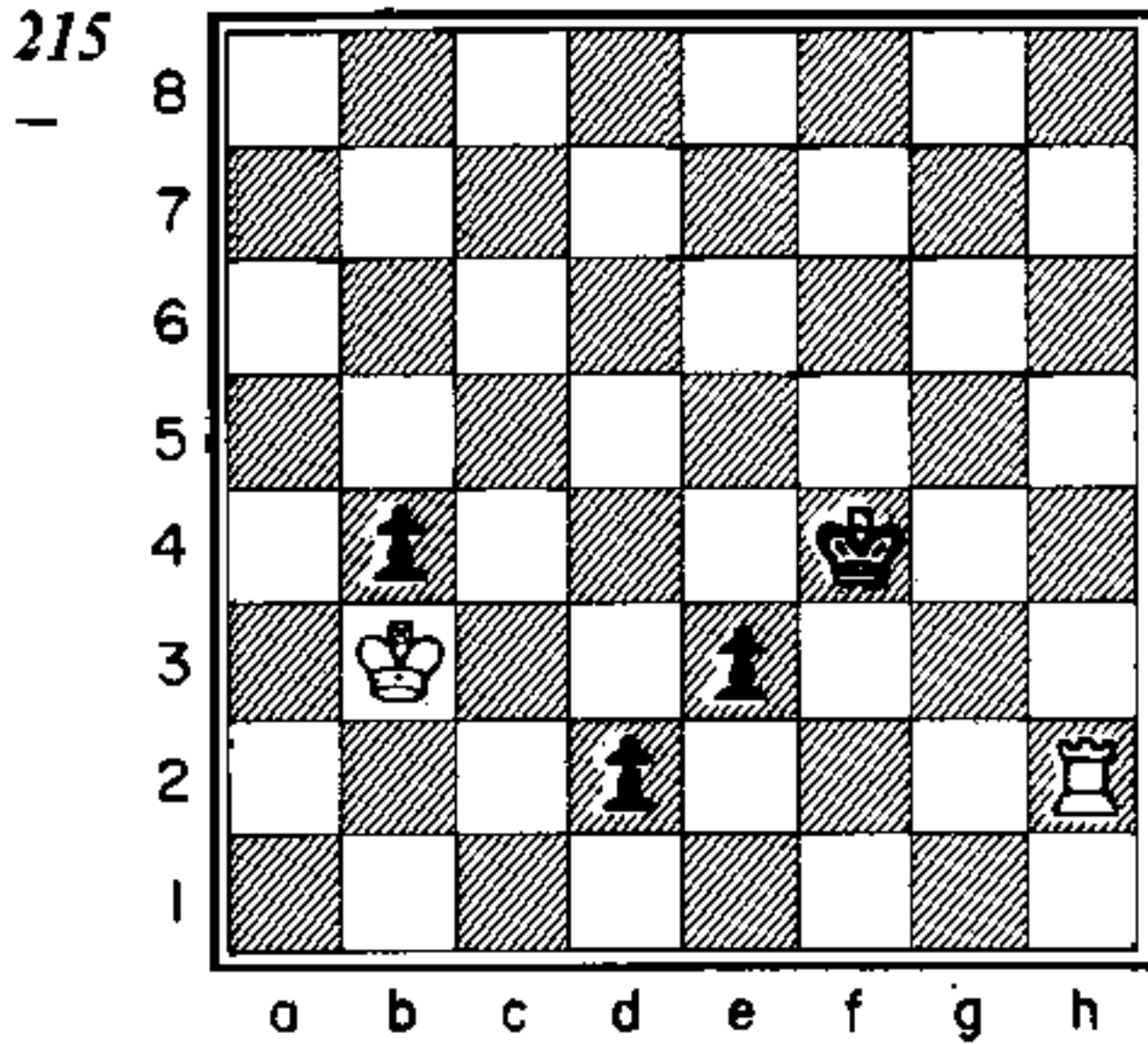
The draw is achieved by an unexpected rook sacrifice: 1 R×c2! d×c2 2 Kb2 Kd3 3 Kc1, and after 3 ... a3 or 3 ... Kc3 White is stalemated.

Two of the Three Pawns Connected

The draw here depended on the resulting pawn ending. Had the position been moved one file to the right, White would have been unable to save the game.

rank, and to do this let us move position 202 one rank up the board.

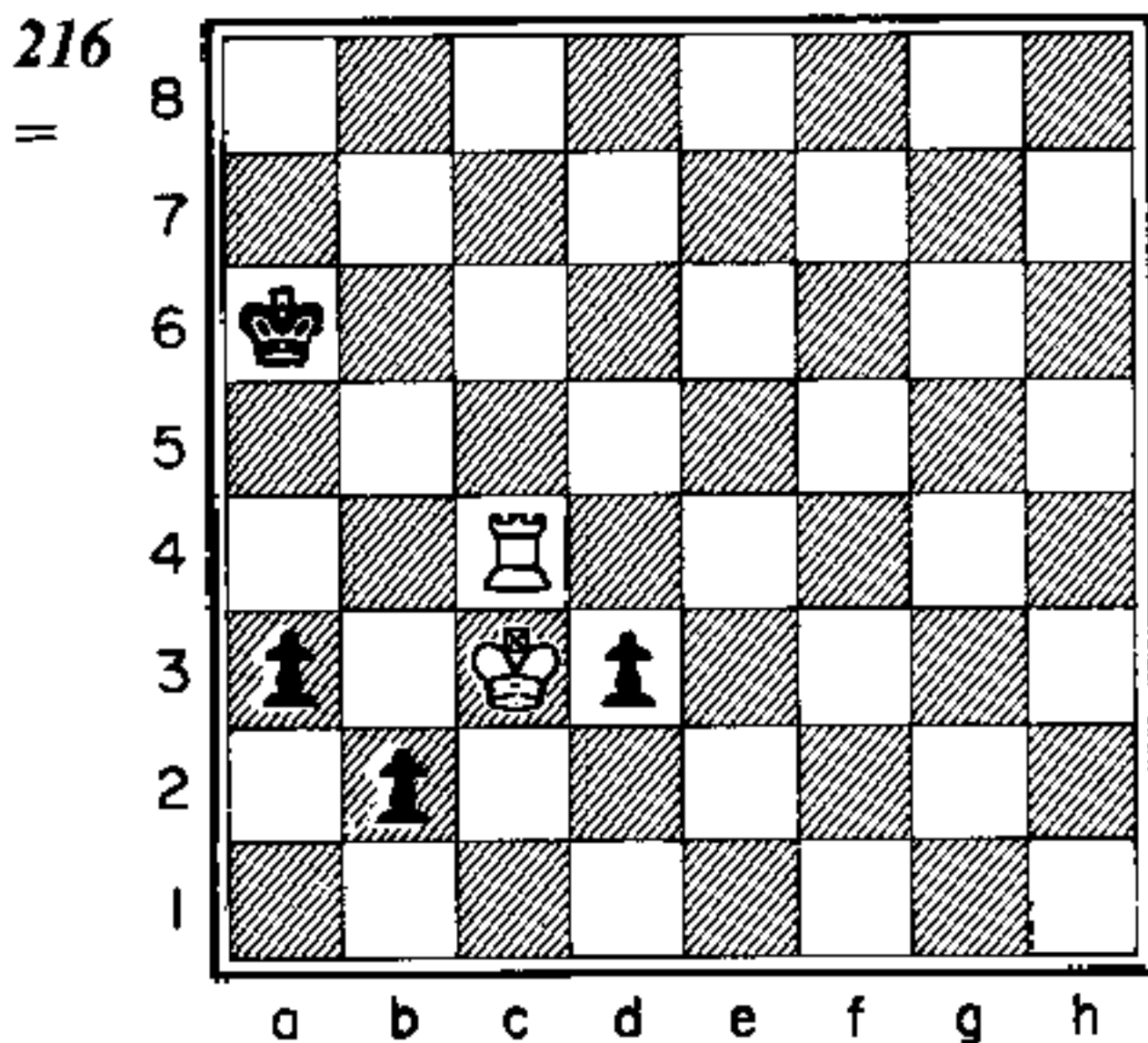
from Zinkl, 1894



215. After 1 R × d2 e × d2 2 Kc2 Ke3 3 Kd1 Black wins by 3 ... Kd4! 4 K × d2 b3 5 Kd1 Kd3! etc.

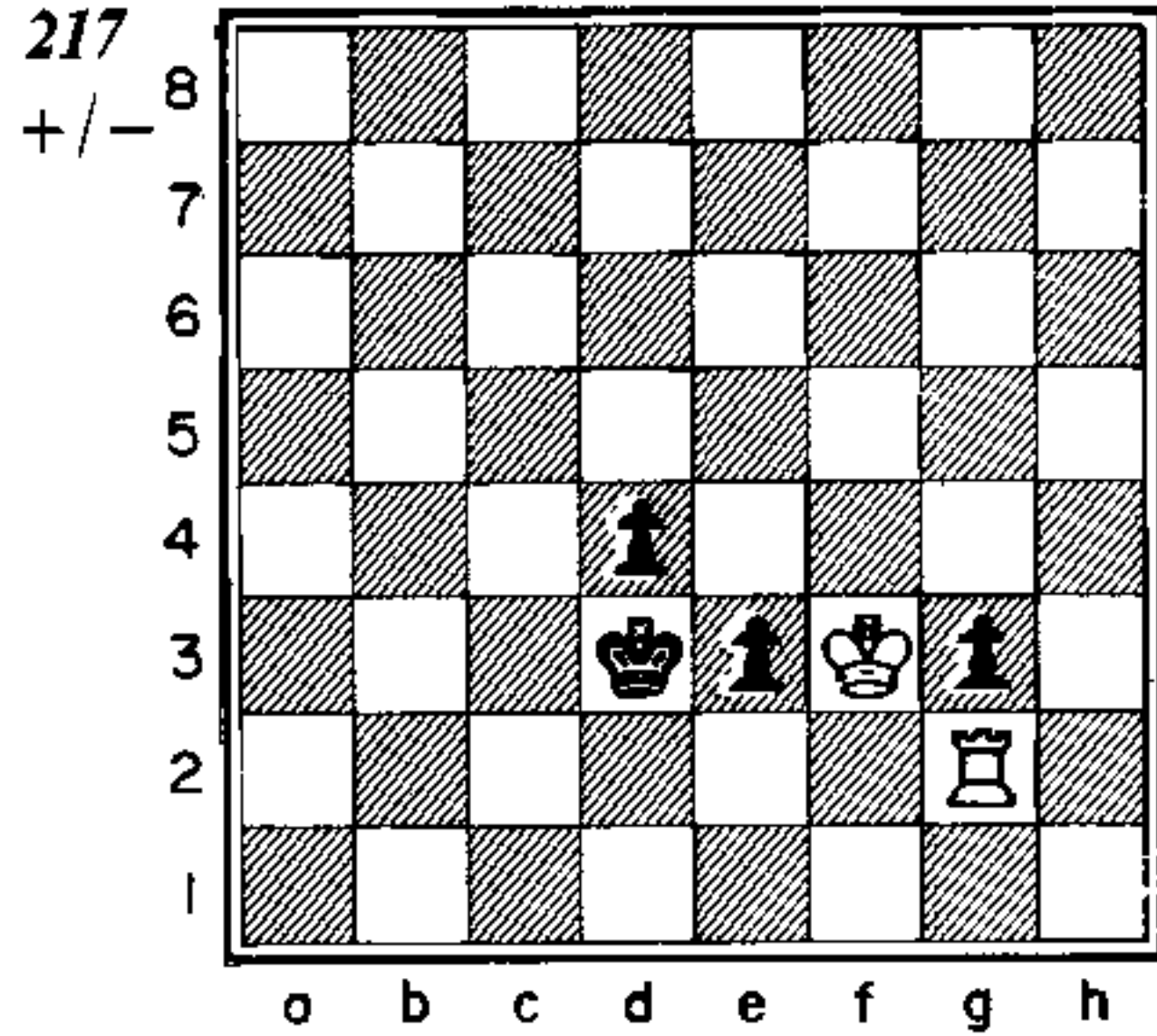
In the following study White is again saved by a rook sacrifice leading to a drawn pawn ending.

Feijter, 1938



216. 1 Ra4+ Kb5 2 R × a3 d2 3 Rb3+ Ka4 4 Rb4+ Ka5 5 K × d2! K × b4 6 Kc2. Draw.

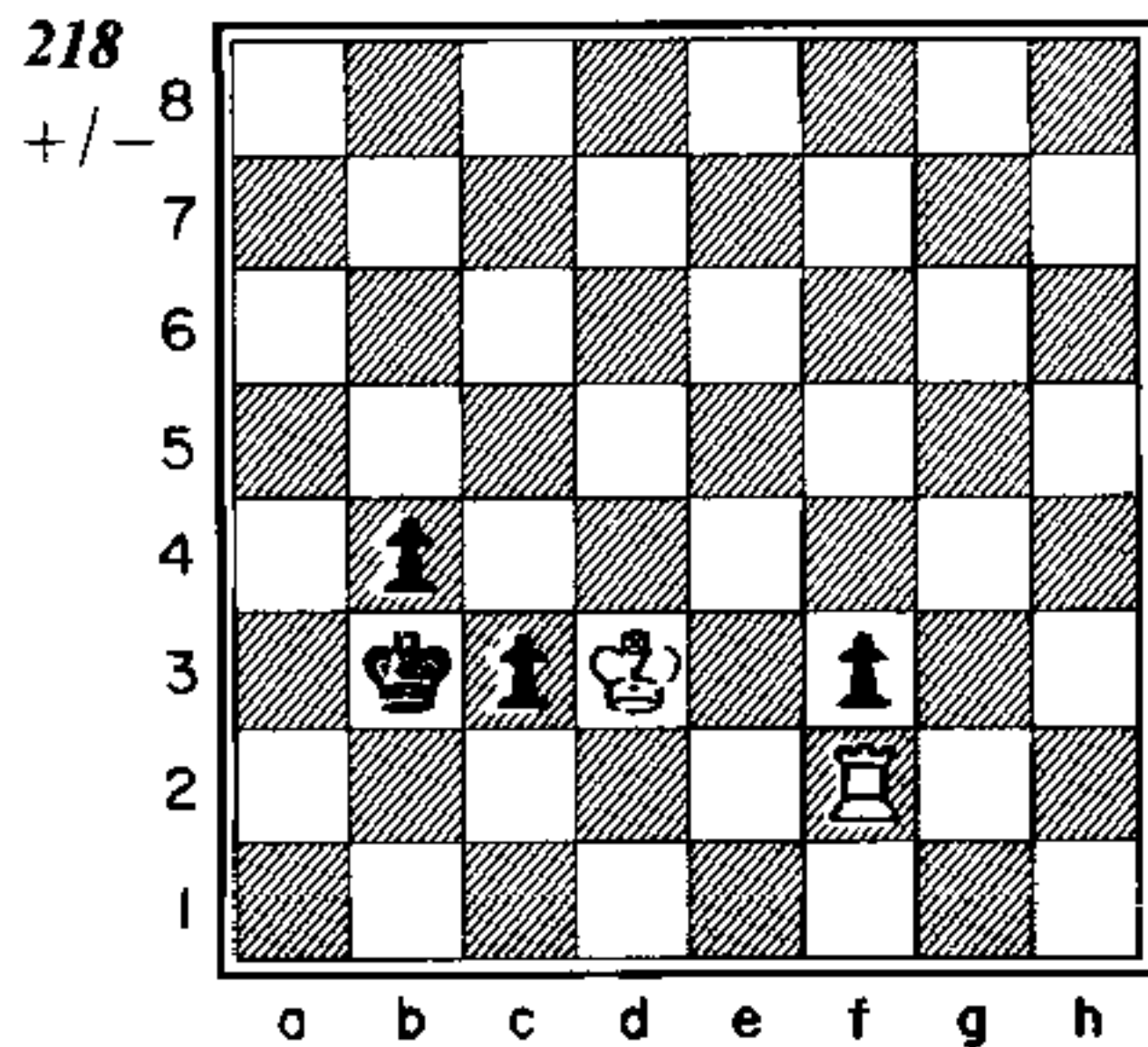
Let us now consider a case where the pawns have not yet reached the penultimate



217. Here the chances are all with White, and he has several ways of winning. The simplest is 1 R × g3 e2 2 Kf2+ Kd2 3 Rg1 d3, when the rest is familiar to us from example 55. Also possible is 1 Ra2 Kc4 2 Ke4 Kc3 3 Rg2 Kc4 4 Rc2+ Kb3 5 Kd3, when the pawns fall one after another.

1 Re2 Kc4! is a loss of time, White having to move his rook from e2, since only a draw results from 2 Ke4 d3!, when he has to reply 3 K × e3 d × e2 4 K × e2 etc.

Berger, 1922
Maizelis, 1956



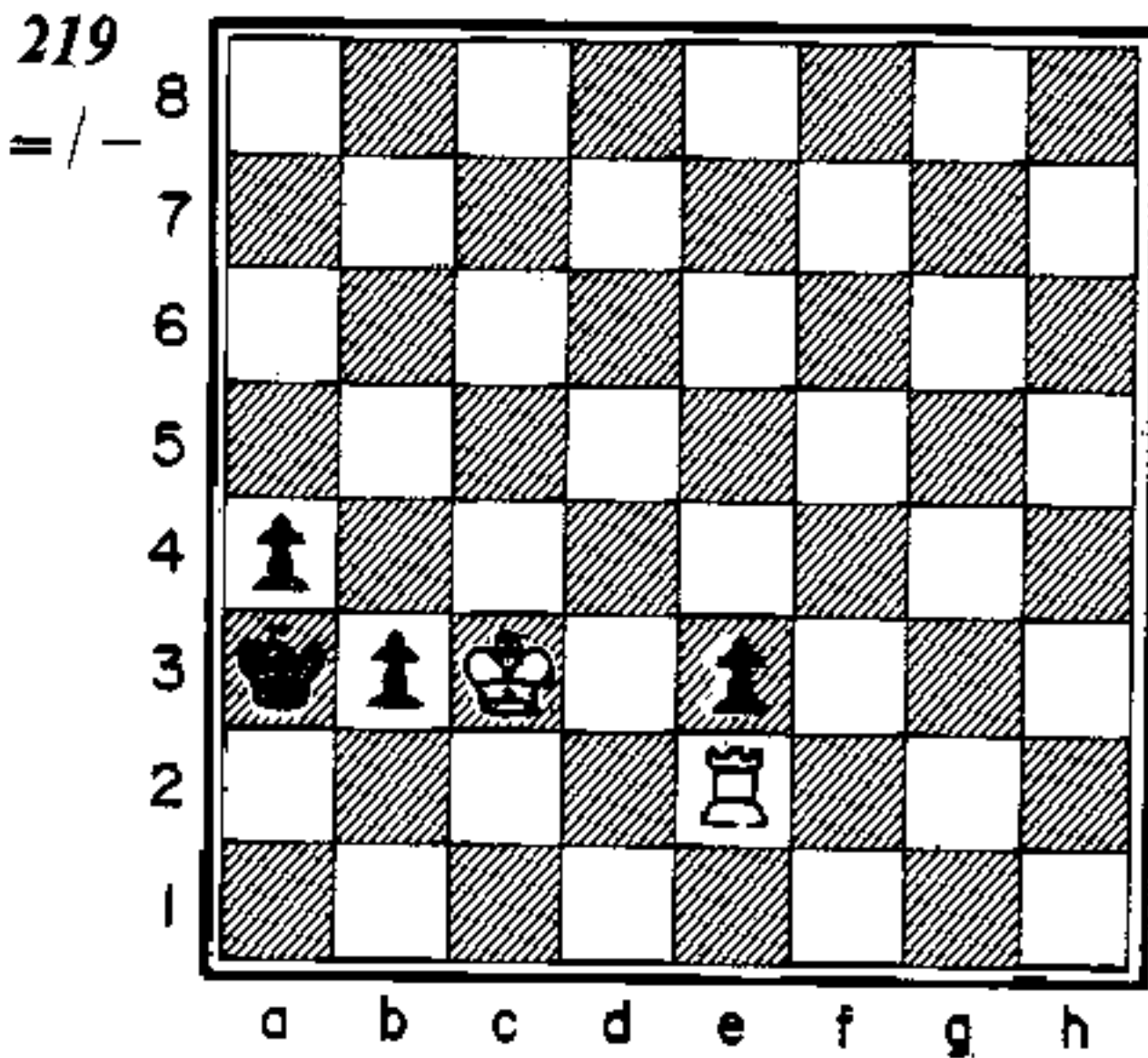
Rook against Three or More Pawns

218. Here 1 R × f3 c2 2 Kd2+ Kb2 3 Rf1 b3 leads only to a draw (57). As in the previous example, 1 Rc2 Ka4 is a loss of time, and 2 Kc4 even loses to 2... b3! 3 R × c3 b2 4 Rb3 f2.

Correct is 1 Rh2! Ka4 2 Kc4 Ka3 3 Rf2, when White wins. With Black to move it is the same: 1... Ka4 2 Kc4 Ka3 3 Rh2 etc.

Let us move this position one file to the left.

Horwitz, 1881



219. If it is Black to move, he is in zugzwang and is forced to part with his b-pawn. After 1... b2 2 R × b2 e2 3 Rb1 Ka2 4 Re1 a3 5 R × e2+ Kb1 6 Kb3 White wins.

If White begins, he is unable to win, e.g. 1 R × e3 b2 2 Kc2+ Ka2 3 Re1 a3 with a draw, or 1 Rh2 e2 2 Rh1 (2 R × e2 b2) 2... b2 3 Kc2 Ka2 4 Rb1 a3 5 Re1 b1=Q+ 6 R × b1 e1=Q 7 R × e1—stalemate. Here White is not able to give his opponent the move.

The following ancient position is of interest.

220. In this example the rook is not as well placed as in position 218, so White tries to switch it to the 2nd rank.

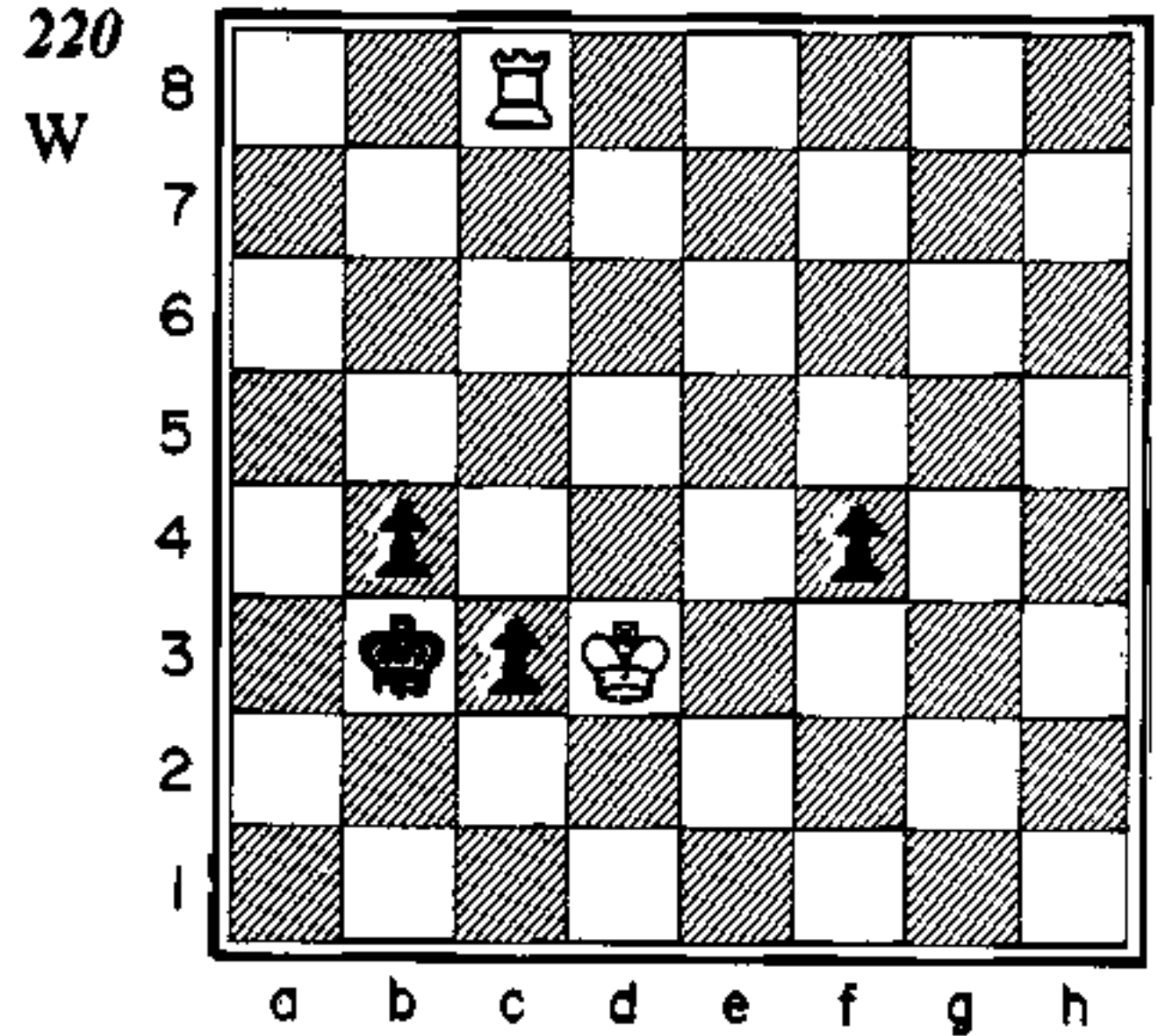
1 Rh8 Kb2!

The only move. 1... c2 loses to 2 Rc8, and 1... f3 to 2 Rh2 (218).

2 Rh2+ Kb1.

Zinkl thought that Black was obliged to play 2... Kb3, after which White wins as in example 217.

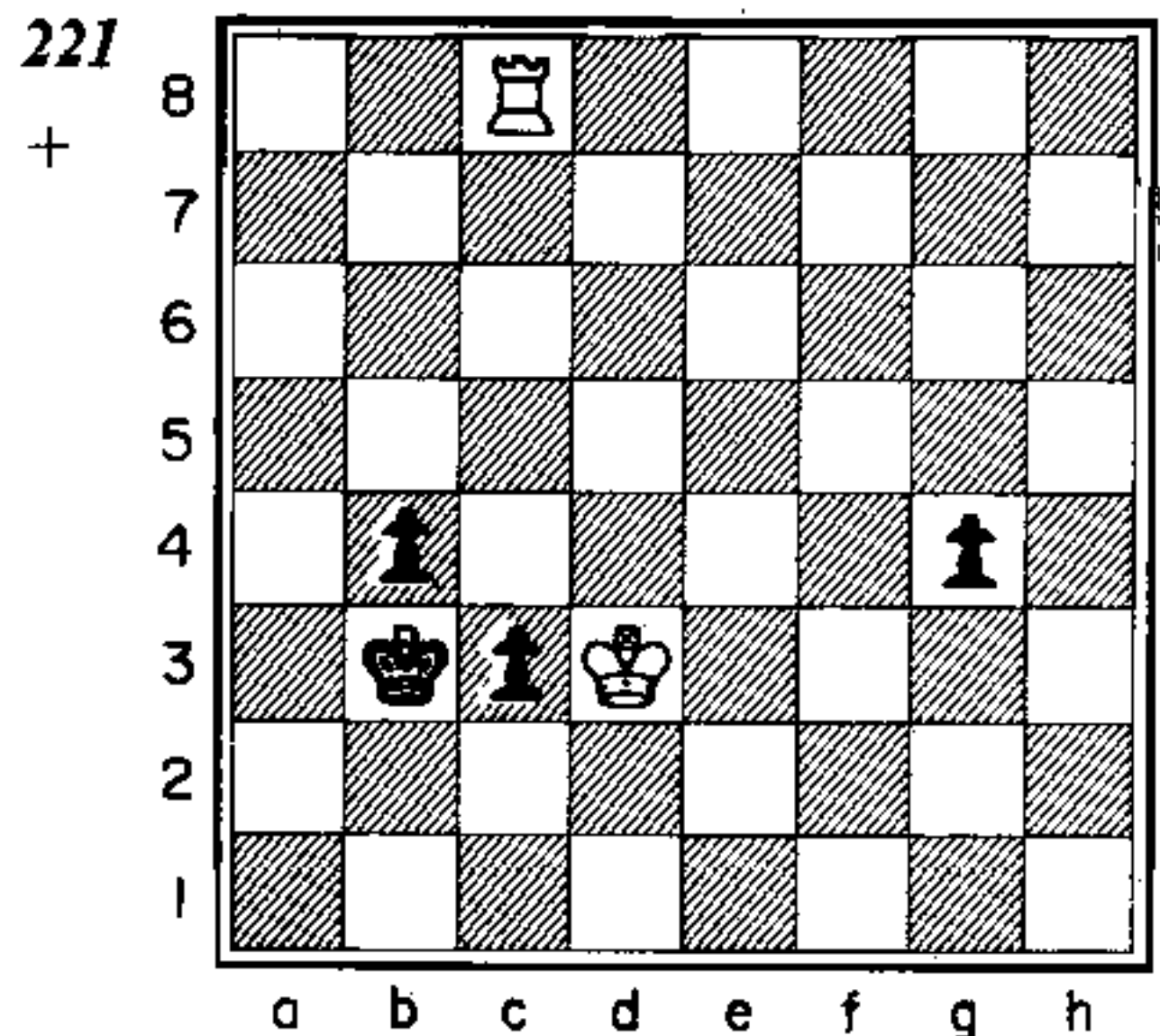
Zinkl, 1894
Maizelis, 1950



Maizelis thought that 2... Kb1 would lead to a draw, but this is not so. As was shown by a reader of the magazine *Shakhmaty v SSSR*, White is successful in this case too, e.g. 3 Rg2 f3 4 Rf2 Kc1 5 Rh2! (Maizelis considered only 5 Kc4 c2 6 Kb3 Kd1! 7 R × c2 Ke1, when Black saves the game) 5... Kb1 6 Rh4! b3 7 K × c3 f2 8 Rh1+ Ka2 9 Rf1 b2 10 Kc2 and wins.

In this example Black tried to support his outside f-pawn with his king. Had it been further away—on the g-file—he would not even have had this chance.

Maizelis, 1950

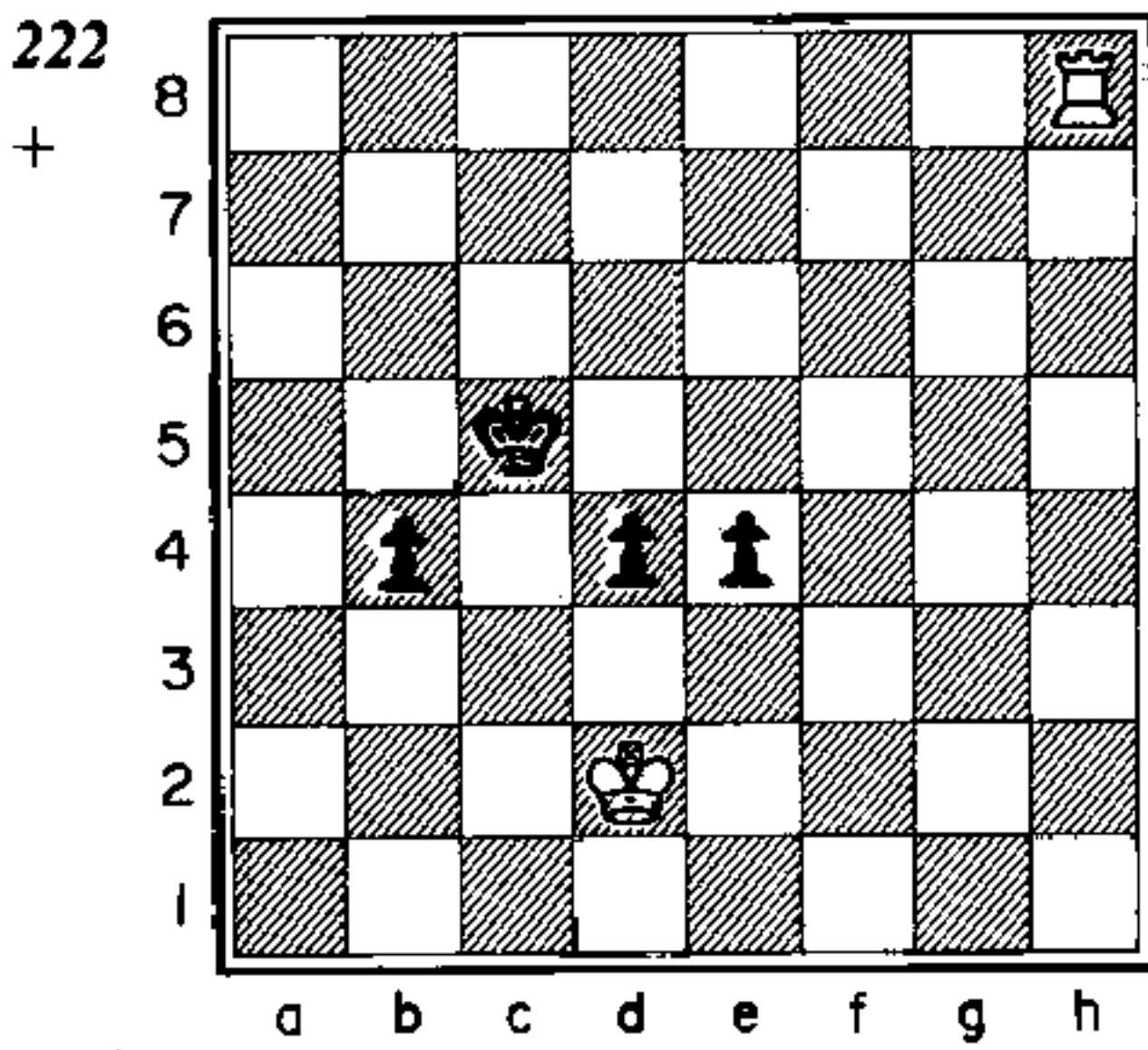


Two of the Three Pawns Connected

221. White's plan is the same as in example 220: to switch his rook to the 2nd rank.

1 **Re8!** (if 1 **Rh8**, then 1... **g3** 2 **Re8 c2**, and White can no longer win) 1... **Kb2** 2 **Re2+ Kb1** 3 **Rh2 g3** 4 **Rg2 Kc1** 5 **Kc4! Kd1** 6 **Kb3**, and White wins.

If the pawns have not advanced far, and the distance between the pair of connected pawns and the isolated pawn is minimal, as in the case with three connected pawns the king does best to stop the pawns from in front, and the rook from behind.



222. White must force the pawns to advance, so as to wedge his king between them. This is achieved by 1 **Re8 Kd5** (1... **e3+ 2 Kd3 b3 3 Rb8** is totally bad) 2 **Rc8 b3 3 Rc7**, and White wins.

Black no longer has any useful moves. If 3... **b2**, then 4 **Rb7**. The reply is the same to 3... **Kd6** or 3... **Ke5**. Finally, if 3... **e3+**, then 4 **Kd3**.

223. Here the rook is not as well placed as in the previous example, so White switches it to the rear of the pawns.

1 **Rh3 b4 2 Rh8 b3 3 Rb8 Kc4 4 Rc8+ Kb4!**

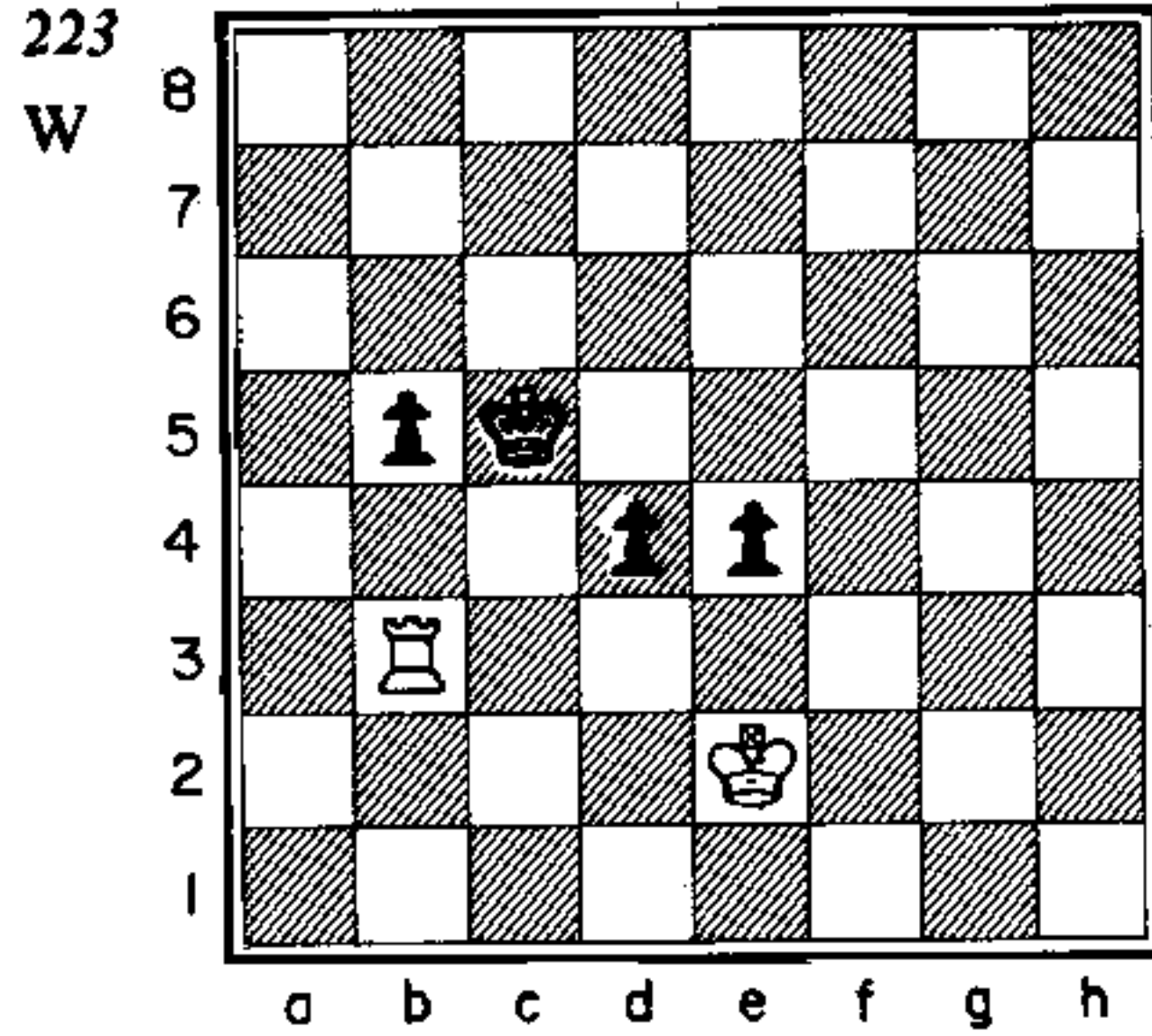
Black defends accurately—the king must support the b-pawn. Bad would be 4... **Kd5?** 5 **Kd2**, when White wins as in example 222.

5 **Kd2 d3?**

An instructive mistake. The advance of the other, more distant pawn was correct: 5... **d3**

Piskov-Alster

Sofia, 1949

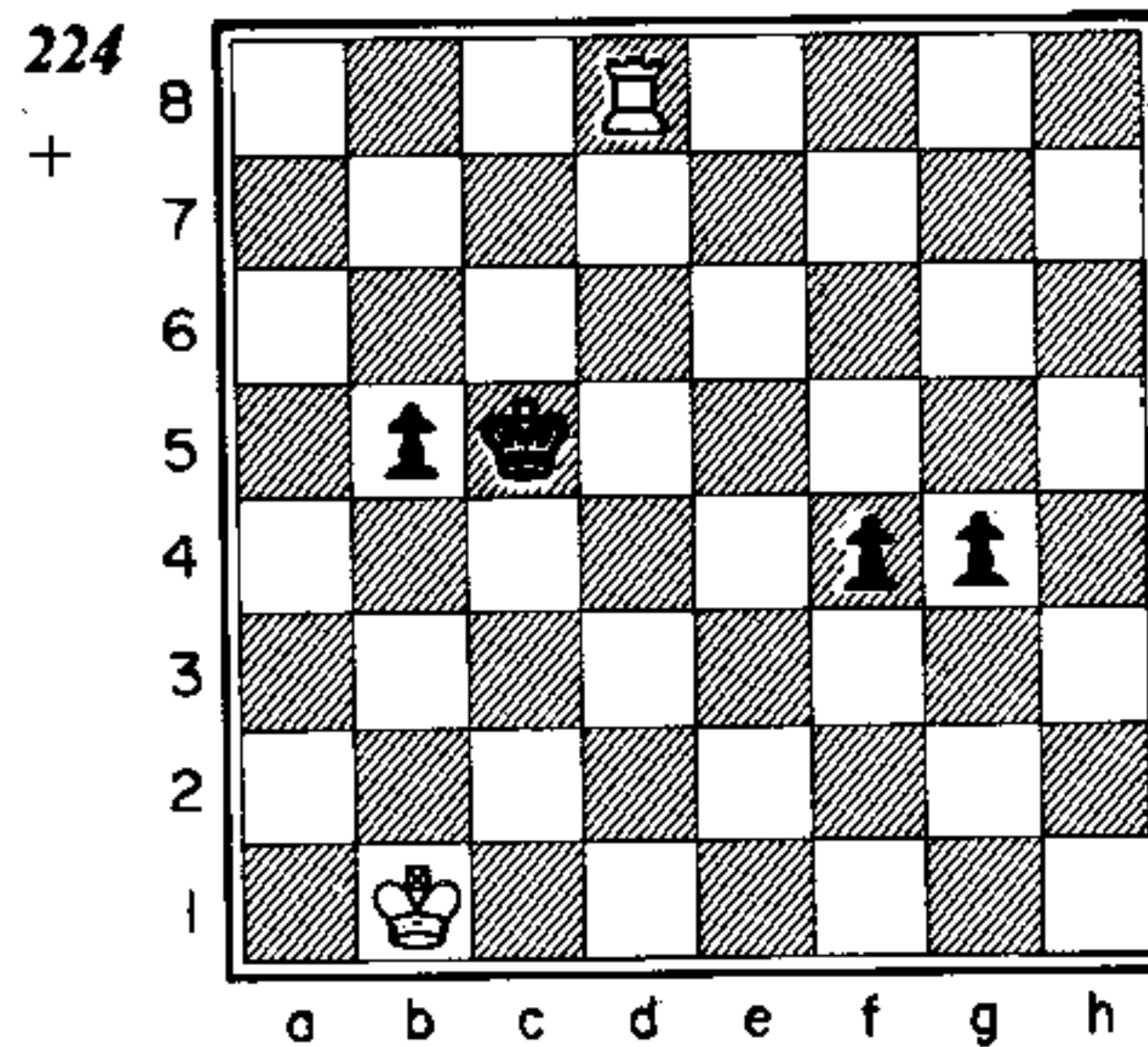


e3+! 6 **Kd3 b2**, when 7 **Kc2?** even loses after 7... **d3+ 8 Kxb2 e2 9 Re8 d2**. White gains a draw as follows: 7 **Rb8+ Ka3 8 Ra8+ Kb3 9 Rb8+ Ka2 10 Ra8+ Kb1 11 Rc8**.

6 **Rb8+ Kc4 7 Rc8+ (7 Rb7 is simpler) 7... Kd4 8 Rd8+ Kc4 9 Rb8 e3+ 10 Kxe3 Kc3 11 Rc8+ Resigns.**

We will now consider examples where the connected pawns are widely separated from the isolated pawn, but the latter is supported by the king.

Kopayev, 1958



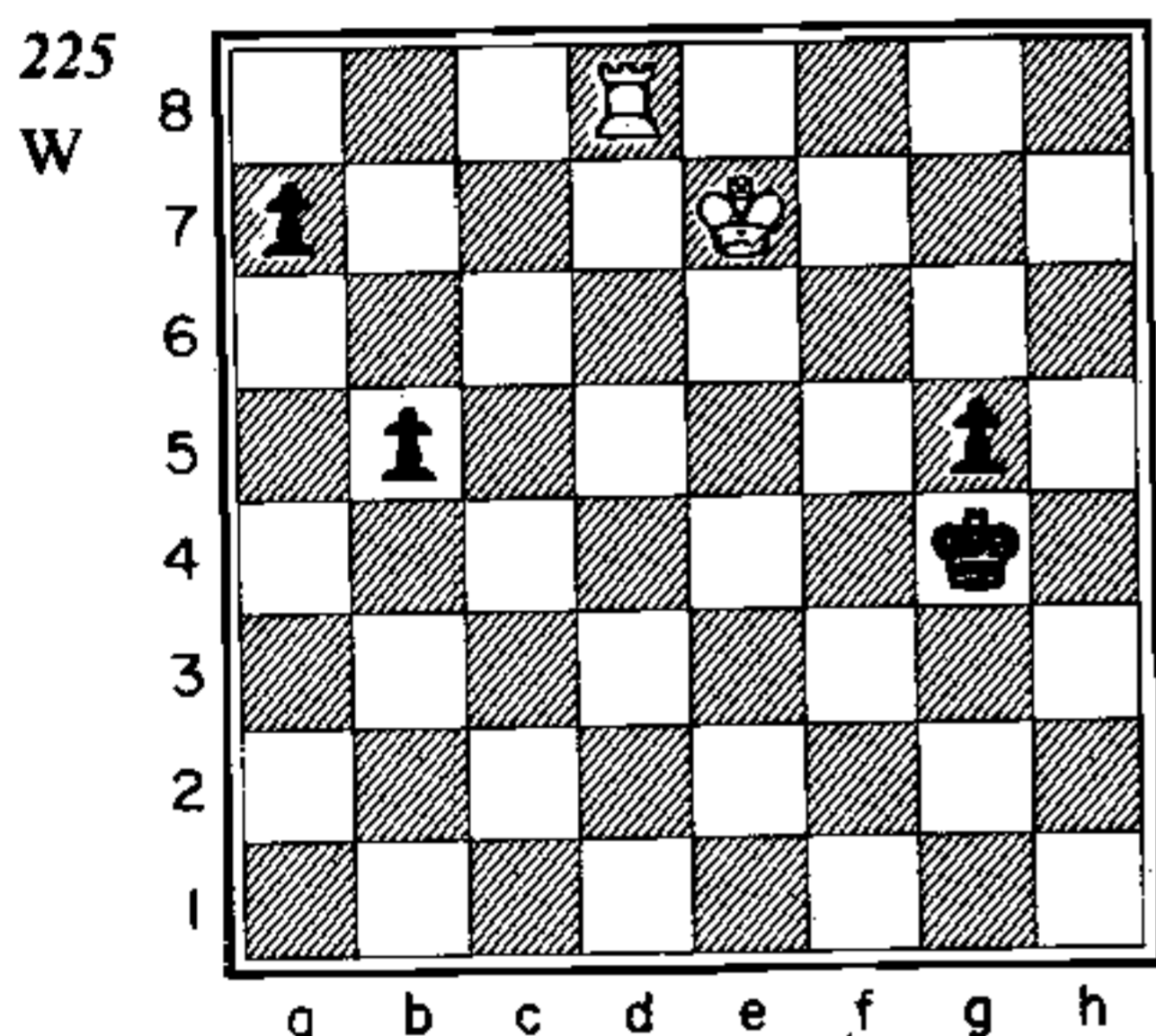
224. In the first instance White must halt the connected pawns: 1 **Rf8 f3 2 Kc2!**

Rook against Three or More Pawns

Before setting about eliminating the pawns, the king must be brought into play. Wrong would be 2 Rf4 Kd5! 3 R×g4 Ke5 (threatening ... f2) 4 Rg8 Ke4 5 Rf8 Ke3 6 Kc2 f2 7 Kd1 b4, when a draw can well be agreed.

2 Kd4 (2... b4 3 Rf4 b3+ 4 K×b3 Kd5 5 Kc3 Ke5 6 Rf8 Ke4 7 Kd2) 3 Kd2 Ke4 4 Rb8 g3 5 Ke1!, and White wins.

Mikenas-Opocensky Buenos Aires, 1939



225. 1 Kf6 Kf4 2 Rd4+ Ke3 3 Rg4.

The correct division of duties: on the way the mobile rook eliminates the g-pawn, while the king goes to the connected pawns, which present the main danger.

3... a5 4 Ke5! (avoiding 4 R×g5 b4 5 R×a5? Kd3 with a draw) 4... a4 5 Rg3+ Kf2.

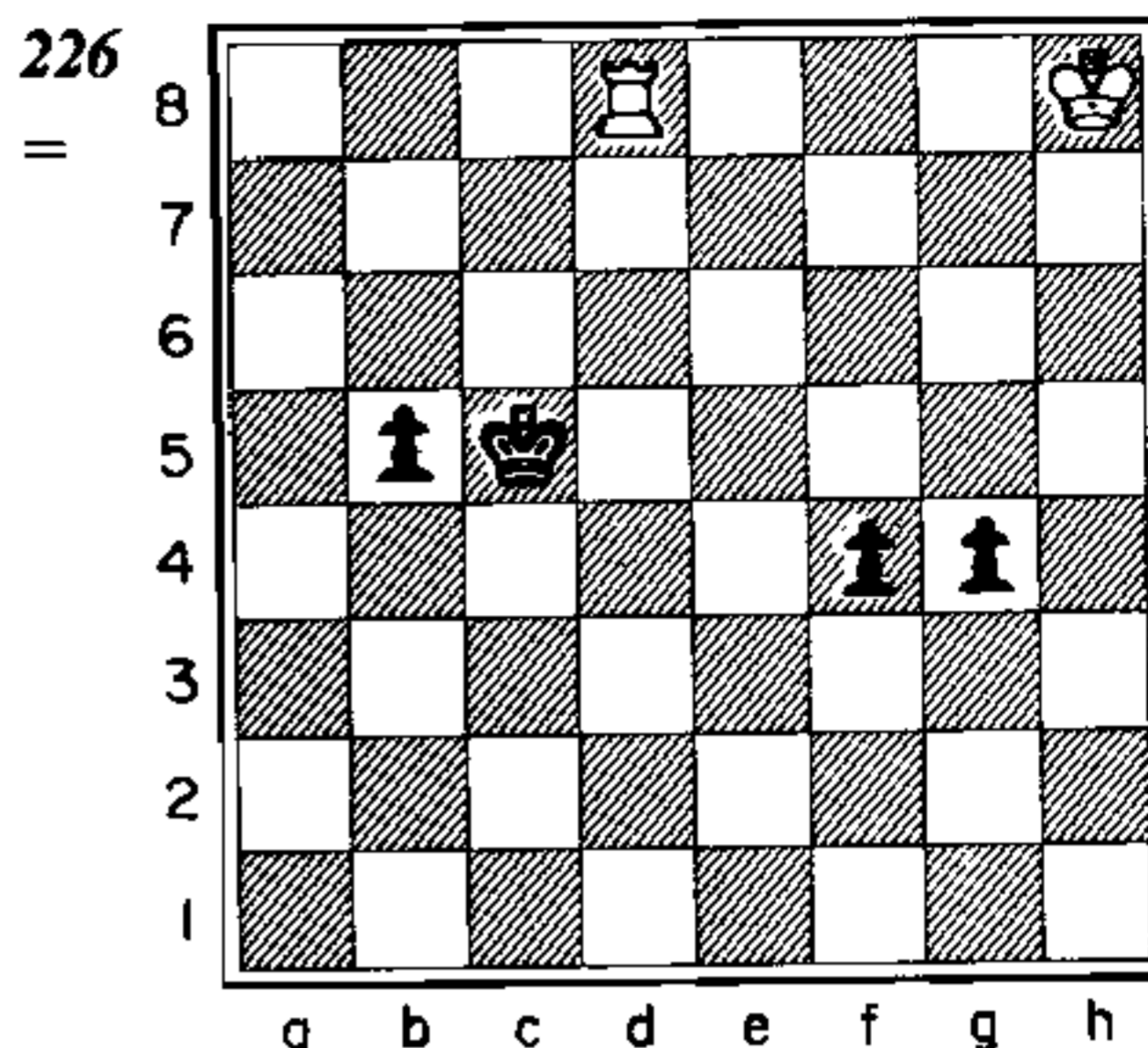
If 5... Kd2, then 6 Kd4 b4 7 Rg2+ Kc1 8 Kc4 b3 9 Kc3 Kb1 10 Kb4 b2 11 Ka3, and White wins.

6 R×g5 a3 7 Rg8 Ke2 8 Kd4 Resigns.

If in position 224 the white king is moved from b1 to h8, we obtain the following example.

226. White's king is hopelessly far behind the pawns, and his rook has to battle against them on its own. This task would be beyond

Reti, 1929



its powers, were it not for the fact that one of the pawns can be eliminated. But which one?

A guide to solving this problem is provided by positions 117 and 118. In the first of these the rook can stop the pawns without the help of the king, but in the second it cannot. This means that the f-pawn must be won. Therefore: 1 Rg8! g3 (1... f3 2 R×g4 b4 3 Rf4) 2 Rg4 b4 3 R×f4 b3 4 Rf1 g2 5 Rg1 b2 6 Kg7 Kd4 7 Kf6 Ke3 8 Rb1!, with a draw as in example 117.

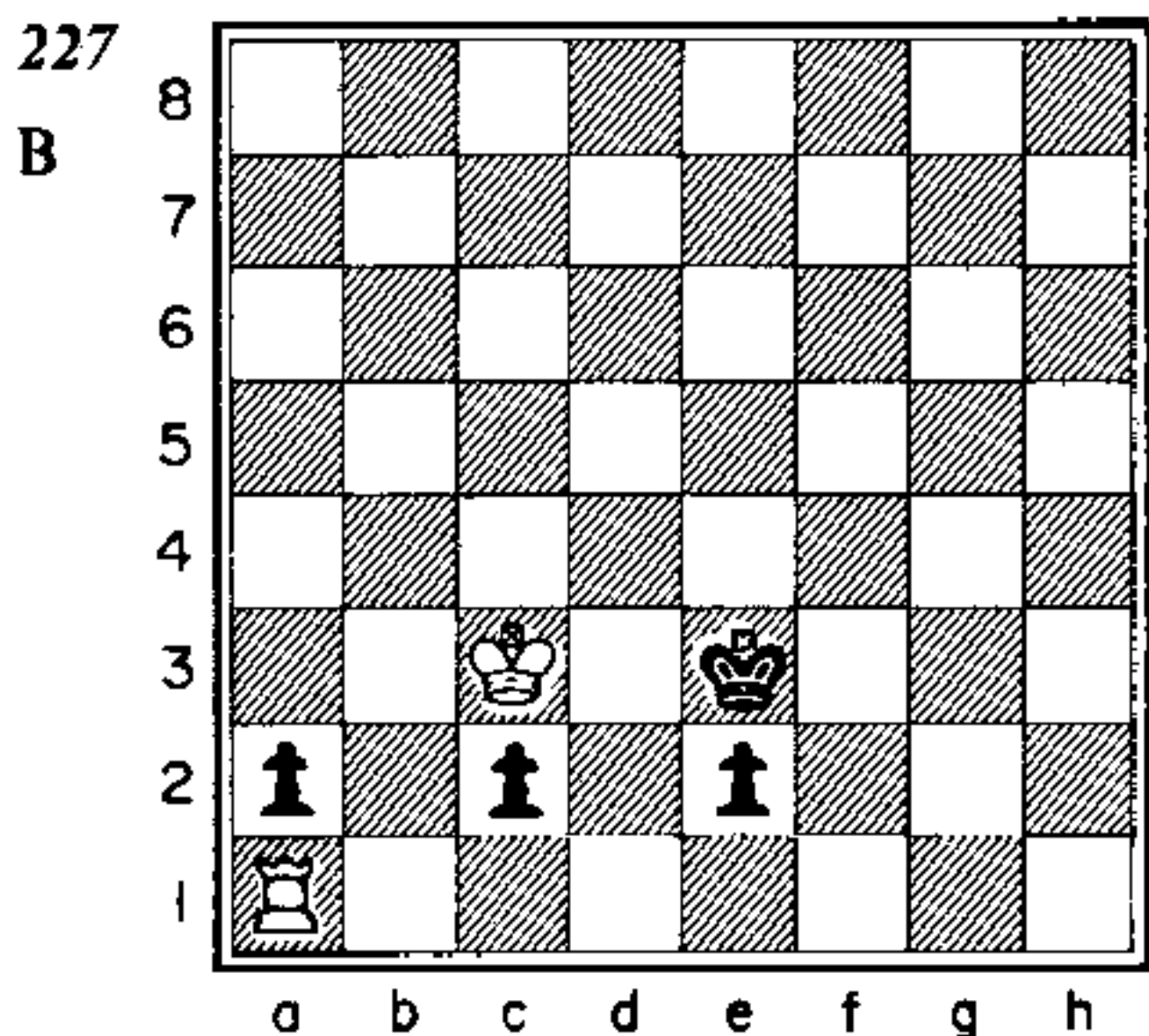
3.3 ISOLATED PAWNS

Three isolated pawns are much weaker than three connected ones. Even if they are all on the threshold of queening, they can be stopped by a rook on the 1st rank. In this case subsequent events will depend on the placing of the kings, on how effectively they can take part in the play. If the king can support the rook, they will normally overcome the pawns. But if it does not manage to, with the support of their king the pawns will queen.

We will begin our analysis with some critical positions, where the pawns are threatening to queen, and both kings are close to them.

227. In a similar position with two pawns (112) White won easily. The addition of a further pawn in no way improves Black's

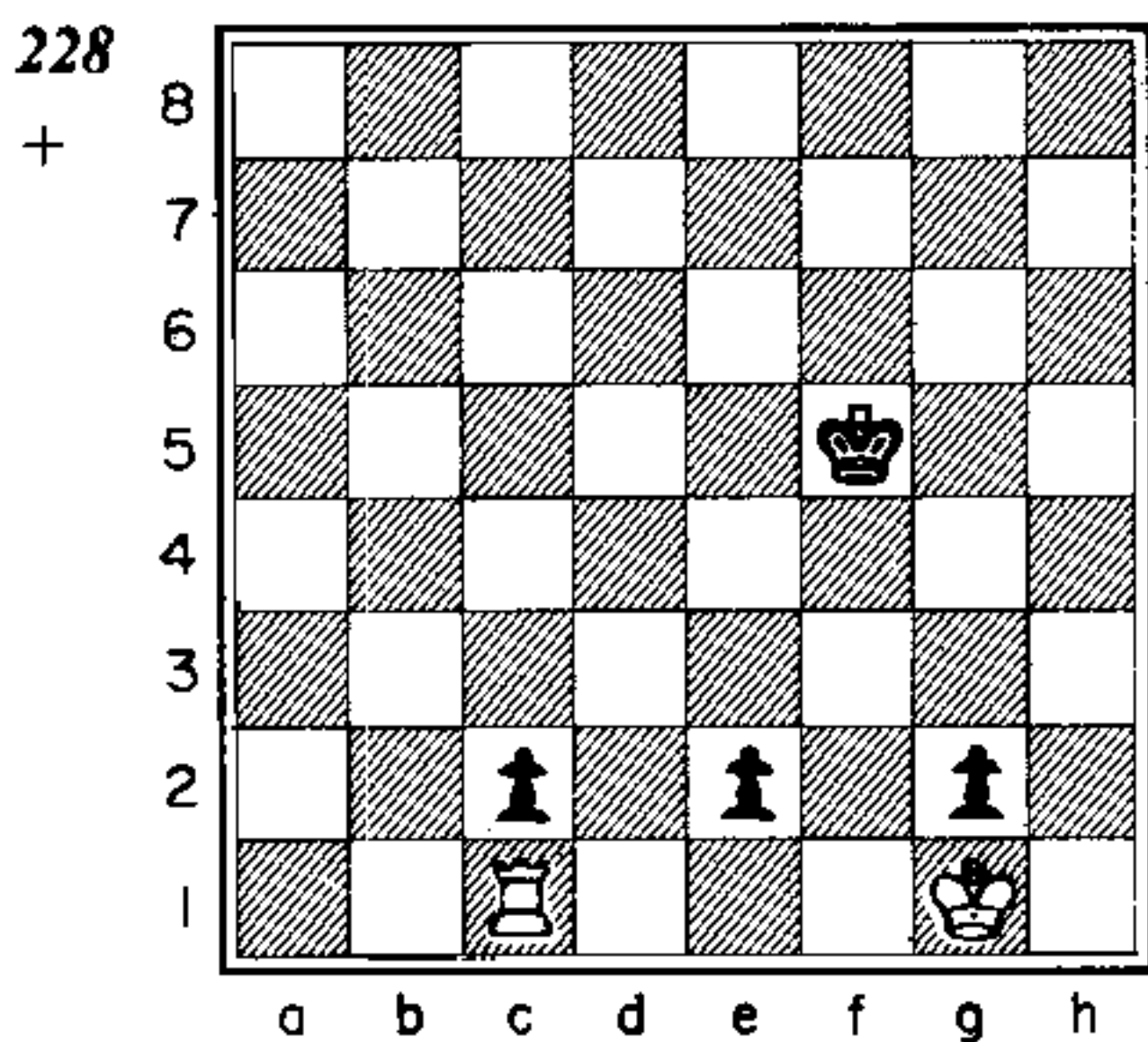
Isolated Pawns



chances: as before he loses, e.g. 1 ... Kf2 2 Kd2 Kf3 3 Re1 Ke4 4 K × e2 Kd4 5 Kd2, and White wins.

This example shows a typical method of play against isolated pawns: *the rook guards the 1st rank, and the king heads for the most dangerous pawn—the one which is supported by the opponent's king. In winning this pawn, it is extremely important not to allow the opponent's king to approach the other pawns.*

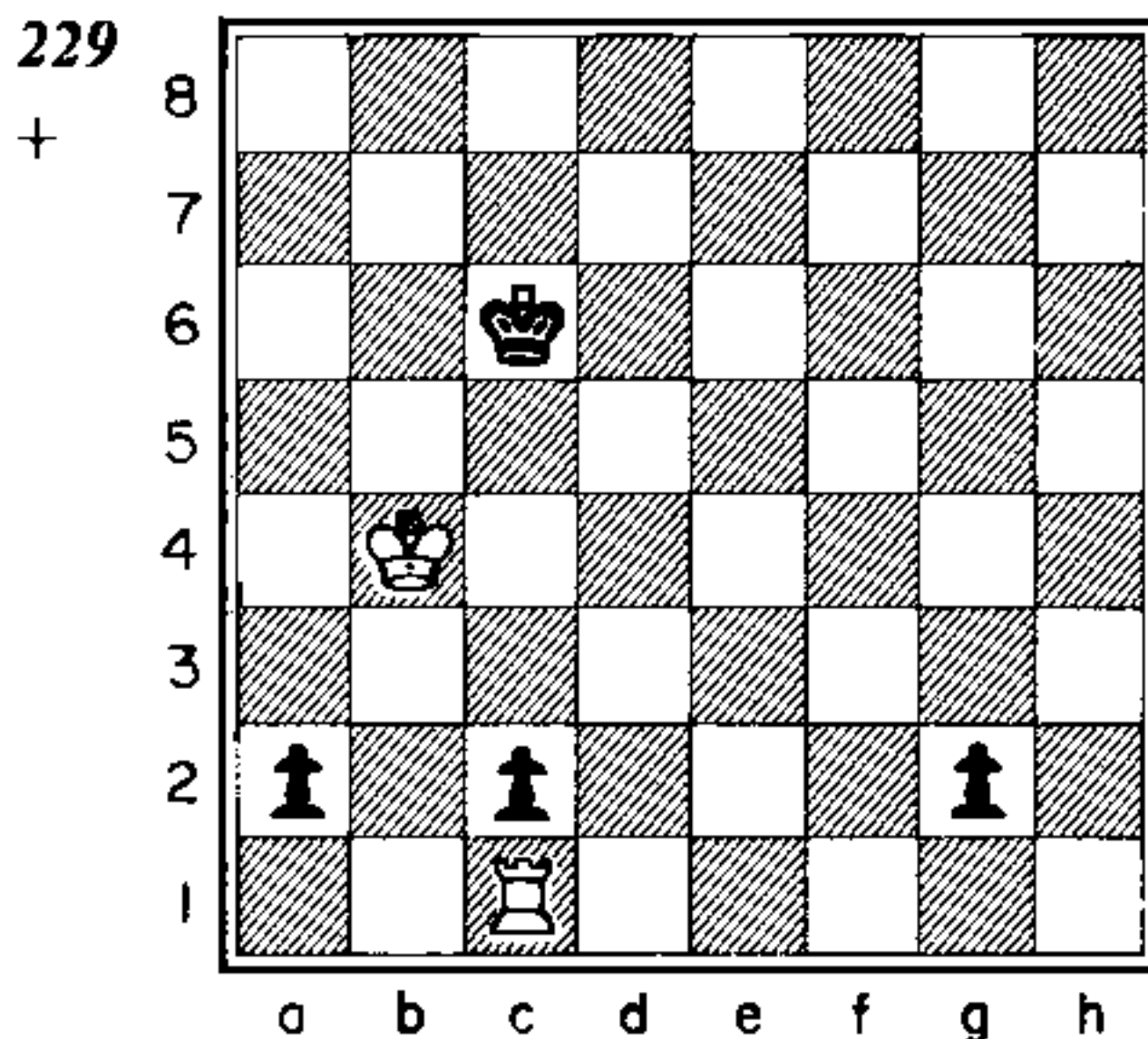
Reti, 1928



228. 1 Kf2!

A necessary finesse. White avoids the zugzwang position arising after the incorrect 1 K × g2 Ke4 2 Kf2 e1 = Q+! 3 K × e1 Kd3! 4 Ra1 Kc3.

1 ... Ke4 2 K × e2 Kd4 3 Rg1 Ke4 (3 ... Kc3 4 Ke3 Kb2 5 Kd2 Kb3 6 R × g2) 4 Re1! Ke5 5 Ke3! Ke6 6 Rg1 Kd5 7 Kd2, and White wins.

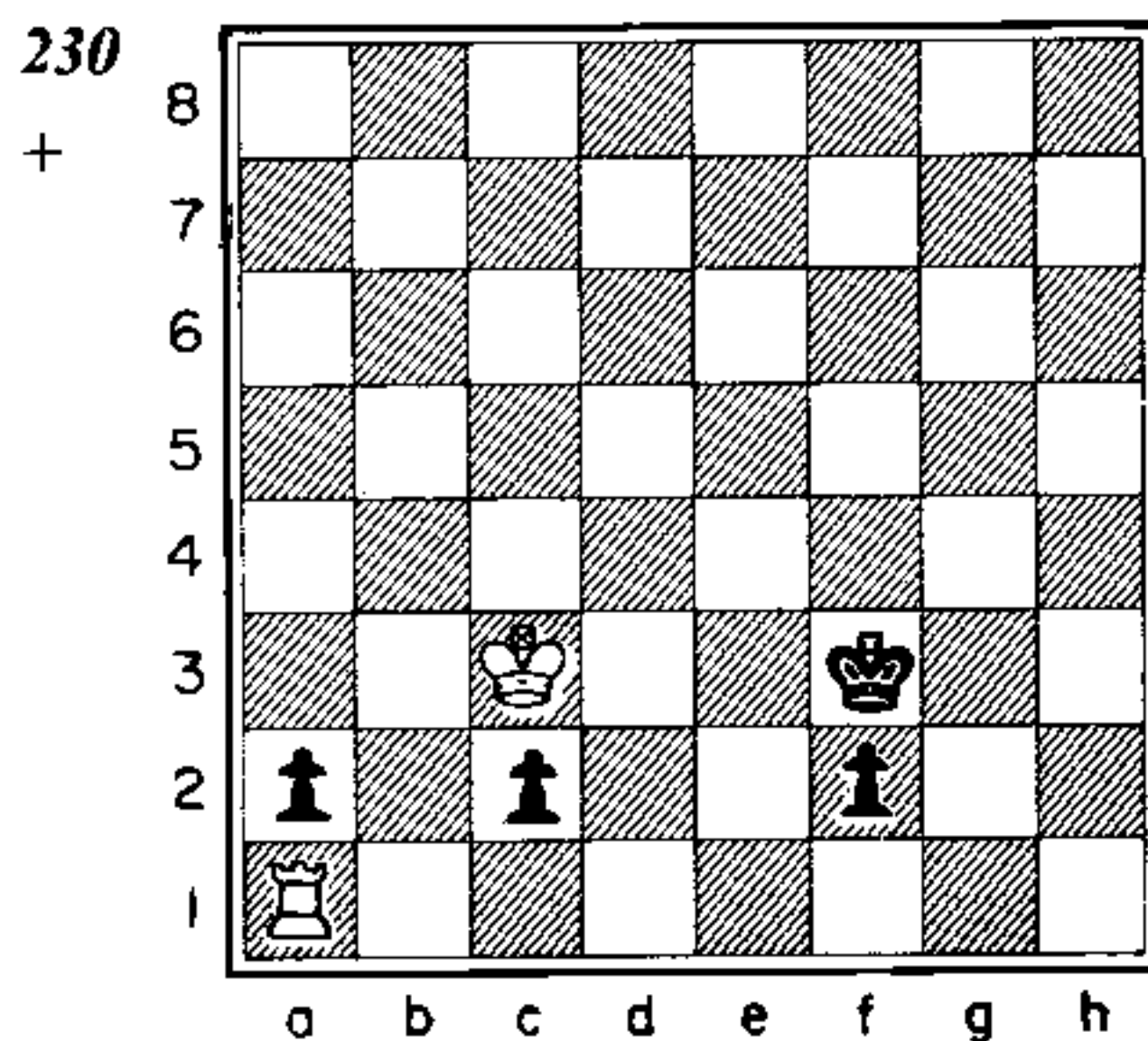


229. It would be a mistake to play 1 R × c2 + Kd5 2 Rc1 Ke4 when the black king succeeds in going to the aid of the g-pawn. White's problem is not to allow the opponent's king to actively support the pawns.

1 Kc4 Kd6.

If 1 ... Kb6, then 2 Kd3 Kc5 3 K × c2 Kd4 4 Kd2! Ke4 5 Ke2 Kd4 6 Kf2 Kd3 7 Ra1 etc.

2 Re1! a1 = Q 3 R × a1 Ke5 4 Kd3 Kf4 5 Ke2 Kg3 (5 ... Ke4 6 Re1!) 6 Rc1 Kh3 7 Kf2 Kh2 8 Rg1 Kh3 9 Kf3, and White wins.

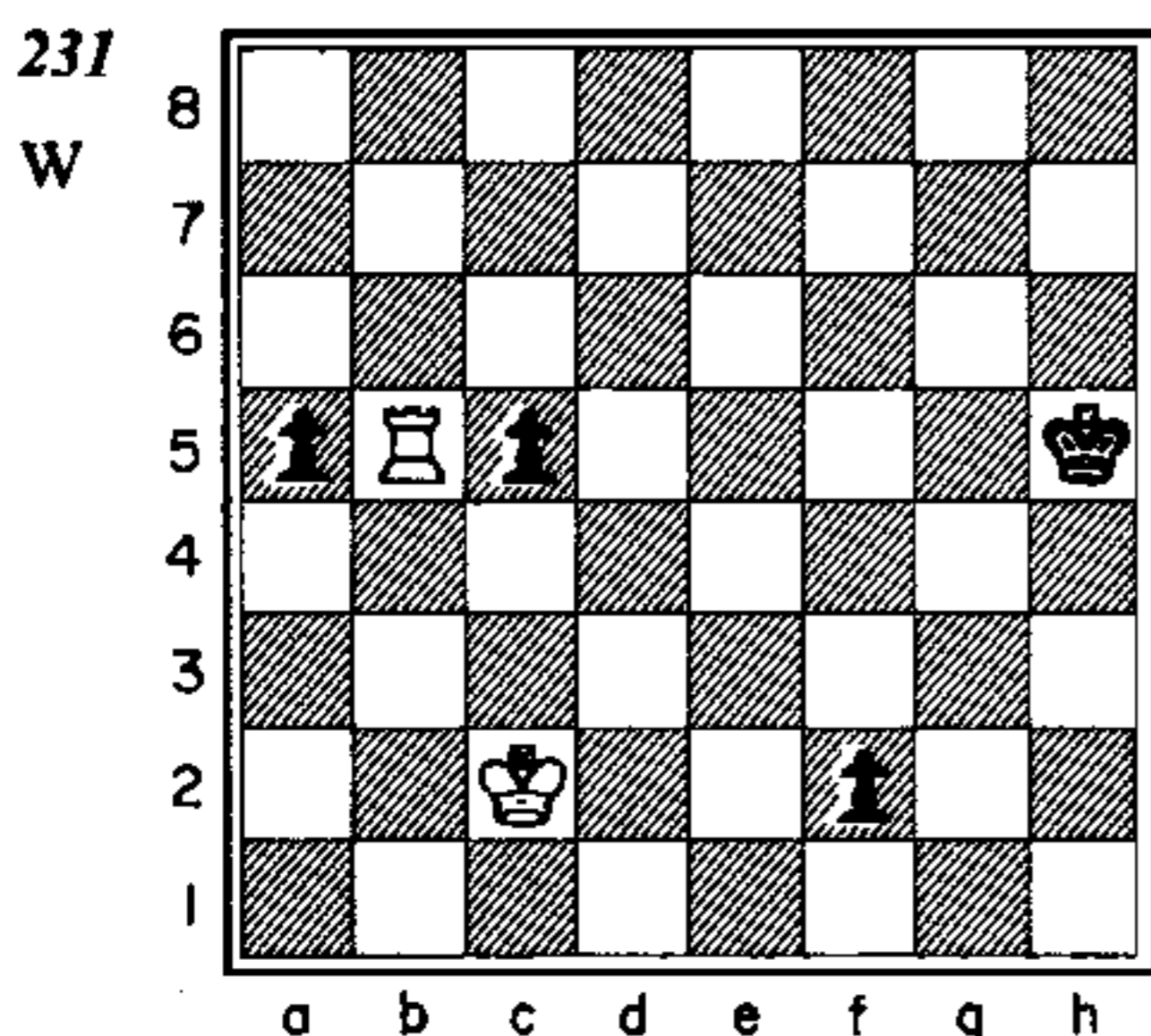


Rook against Three or More Pawns

230. The black king is threatening to go to e2, which White must on no account allow. But if he plays 1 Kd2, after 1... Ke4! he can no longer win, e.g. 2 Ke2 Kd4! 3 Kd2 (3 Kxf2 Kd3 4 Ke1 Kc3 etc.) 3... Ke4. By manoeuvring with his king between d4 and e4, Black draws easily.

Correct is: 1 Kd3! (it is extremely important to take control of e4) 1... Kf4 2 Rc1 Kf3 (2... Ke5 3 Kxc2 Kd4 4 Kd2 etc.) 3 Rf1! Kg2 4 Ke2 Kg3 5 Ra1 Kg2 6 Rc1 Kg3 7 Rf1! Kf4 8 Rxf2+ (8 Kxf2 Ke4 9 Ke2 is also possible) 8... Ke4 9 Rf1 Kd4 10 Kd2, and White wins.

Tartakower-N.N.
1933



231. It would be a blunder to play Rxc5+? Kg4 2 Rc4+ Kg3 3 Rc3+ Kg2, when the f-pawn cannot be stopped. In the first instance the rook must return to the 1st rank.

1 Rb1 Kg4 2 Kd2 Kf3 3 Ra1 c4 4 Rc1.

White's plan is simple: to force the pawns to advance to the penultimate rank and obtain a position from the previous example.

4... a4 5 Ra1 c3+ 6 Kd3 c2 7 Kd2.

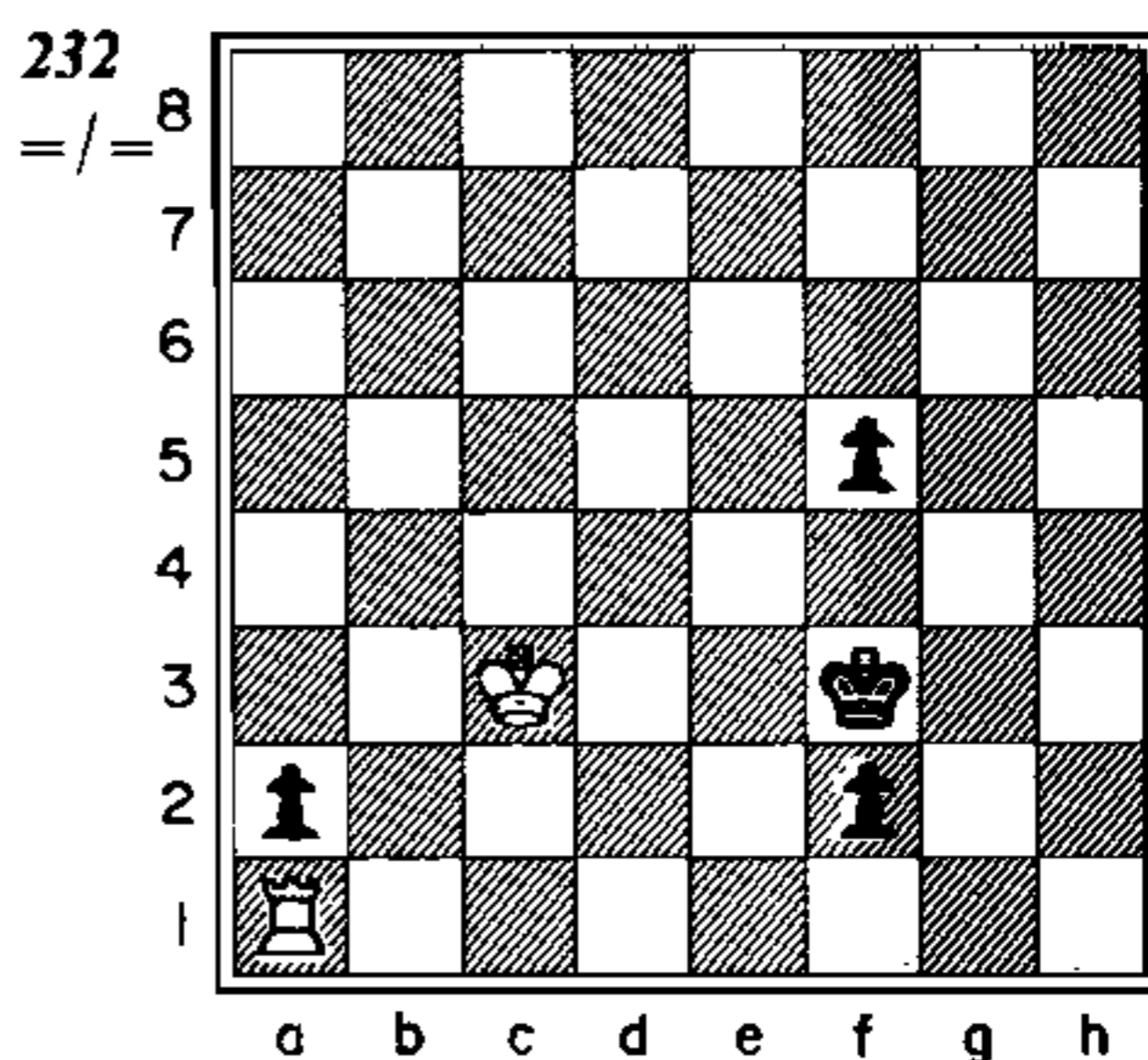
As we already know, here the king is best placed at d3, and so it should not have been moved from this square. However, this does not yet throw away the win.

7... a3 8 Rf1 a2 9 Rc1? Kg2?

An exchange of compliments: 9 Kd3! was the only winning move, whereas by 9... Ke4! Black could have saved the game. But now everything fits into place.

10 Ke2 Kg3 11 Rf1 Kf4 12 Kxf2 Ke4 13 Ke2 Resigns.

In such endings it often happens that doubled pawns are stronger than isolated ones, since they support each other more effectively. As an example, in position 230 let us move the c2 pawn to f5.



232. In contrast to example 230, here White has to give up any thoughts of winning and be satisfied with a draw, which he obtains most easily as follows: 1 Kd4 Kg2 2 Rxa2 Kg1 3 Rxf2 Kxf2 4 Ke5 and 5 Kxf5.

Black, in turn, cannot hope for any more. For example, on 1... f4 there follows 2 Kd3 Kg2 3 Rxa2 Kg1 4 Ra1+ f1=Q+ 5 Rxf1+ Kxf1 6 Ke4.

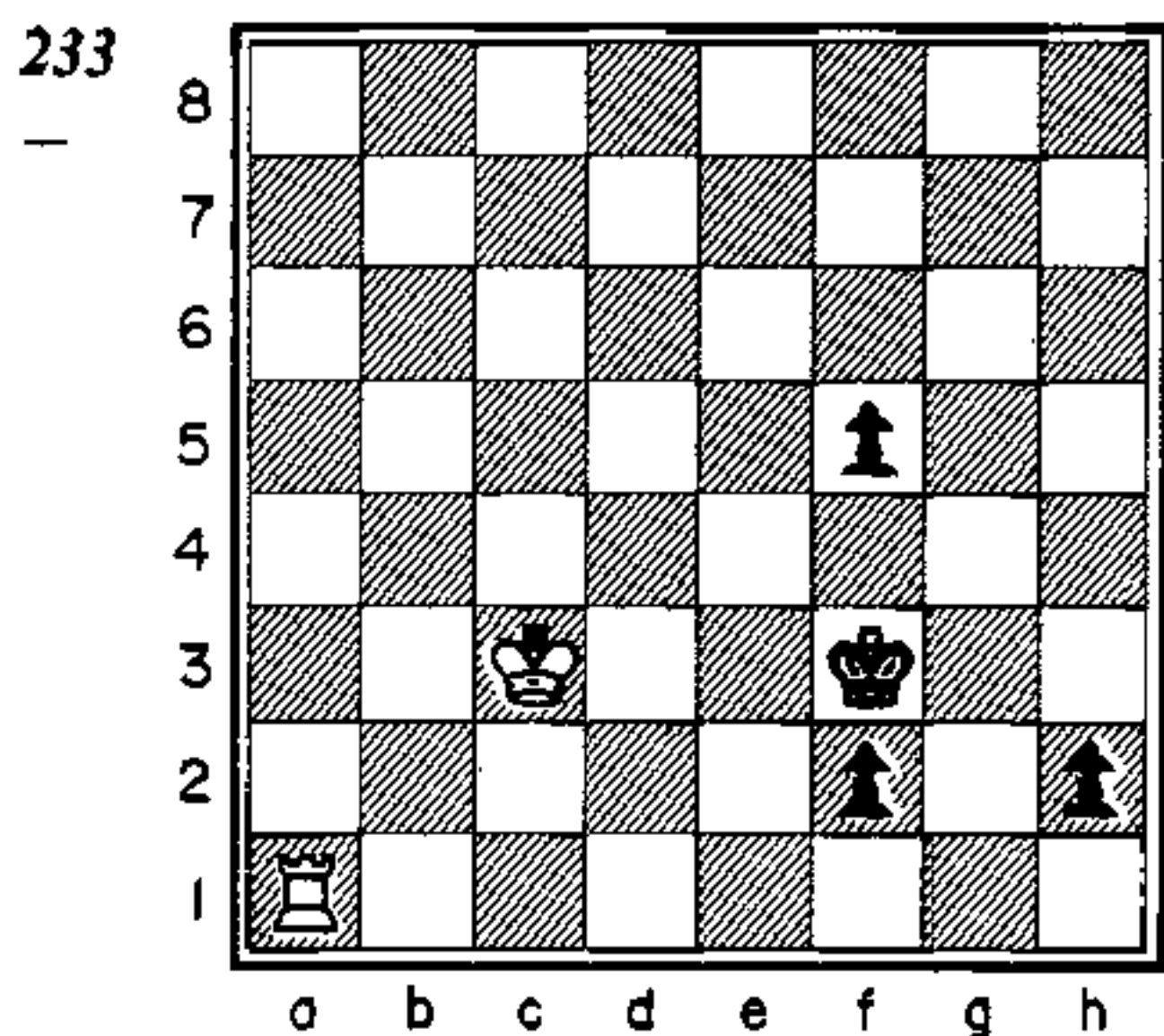
In this example the rook successfully coped with two of the pawns, while the king dealt with the third.

But what if the second pawn is not at a2, but h2?

233. Here White is no longer able to stop the pawns, e.g. 1 Kd3 Kg2 2 Ke2 f4 3 Rh1! f3+! (of course, not 3... Kxh1 4 Kxf2

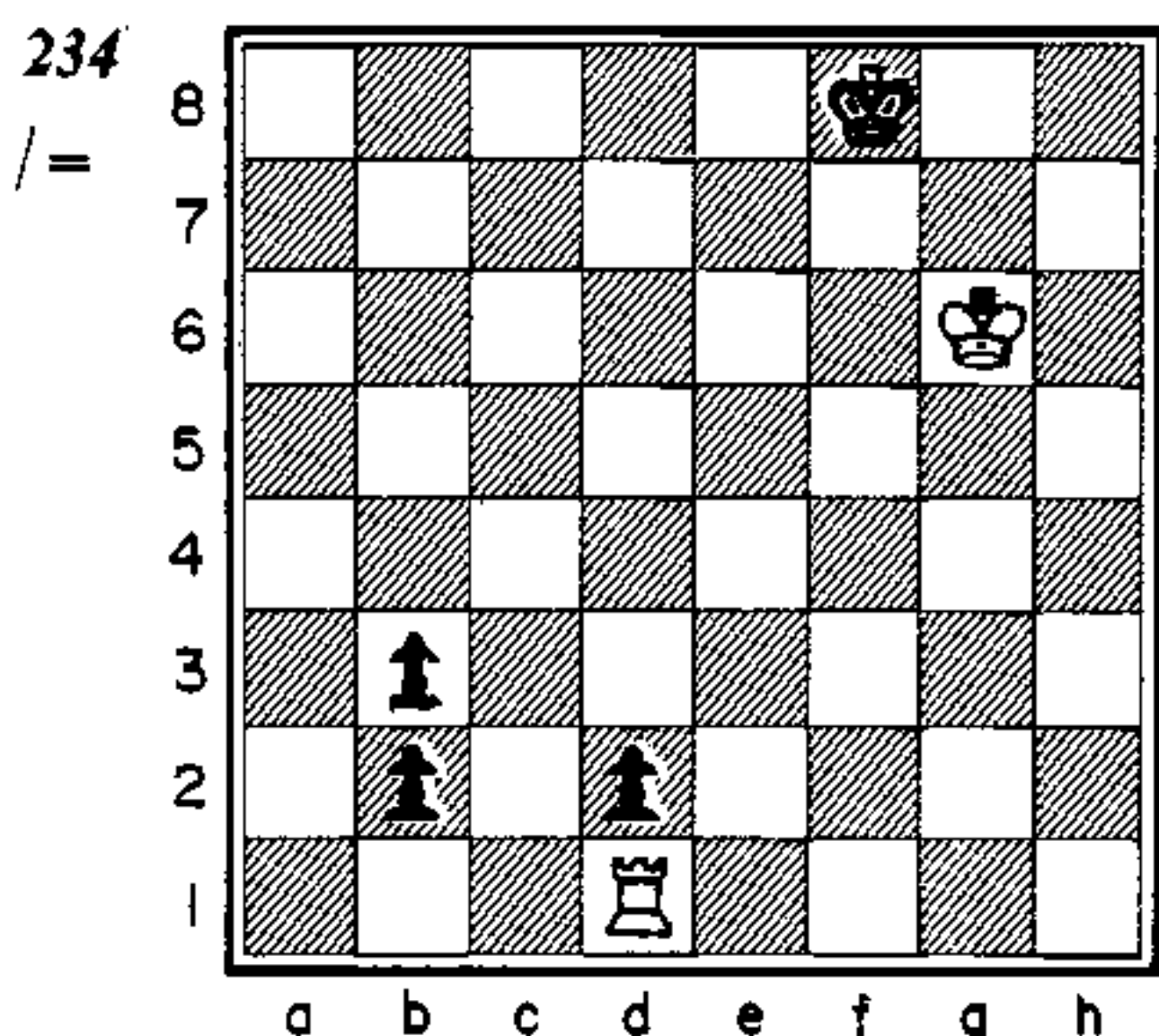
Isolated Pawns

from Maizelis, 1933



with a draw) 4 Ke3 f1 = Q 5 R × f1 K × f1, and Black wins.

Herbstmann, 1936



234. The presence of the b3 pawn prevents the white king from occupying c2, and the closeness of the doubled pawns to the edge of the board allows Black to save the game by stalemate.

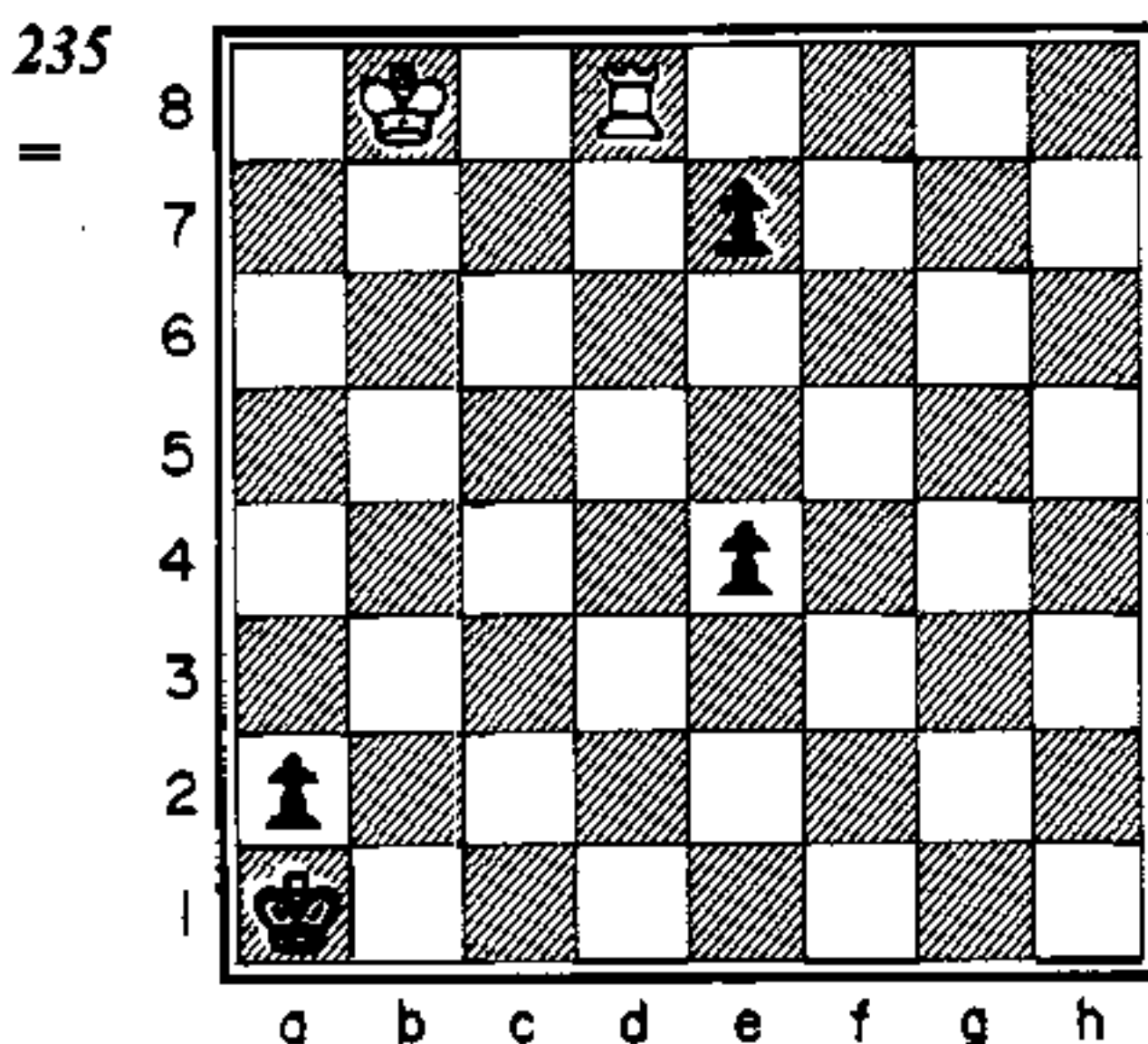
1 ... Ke7 2 Kf5 Kd6 3 Ke4 (3 R × d2 + Kc5 4 R × b2 Kc4 with a draw) 3 ... Kc5 4 Kd3 Kb4 5 Rb1.

There is nothing better. If 5 K × d2 Ka3 6 Kc3 Ka2 7 Rd2, then 7 ... Ka1! 8 R × b2—stalemate.

5 ... Ka3 6 Kc3 Ka2 (6 ... d1 = Q 7 R × d1 Ka2 is also possible) 7 R × b2 + Ka1 8 R × d2 b2 9 R × b2—stalemate.

We will now consider a few examples with doubled pawns, where the rook is not on the 1st rank.

Wotawa, 1943



235. It is Black who has the winning chances, since the white king cannot support the rook, which therefore has to battle against the pawns on its own. But returning the rook to the 1st rank fails to save the game, e.g. 1 Rd1 + Kb2 2 Rd2 + Kb3! 3 Rd1 e3 4 Re1 e2 5 Kc7 Kc3!, and Black wins as in example 118.

The correct continuation is 1 Rd7!, aiming to deploy the rook such that it can battle simultaneously against two pawns. If now 1 ... Kb2, then 2 Rb7 + Kc3 3 Rc7 + Kd3 4 Rd7 + Ke3 5 Ra7 Kd3 6 R × a2 e3 7 Kc7 e2 8 R × e2 K × e2 9 Kc6 with a draw.

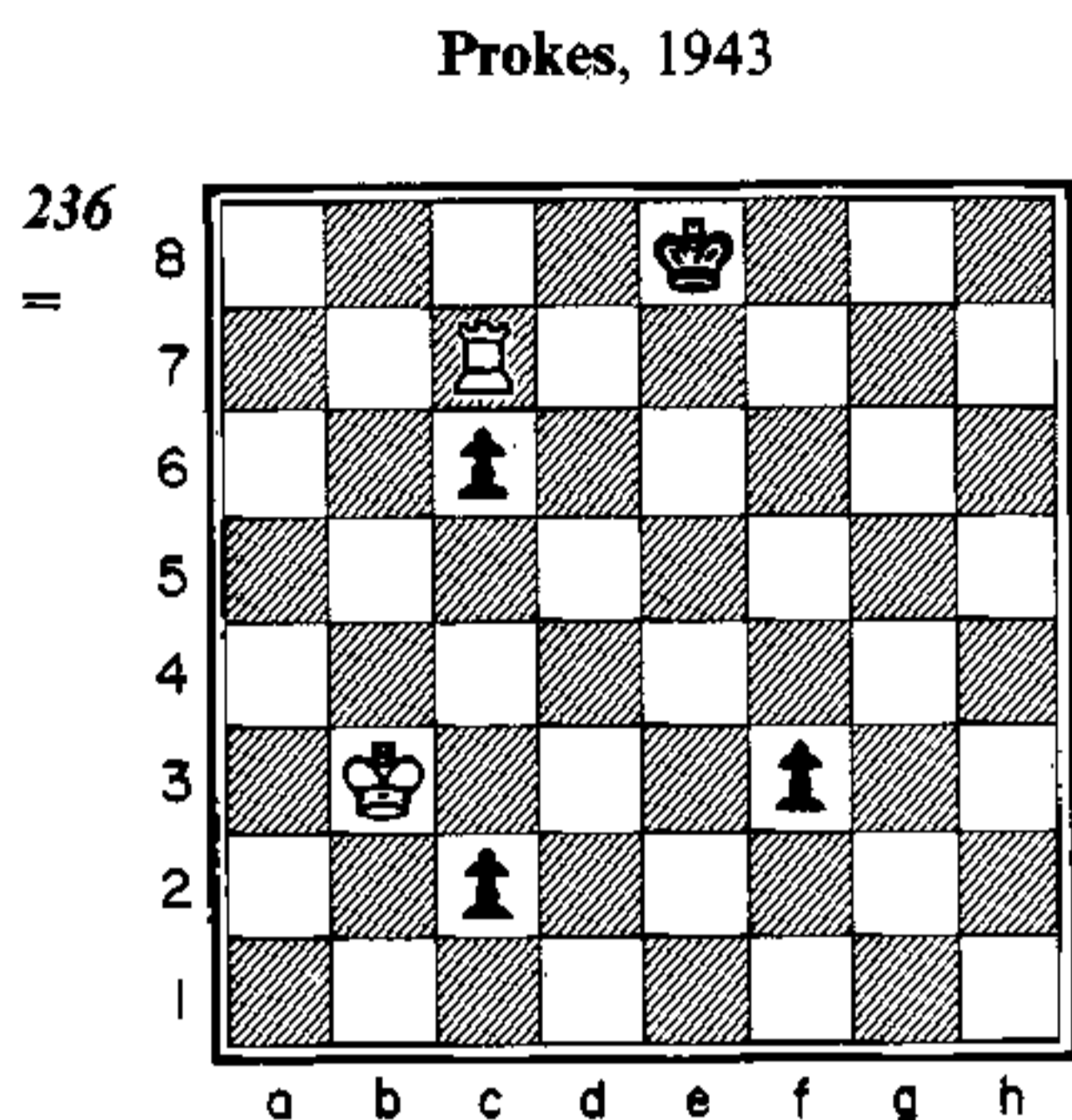
1 ... e3 2 Rb7!

This is the whole point. Bad would be 2 R × e7 Kb2 3 Rb7 + Kc3 4 Rc7 + Kb4 5 Rb7 + Kc5 6 Rc7 + Kd6 7 Rcl e2 8 Kb7 Kd5 9 Kb6 Kd4 10 Kb5 Kd3 11 Ra1 Kc3!, when Black wins. But now on 2 ... e2 comes 3 R × e7 Kb1 4 R × e2! with a draw.

2 ... e6 3 Rb6! e5 4 Rb5 e4 5 Rb4 e2 6 R × e4. Draw.

Rook against Three or More Pawns

As example 236 shows, the play in such endings is of a specific nature.



236. How is White to stop the pawns? If $1 R \times c6$, then $1 \dots f2$, and he can resign. No better is $1 K \times c2 f2$ $3 R c8+$ $Kf7$ $3 R c7+$ $Kg6$ $4 R \times c6+$ $Kg5$, when the king hides from the checks at $g2$.

White achieves his aim by the unexpected $1 Kb2!$ The $c2$ square must be kept free for the rook. For example: $1 \dots f2$ $2 R c8+$ $Kf7$ $3 R c7+$ $Kg6$ $4 R \times c6+$ $Kg5$ $5 R c5+$ $Kg4$ $6 R c4+$ $Kg3$ $7 R c3+$ $Kg2$ $8 R \times c2$. Draw.

In the following example the rook is controlling the pawns along the 2nd rank, but for the moment it is having to battle on its own. However, things are no better for the black king—it has to simultaneously try and support the pawns on both wings.

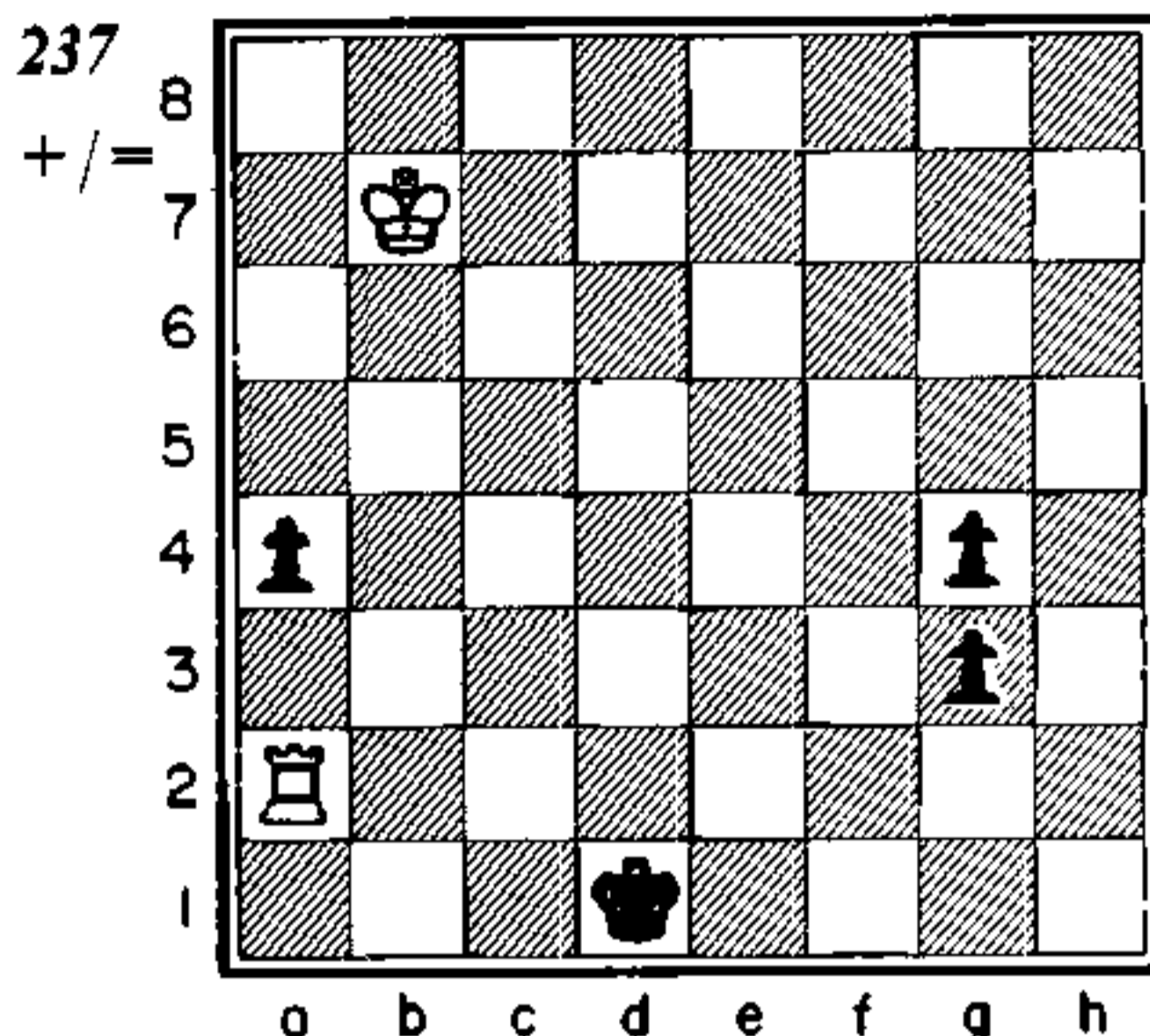
237. As was shown by Kopayev, White to move can manage to support the rook with his king: $1 Kc6 a3$.

The best reply. If $1 \dots Ke1$ $2 Rg2 Kd1$, then $3 R \times g3 Kc2$ $4 Ra3$, and the rook deals with the pawns without the support of the king.

$2 Kd5$ ($2 Rg2 Kc1$ $3 Ra2 Kd1$ would be a loss of time) $2 \dots Ke1$ $3 Ke4 Kf1$ $4 Ke3!$

An important move! In this way White

Prokes, 1951
Kopayev, 1958



parries the threat of $4 \dots g2$, on which there follows $5 Ra1$ mate.

$4 \dots Kg1$ $5 Kf4!$ $g2$ $6 Kg3$, and White wins.

But if it is Black to move he manages to save the draw: $1 \dots a3!$

The best move. Bad is $1 \dots Ke1$ $2 Rg2 a3$ $3 R \times g3 a2$ $4 R \times g4!$, when the help of the king is not required. $1 \dots g2$ $2 R \times g2 a3$ also fails, due to $3 Kc6!$ when Black is in zugzwang: if $3 \dots Kc1$ $4 Ra2$, or $3 \dots Ke1$ $4 R \times g4!$

$2 R \times a3$.

White does not have time to bring up his king: on $2 Kc6$ there follows $2 \dots Ke1$ $3 Rg2 Kf1$ $4 R \times g3 a2$ $5 Ra3 g3$ with a draw.

$2 \dots g2$ $3 Ra2 g1=Q$ $4 Ra1+$ $Ke2$ $5 R \times g1 Kf3$. Draw.

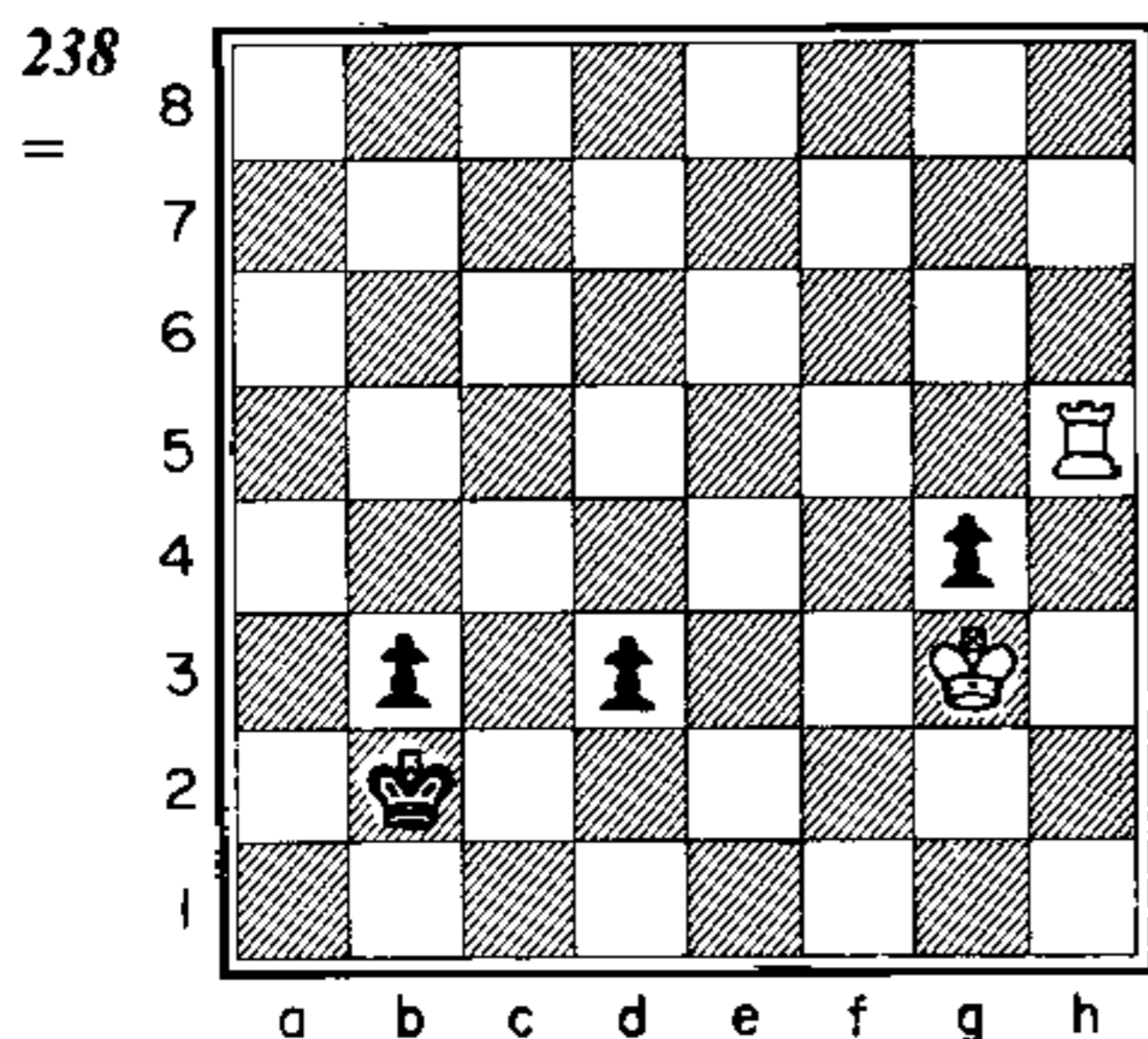
If three isolated pawns are close to queening, and the rook is not on the 1st rank, it is the side with the pawns that has the winning chances. But here too there are various saving possibilities, associated with exploiting the position of the enemy king.

238. Salvioli considered this position to be lost for White, on the basis of the variation $1 Rd5 Kc3$ $2 Rc5+$ $Kd4$ $3 Rb5 Kc4$ (however, simpler is $3 \dots d2$ $4 Rb8 Ke5$ etc. as suggested by Maizelis).

But White can play more strongly. First he must bring up his king— $1 Kf2!$, e.g. $1 \dots Kc3$ $2 Rc5+$ $Kd4$ ($2 \dots Kd2$ $3 Rb5 Kc2$ $4 Rc5+$

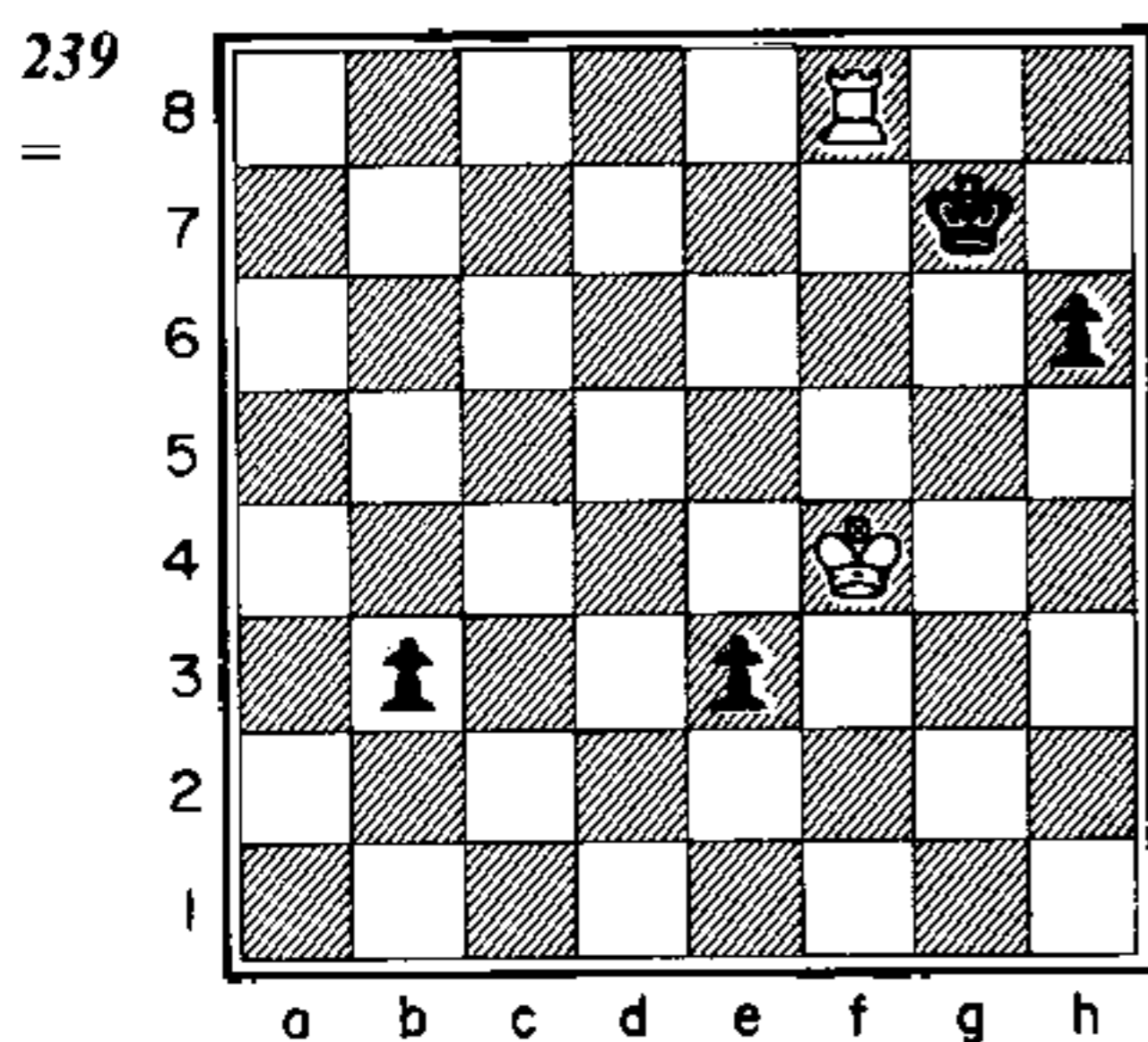
Isolated Pawns

Salvioli, 1887
Averbakh, 1984



Kb1 5 Ke3 b2 6 K × d3 g3 7 Re5, or 4 ... Kd1 5 Ke3 g3 6 Rg5 with a draw) 3 Rg5! b2 4 R × g4+ Kc3 5 Rg1, or 1 ... g3+ 2 Ke3! (2 K × g3? d2 3 Rd5 Kc2 4 Rc5+ Kd3 5 Rd5+ Ke3, and Black wins) 2 ... g2 3 Rg5 with a draw.

Tatyev, 1958



239. The rook sacrifice does not work: 1 K × e3 K × f8 2 Kd3 h5, and White can resign. To gain a draw he must exploit the position of the enemy king.

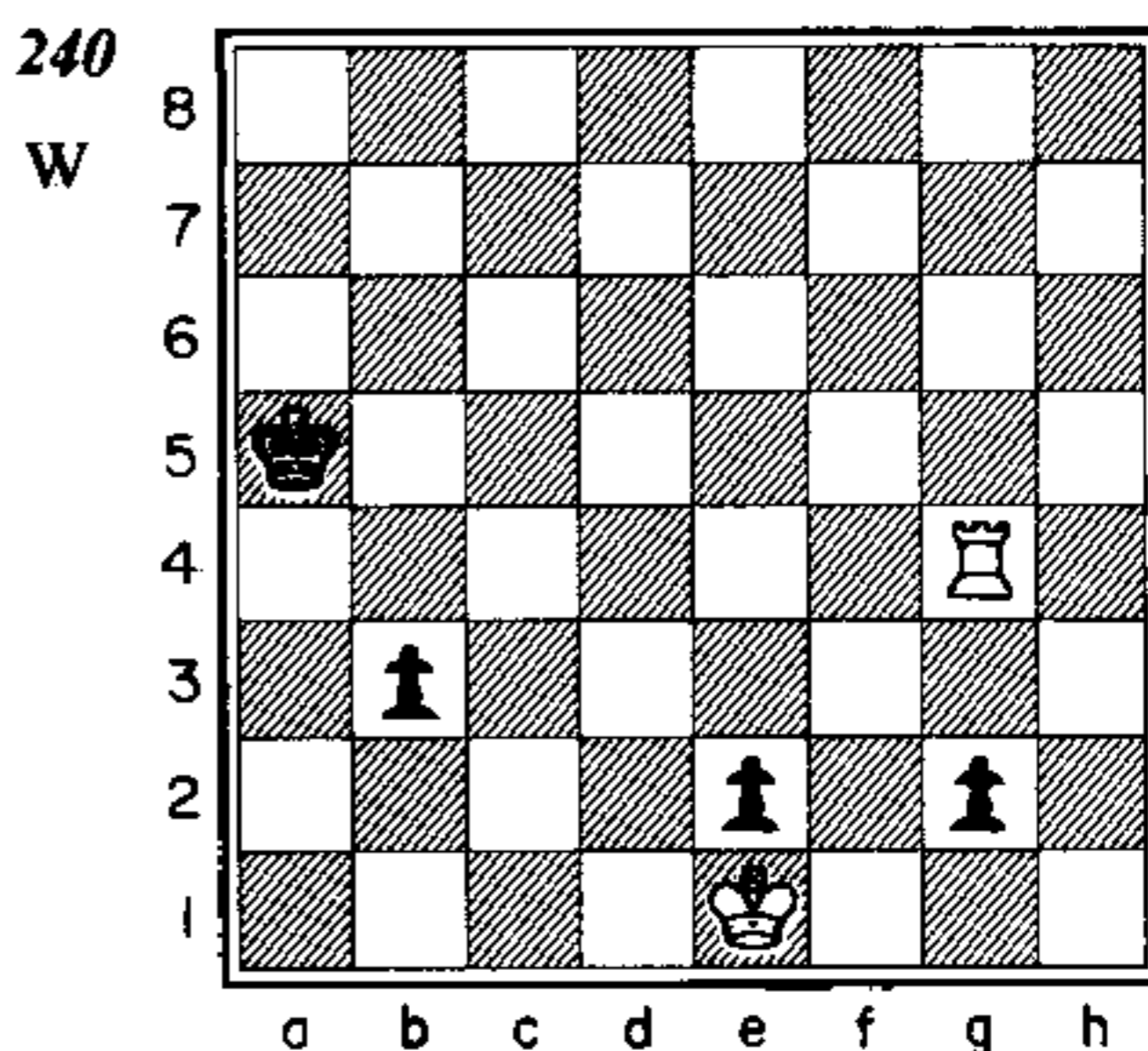
1 Rb8 e2 2 Rb7+ Kf8.

If 2 ... Kg6 3 Rb6+ Kh5, then 4 Rb5+,

and the king has to go back, since 4 ... Kh4 loses to 5 Re5! b2 6 R × e2.

3 Rb8+ Ke7 4 R × b3! e1=Q 5 Re3+.
Draw.

Romanovsky-Platz
Petrograd, 1916



240. How can the pawns be stopped? White tried to exploit the position of the opponent's king on the edge of the board and played 1 K × e2 b2 2 Rg8, but after 2 ... Ka6 3 Ra8+ Kb7 he admitted defeat.

It was only later that Romanovsky found the correct way to draw: 1 Rg5+!

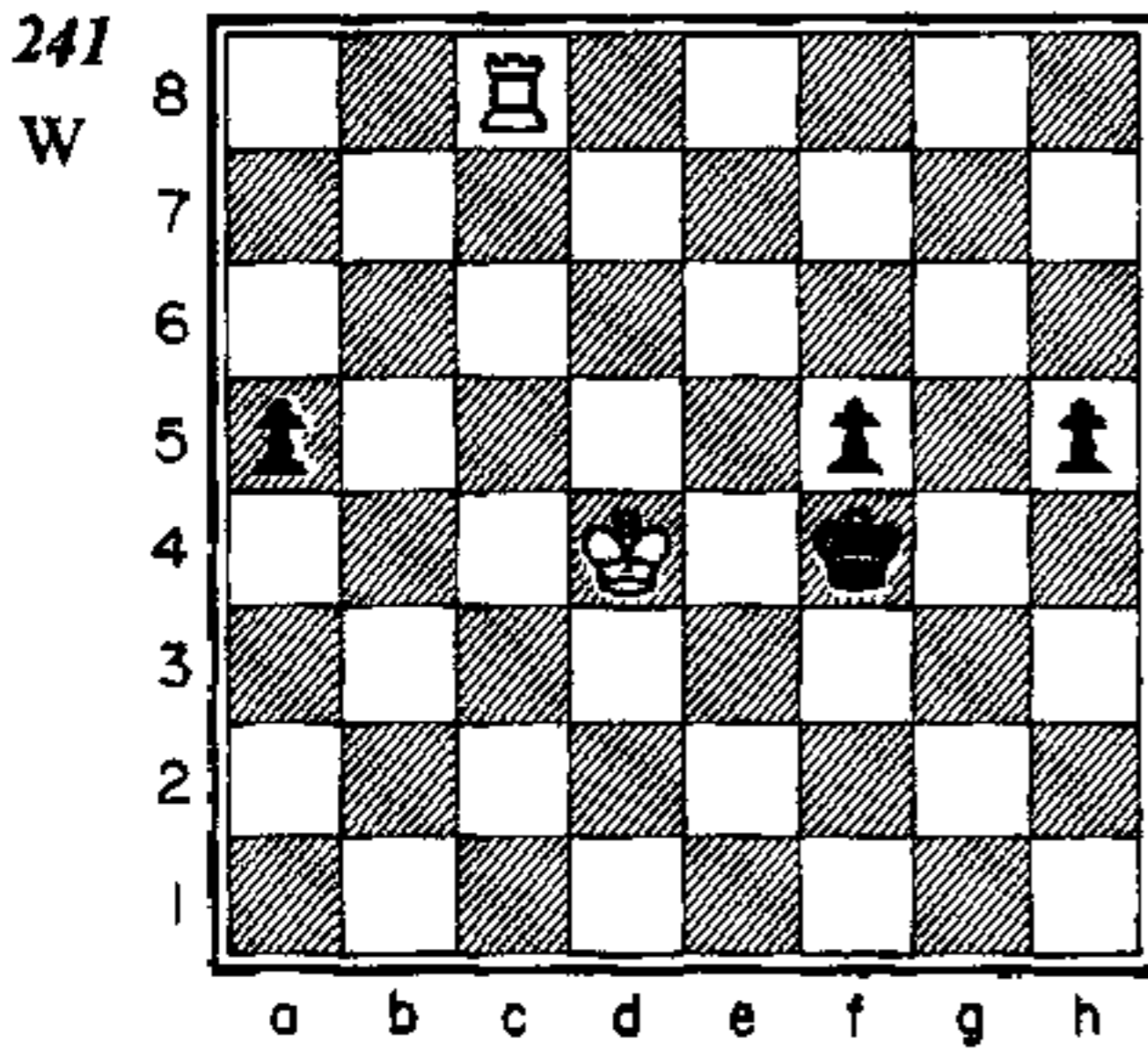
It transpires that there is nowhere for the black king to hide from the checks. If, for example, it moves towards the rook, as soon as it steps onto the e-file there follows R × g2, and if the b-pawn advances then R × e2+ and R × b2.

There is one other possibility: 1 ... Ka4 2 Rg4+ Ka3 3 Rg3! Ka2 4 R × g2 b2 5 R × e2 with a draw.

If the pawns are a long way from queening, the white king should move towards those pawns which are supported by the opponent's king, since normally it is they that are potentially the most dangerous. As we know, the best place for the king is in front of the pawns.

Rook against Three or More Pawns

Kopayev-Makarov
Kiev, 1950

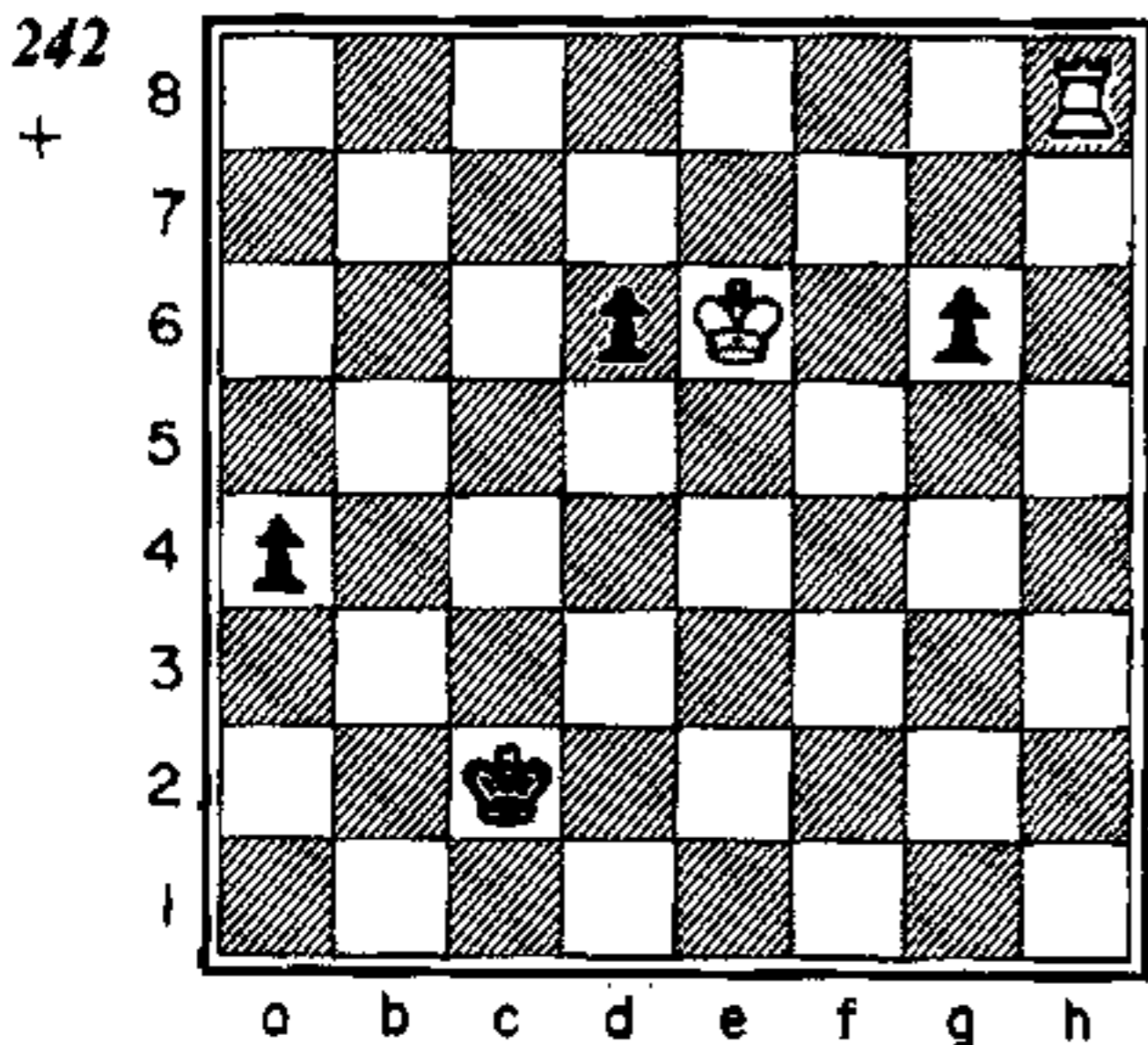


241. 1 Kd3! Kf3 2 Kd2.

The king aims to take up a frontal position in front of the f- and h-pawns. Black cannot prevent this: 2 ... Kf2 is met by 3 Rf8.

2 ... h4 3 Ke1 f4 4 Kf1 Kg3 5 Rg8+ Kf3 6 Ra8 Kg3 7 R×a5 (the king is in the right place, so the rook can be diverted to eliminate the a-pawn) 7 ... h3 8 Rg5+ Kf3 9 Rg8 h2 10 Rh8 Resigns.

from a practical game



242. The main danger here is presented by the a-pawn, so it is quite natural that the white king should head for it.

1 Kd5! a3 2 Kc4 d5+.

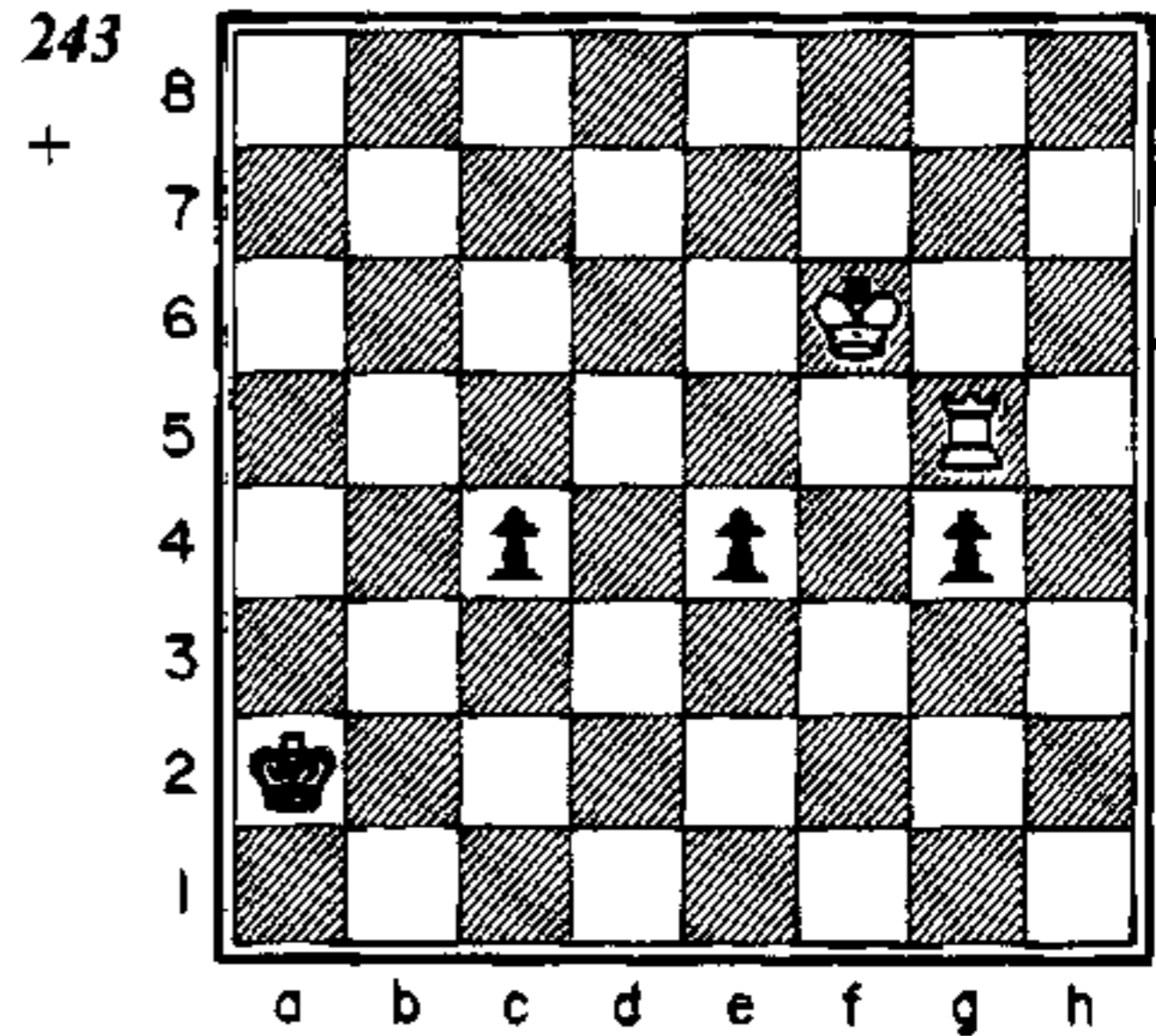
If 2 ... a2, then 3 Rh2+ Kb1 4 Kb3 a1=N+ 5 Kc3 d5 6 Rh1+ Ka2 7 Rd1 Nb3 8 R×d5 etc.

3 Kb4 a2 (if 3 ... d4, then 4 Rh2+ Kc1 5 Kc4! Kb1 6 Kb3 Kc1 7 Ra2) 4 Rh2+ Kb1 5 Ka3! a1=N

The natural 5 ... a1=Q+ 6 Kb3! loses immediately, whereas now the battle continues.

6 Rh1+ Kc2 7 R×a1 d4 8 Kb4! Kd3 (8 ... d3 9 Ra2+) 9 Rd1+ Ke3 10 Kc4 g5 11 R×d4 Kf3 12 Kd3! g4 13 Rd8 g3 14 Rf8+ Kg2 15 Ke2 and White wins.

Weinberger, 1960



243. White's plan is typical: an attack on the most dangerous pawn—the one which can be supported by the king.

1 Rc5 Kb3 2 Ke5 e3 (2 ... c3 3 K×e4 c2 4 Kd3 etc.) 3 Kd4 e2 4 Re5 c3 5 Re3! g3.

There is nothing better, but now the white pieces deal easily with the pawns.

6 R×c3+ Kb4 (if 6 ... Kb2, then 7 Re3 etc.) 7 Rc1, and White wins.

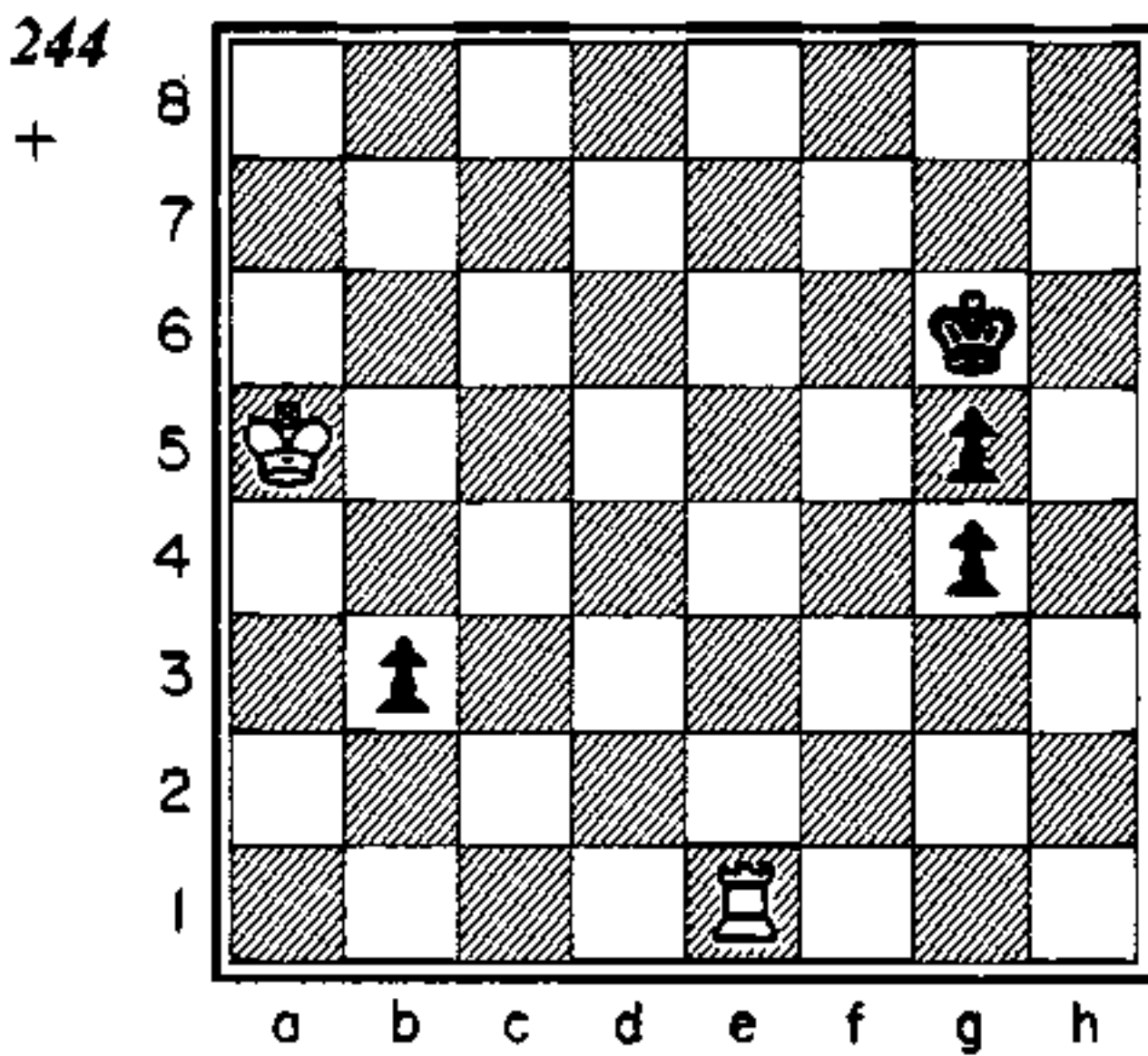
244. 1 Kb4 Kf5 2 Kc3!

A precise move. 2 K×b3 would lose a decisive tempo: 2 ... Kf4 3 Kc3 g3 4 Kd3 g2 5 Ke2 Kg3 6 Ke3 g4 7 Ke2 Kh2 8 Kf2 g3+ with a draw.

2 ... Kf4 (2 ... g3 3 Kd3 Kg4 4 Ke2 Kh3 5 Kf1 Kh2 6 Re2+) 3 Kd2 Kf3 (trying to block

Isolated Pawns

Amiryan, 1964



the path of the opponent's king, but, as we will later see, in vain) **4 Re3+ Kf2 5 Re2+!**

Forcing the king to decide which way to go. If **5 ... Kf3**, then **6 Ke1 g3 7 Kf1**.

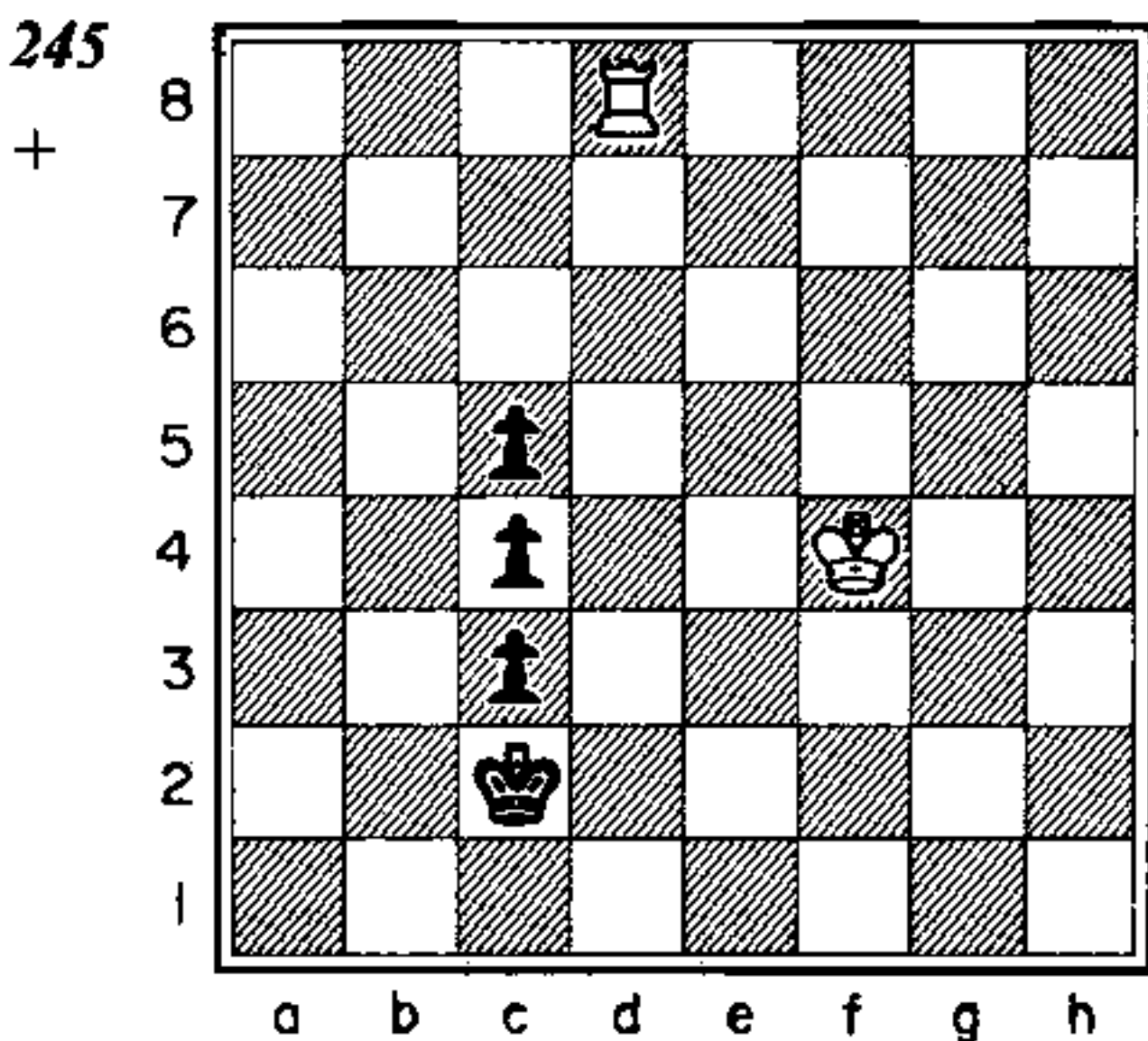
5 ... Kf1 6 Ke3 g3 7 Rd2!

The only move to win. If **7 Rb2**, then **7 ... g4! 8 Rd2 Kg1 9 Kf4 b2! 10 R x b2 g2 11 Kg3 Kh1!** with stalemate.

7 ... g4 8 Rb2! (it is important that here it is Black to move) **8 ... Kg1 9 Kf4 g2 10 Kg3**, and White wins.

The following two studies demonstrate the comparatively rare case of tripled pawns. Even such a pawn structure has its own special features, determining the nature of the play.

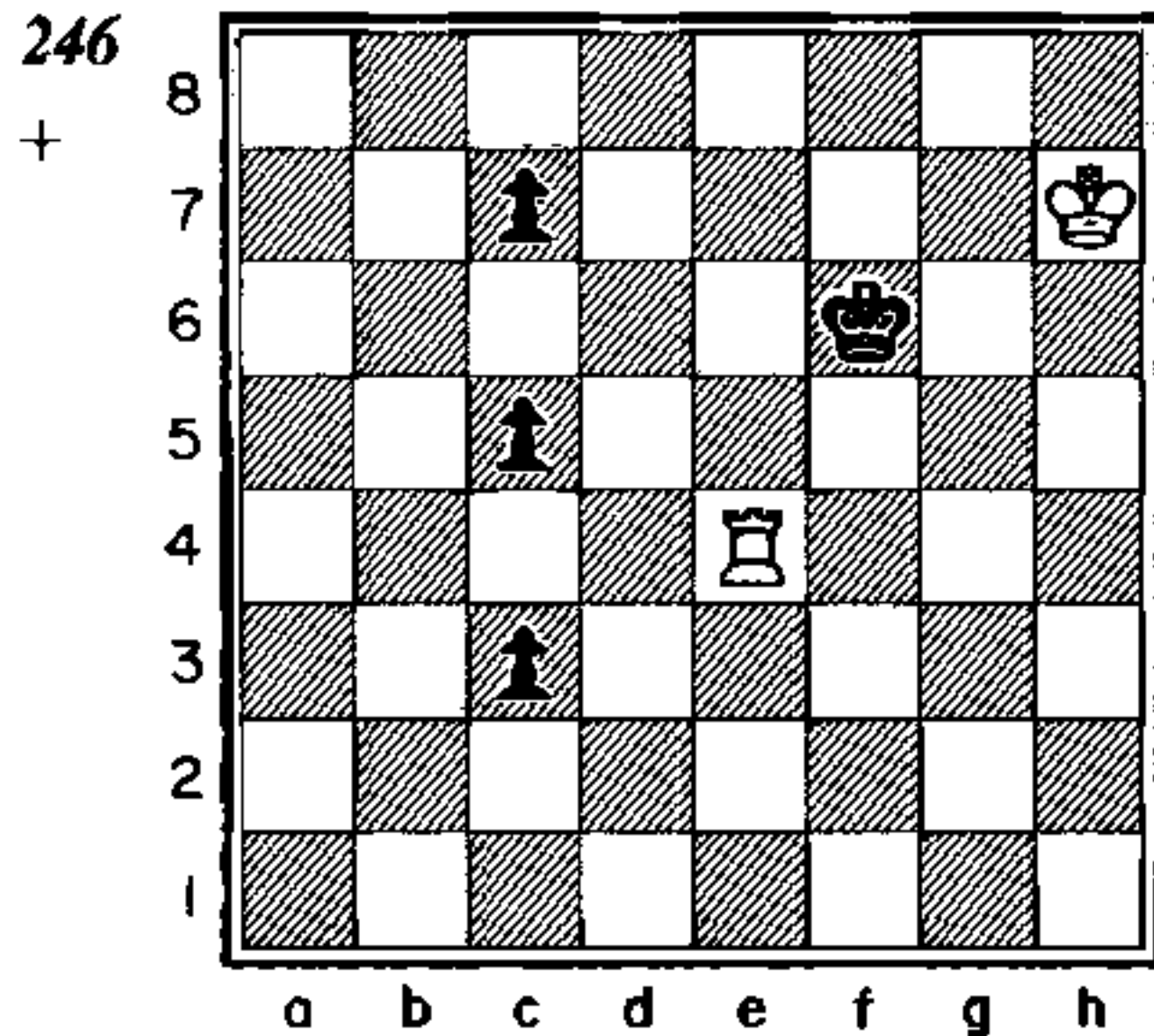
Weinberger, 1966



245. Without the c5 pawn Black would draw easily, e.g. **1 Ke3 Kb2!** (**1 ... Kc1? 2 Kd4 2 Rb8+ Kc1 3 Kd4 (3 Ke2 c2) 3 ... Kd2!** etc. The presence of this pawn is Black's undoing, preventing him from exploiting the possibility of stalemate.

1 Ke3 Kc1 2 Ke2 c2 (2 ... Kc2 3 Rb8 Kc1 4 Rb5) 3 Rb8 c3 4 Rb3! c4 5 R x c3 Kb2 6 Kd2, and White wins.

Munos, 1941



246. For the moment the rook is fighting the pawns on its own. White's problem is to gain time for the approach of his king. Therefore it would be a mistake to play **1 Re3 c2 2 Rc3 Ke5! 3 R x c5+ Kd4! 4 R x c2 c5** with a draw.

1 Re2! c4.

If **1 ... Kf5**, then **2 Kg7 c4 3 Kf7 c6 4 Ke7 Kf4 5 Kd6 Kf3 6 Re1! c2 (6 ... Kf2 7 Re4) 7 Kc5 Kf2 8 Rc1**, and White wins.

2 Re4! c5! 3 Kh6 Kf5 4 R x c4 Ke5 5 Kg5 Kd5 6 R x c3 Kd4 7 Rc1 c4 8 Kf4 (the white king has reached the necessary position; the rest is simple) **8 ... Kd3 9 Kf3 c3 10 Rd1+ Kc2 11 Ke2**, and White wins.

How does Black save the game after **1 Kh6**? Munos thought that by **1 ... c2 2 Rc4 Ke5 3 Kg5 Kd5 4 R x c2 Kd4 5 Kf4 c4 6 Kf3 Kd3 7 Rc1 c3 8 Rd1+ Kc4! 9 Ke2 c2 10 Rd7 c1=N+**. But Maizelis (1955) noticed that,

Rook against Three or More Pawns

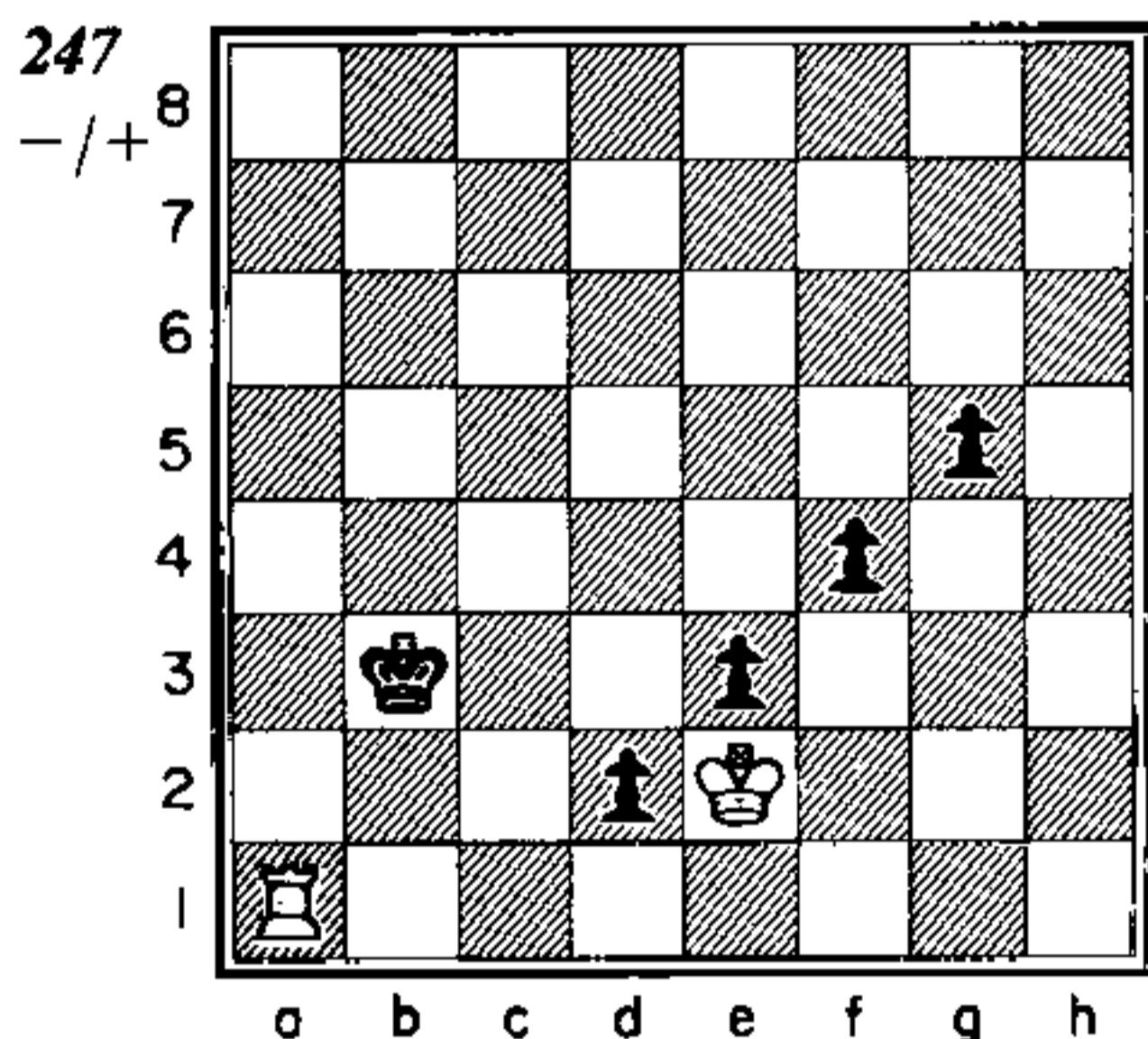
instead of 6 Kf3?, correct is 6 Rd2+! Kc3 7 Ke3 Kb3 8 Rd5, when White wins.

Nevertheless, as the composer of the study later showed (1976), Black's play can also be improved. He is by no means obliged to force matters by 1 ... c2, but should play 1 ... Kf5!, e.g. 2 Rc4 Ke5 3 Kg5 Kd5 4 Rxc3 Kd4 5 Rc1 c4 6 Kf4 Kd3 7 Kf3 c3 8 Rd1+ Kc4!, when the rest has already been considered.

3.4 FOUR OR MORE PAWNS

Four pawns are normally stronger than a rook, especially if they are close to queening and can be supported by their king.

Averbakh, 1984



247. If Black begins, he wins without difficulty by 1 ... Kc2, e.g. 2 Ra2+ (there is nothing better: if 2 Rg1, then 2 ... g4 3 Ra1 f3+ 4 Kxe3 d1=Q) 2 ... Kb1 3 Ra8 f3+ 4 Kd1 f2 5 Rf8 g4, and the advance of the g-pawn cannot be prevented.

If it is White to move, he plays 1 Kd3!, not allowing the opponent's king to approach the pawns, e.g. 1 ... g4.

If 1 ... Kb4, then 2 Rg1 g4 3 Rf1.

2 Rb1+ Ka3 3 Ke2 g3 (if 3 ... Ka2? 4 Rf1) 4 Kd3 g2 5 Ke2 Ka2 6 Rg1 Kb3 7 Kd3 (7 Rxc3 f3+) 7 ... Kb4! 8 Rb1+ Kc5 9 Ra1

Kd5 10 Rb1 (White can only wait to see what Black will do) 10 ... Ke5 11 Ra1 Kf6.

This is simpler than 11 ... Kf5 12 Rg1, when 12 ... Kg4 13 Rxc3+ throws away the win.

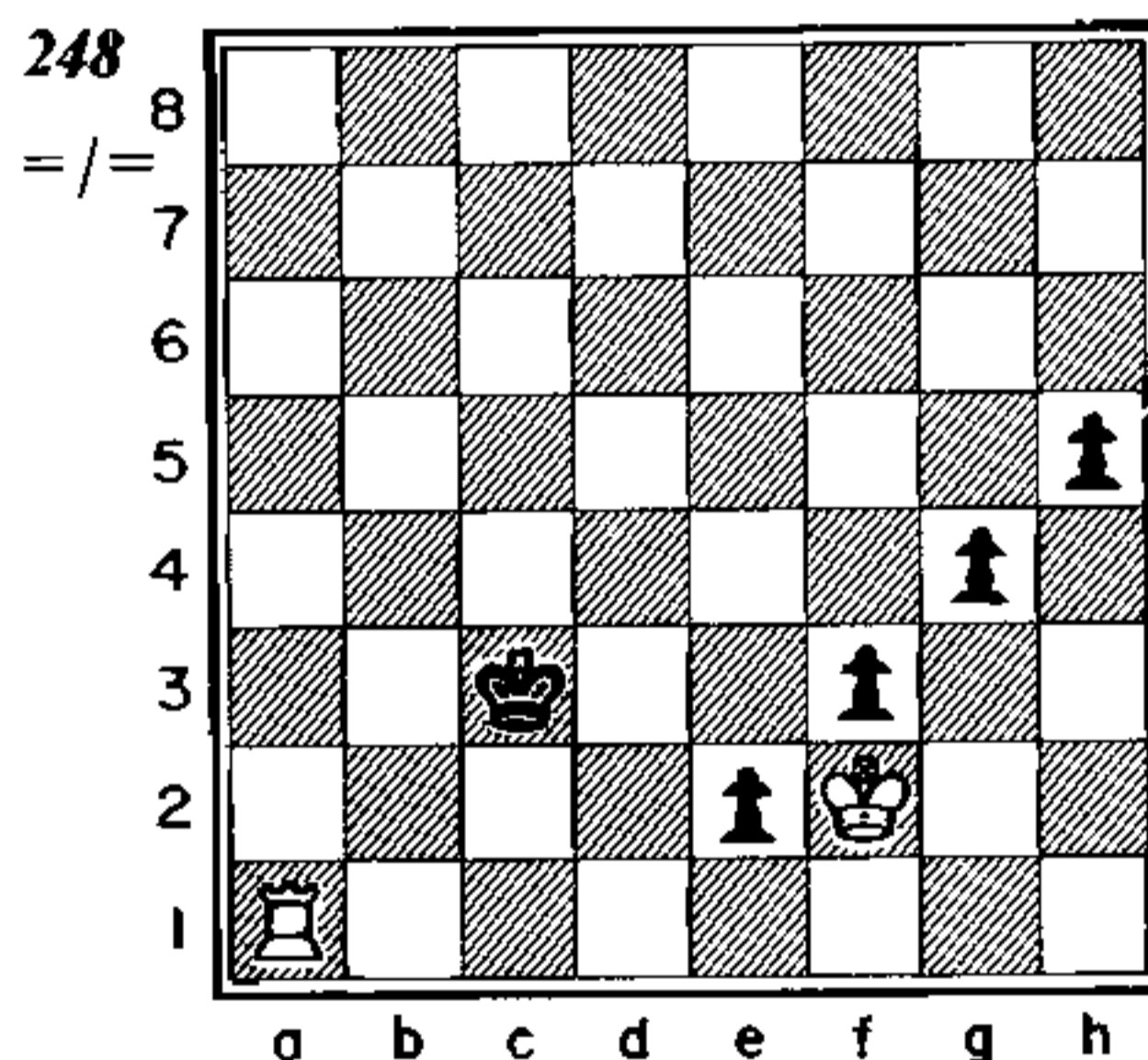
12 Ke2 (if 12 Rg1 Kf5) 12 ... Kf5 13 Kf3 Ke5.

Here many roads lead to Rome. Another possibility is 13 ... Kg5 14 Rg1 Kh4, when the king supports the g-pawn.

14 Ke2 Ke4 15 Ra4+ Kf5 16 Ra1 Kg4, and Black wins.

Now let us move all the pieces in example 247, apart from the rook, one file to the right.

Averbakh, 1984
from Kopayev, 1958



248. The rook has more space to the left than in the previous example, and this allows White to parry successfully the opponent's threats.

1 ... Kd2 2 Ra2+ Kd1 3 Ra1+ Kc2 4 Ke3 h4 5 Rh1 h3 (if 5 ... g3, then not 6 Kxf3? Kd2, but 6 Re1! f2 7 Rxe2+ Kc3 8 Rxf2 with a draw) 6 Ra1 h2 7 Rh1 Kc3 8 Rc1+ Kb3 9 Kf2 Kb2 10 Rh1 Kc3 11 Ke3 Kc4 12 Ra1 Kd5 13 Kf2 Ke4 14 Kg3 Ke3 15 Ra3+ Kd2 16 Ra2+ Kd3 17 Ra1. Draw.

The attempt to take the king to the K-side is also unsuccessful: 2 ... Kd3 3 Ra3+ Ke4 4 Ra4+ Kf5 5 Ra5+ Kg6 6 Ra6+ Kg5 7 Ra5+ Kg6.

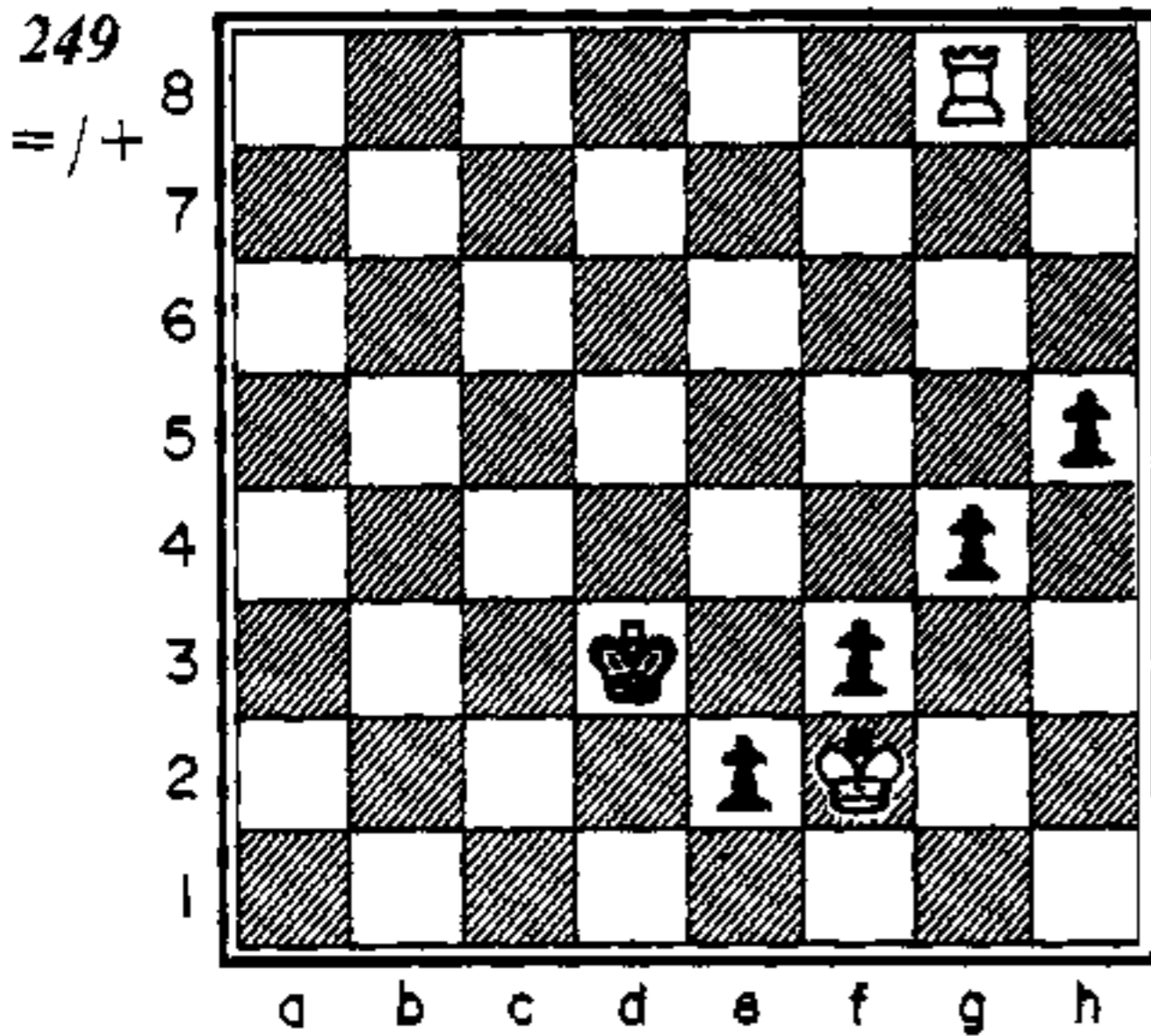
Four or More Pawns

7 ... Kh4?? would be a fatal mistake: 8 Re5! (8 Ra1 is sufficient for a draw, but now, having caught the opponent's king in a trap, White wants more) 8 ... e1=Q+ (there is nothing better) 9 R×e1 Kg5 10 Re8, and White wins.

8 Ra6+. Draw.

We will now consider a position with the same pawn arrangement, but with the pieces rather differently placed.

Averbakh, 1984
from Kopayev, 1958



249. The first impression is that the rook is well placed to the rear, since it is halting the pawns, and without the support of their king they cannot advance.

Indeed, if it is White to move he can even go onto the attack, by threatening the h-pawn: 1 Rg5! Ke4 (1 ... Kd2 2 Rd5+ and 3 R×h5) 2 R×h5 g3+ 3 Ke1 g2 4 Rg5 Ke3.

Black appears to have created serious threats. For example, 5 Rg3 is met by mate in two moves: 5 ... g1=Q+ 6 R×g1 f2 mate. Also bad is 5 Re5+ Kf4, when the pawn queens. But 5 R×g2! dispels all the illusions. Draw.

If Black begins, he can realize his advantage: 1 ... Ke4! 2 Re8+ (the attack on the h-pawn does not now succeed: 2 Rg5 Kf4! 3

R×h5 g3+ 4 Ke1 g2, and Black wins) 2 ... Kf5 3 Rf8+ Kg5 4 Rg8+ Kf6!

4 ... Kh4 would be a loss of time: 5 Re8! Kh3 6 Re5, and the king must go back, since 6 ... h4? 7 Re4! leaves it trapped. He would no longer have any chance of winning.

But now, after the precise move found by Kopayev, White finds himself in zugzwang, e.g. 5 Ke1 Kf5 6 Rf8+ Kg5 7 Rg8+ Kf4 8 Rf8+ Kg3, and the h-pawn queens.

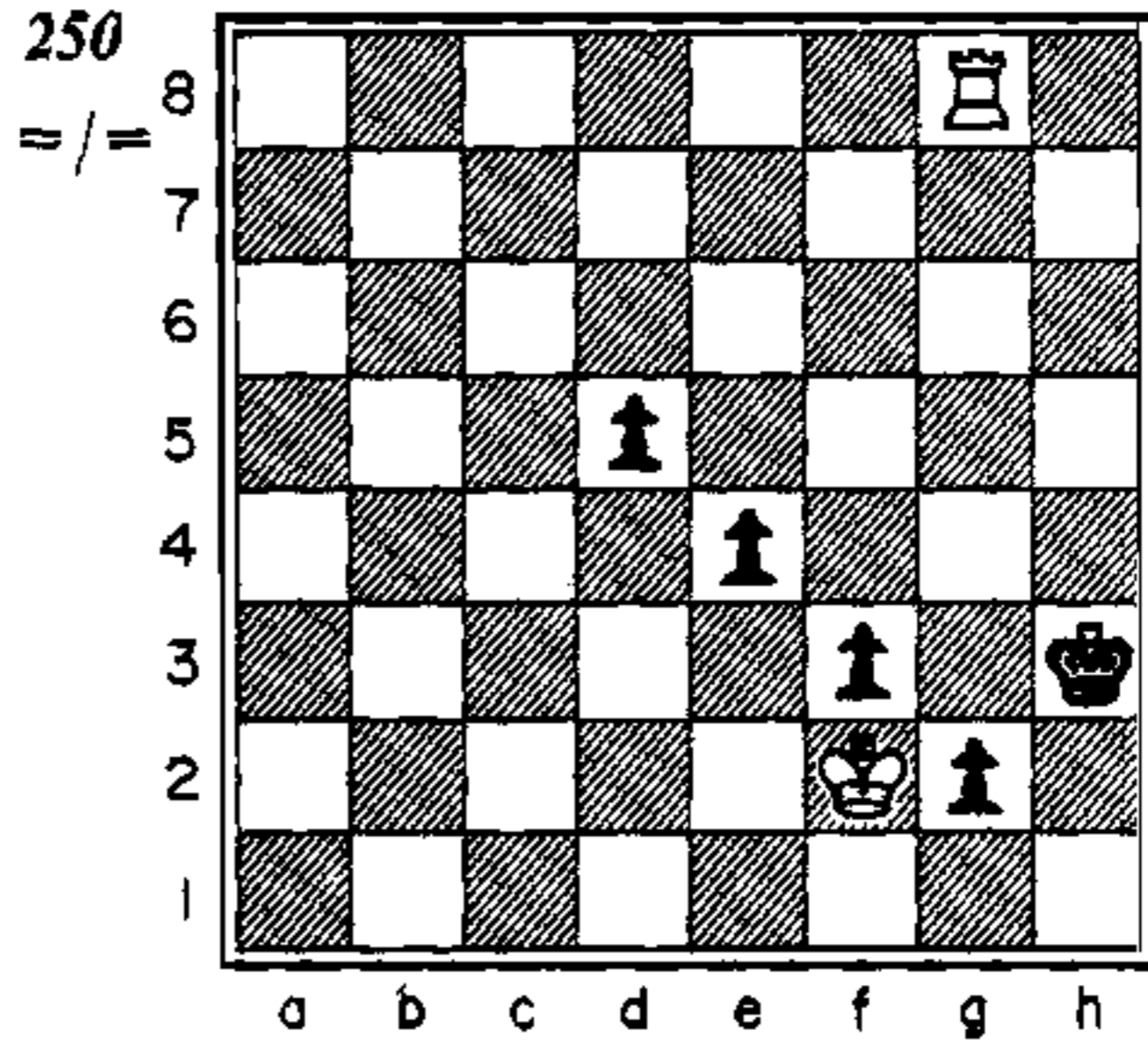
5 Rf8+ Kg7! 6 Re8 Kf7! (of course, not 6 ... h4 7 Re4) 7 Re5 Kf6!

Thanks to this subtle king manoeuvre, Black is able to advance his h-pawn. Incidentally, it is immune: 8 R×h5 is met by 8 ... g3+ 9 Ke1 g2.

8 Re8 h4 9 Re4 Kf5 10 Re8 h3 11 Rf8+ Ke6 12 Rg8 h2, and Black wins.

The rook may be well placed to the rear, if opponent's king is at the side of the board.

Kopayev, 1958



250. Here White is guaranteed against defeat, since he has the possibility of creating mating threats.

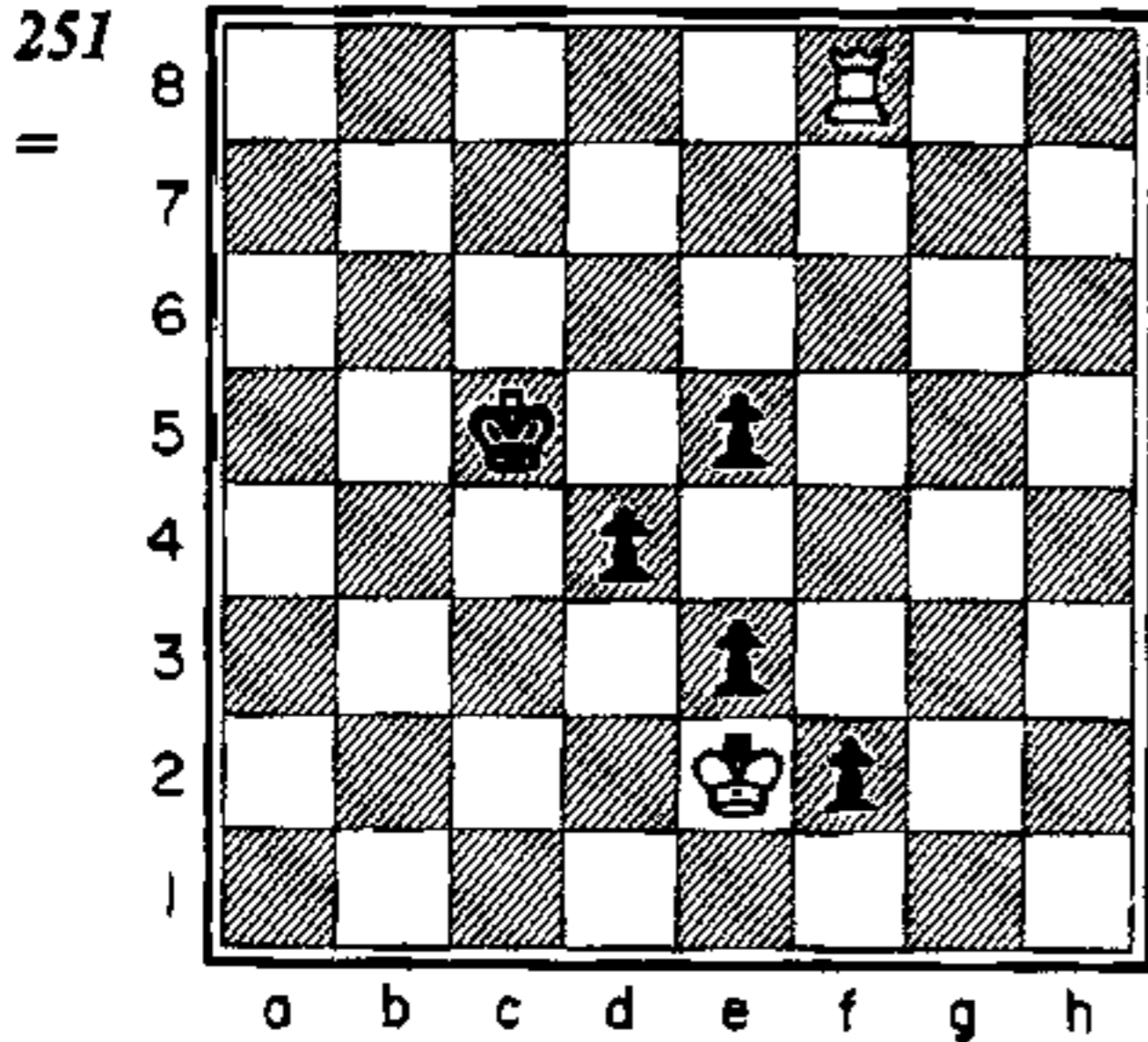
For example, with Black to move: 1 ... d4 2 Re8! e3+ 3 K×f3! g1=N+ (if 3 ... Kh2, then 4 Rh8+ Kg1 5 Rg8) 4 Ke4 e2 5 K×d4. Draw.

The attempt to move the king out of the danger zone also does not help: 1 ... Kh4 2

Rook against Three or More Pawns

Rd8 Kg4 (if 2 ... e3+, then 3 K×f3!) 3 **R×d5 e3+** 4 **Kg1 e2** 5 **Re5 Kg3** 6 **R×e2!**
Draw.

Vukovic, 1955



251. Due to the fact that the opponent has doubled pawns, White is able to maintain the balance. Even the following continuation is possible: 1 **Rc8+** **Kd5** 2 **Rd8+** **Ke4** 3 **Rd7 d3+** (there is no other active possibility) 4 **Kf1 d2** (4 ... **Kf3** loses to 5 **R×d3**) 5 **Ke2 Kf4** 6 **Rf7+** etc.

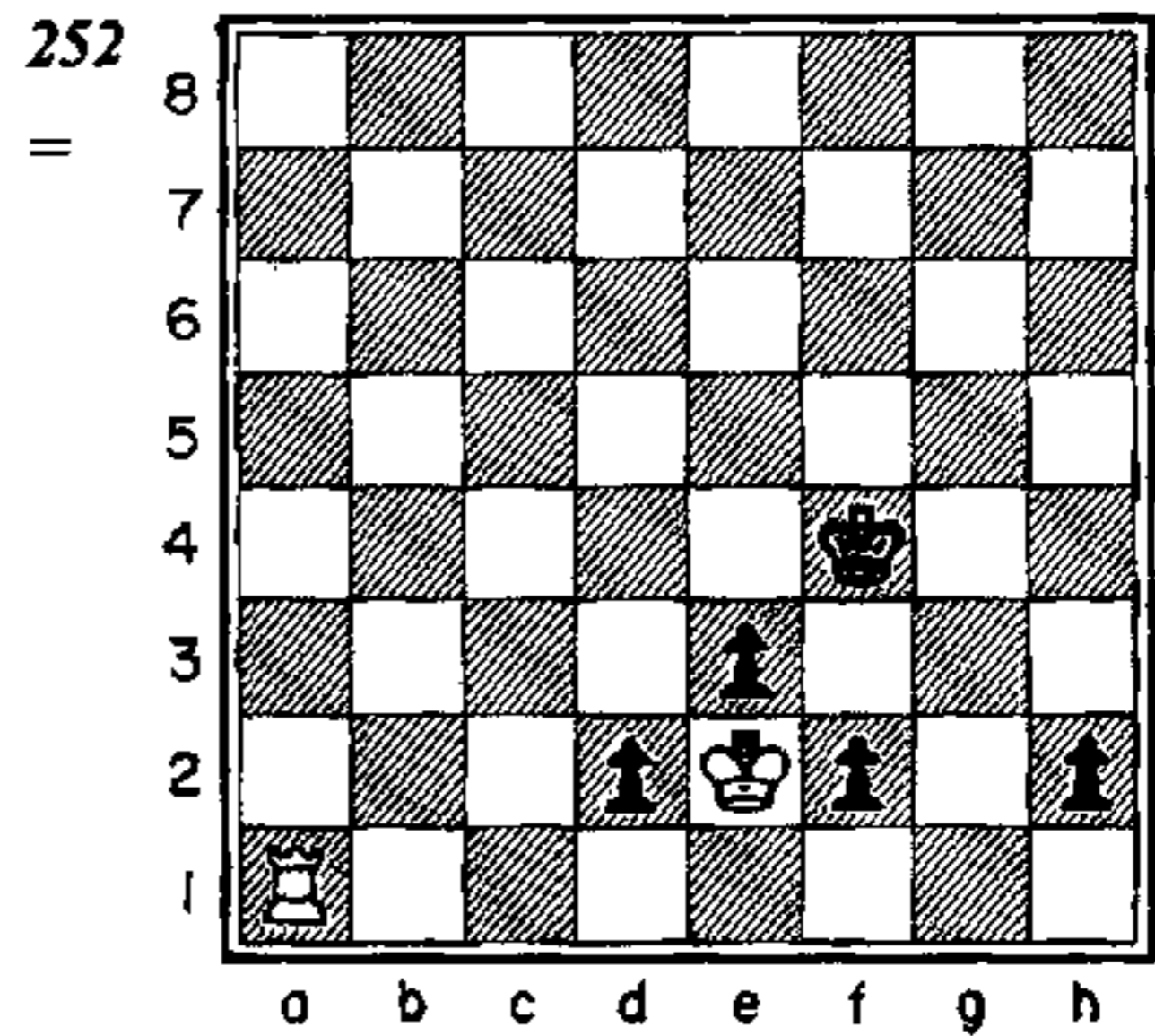
The composer gives the variation 1 **Rf6 Kd5** 2 **Kd3 e4+** 3 **Ke2 Ke5** 4 **Rf8 Ke6** 5 **Rf4**, which of course is also sufficient for a draw.

Up till now we have considered only positions with connected pawns arranged diagonally. We will now meet two examples of another pawn configuration, where the rook and king are deployed in the best way possible.

252. The similar position with three pawns was drawn. The addition of the fourth pawn does not change the assessment.

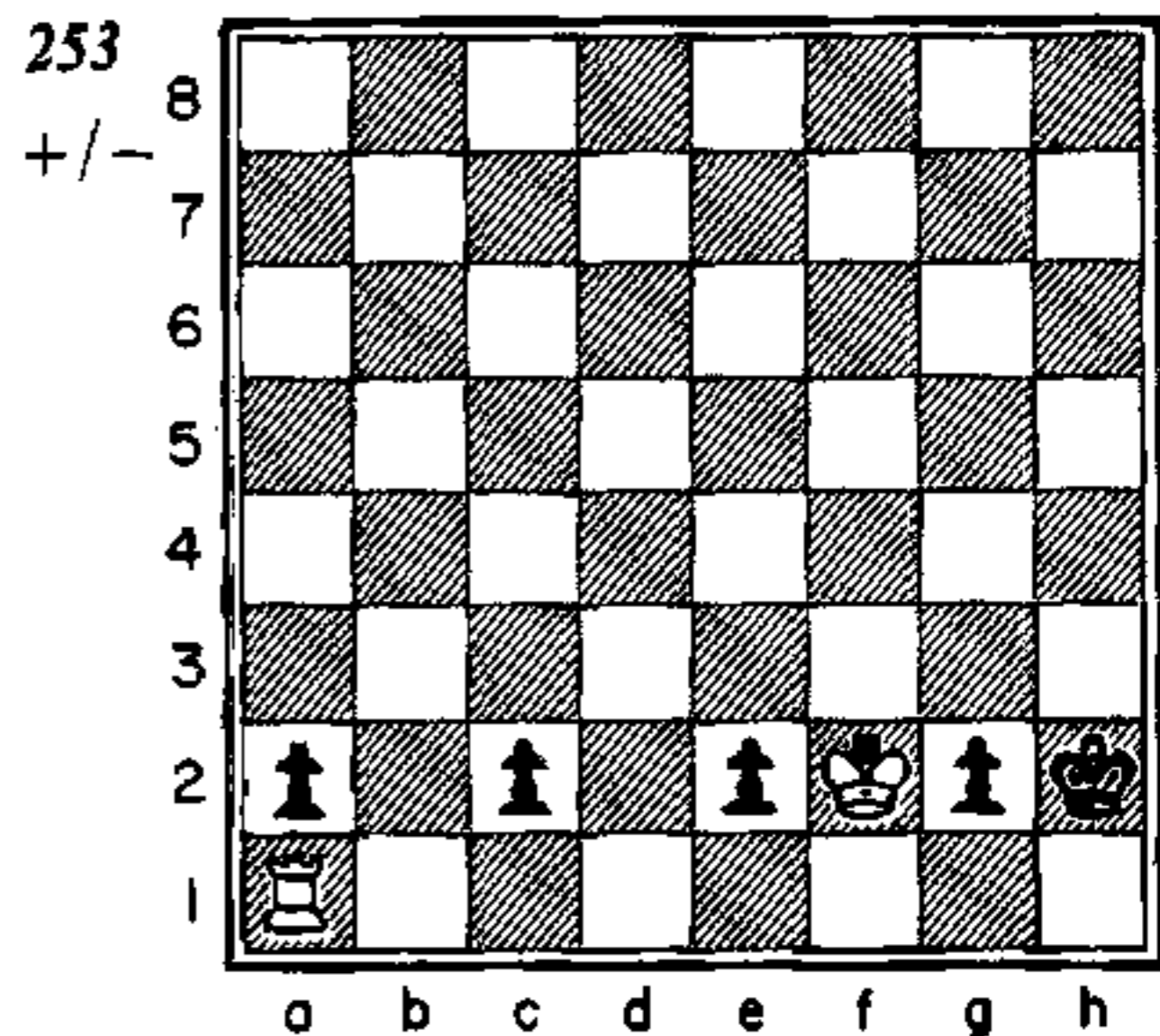
The black king is threatening to penetrate with decisive effect to g2. This threat is completely parried only by 1 **Rf1!**, e.g. 1 ... **Kg3** 2 **K×e3 Kg2** 3 **R×f2×Kg1** (3 ... **Kg3** 4 **Rf1**) 4 **R×d2! h1=Q** 5 **Rd1+**. Draw.

Averbakh, 1984



In this ending isolated pawns prove weaker than all others.

Averbakh, 1984



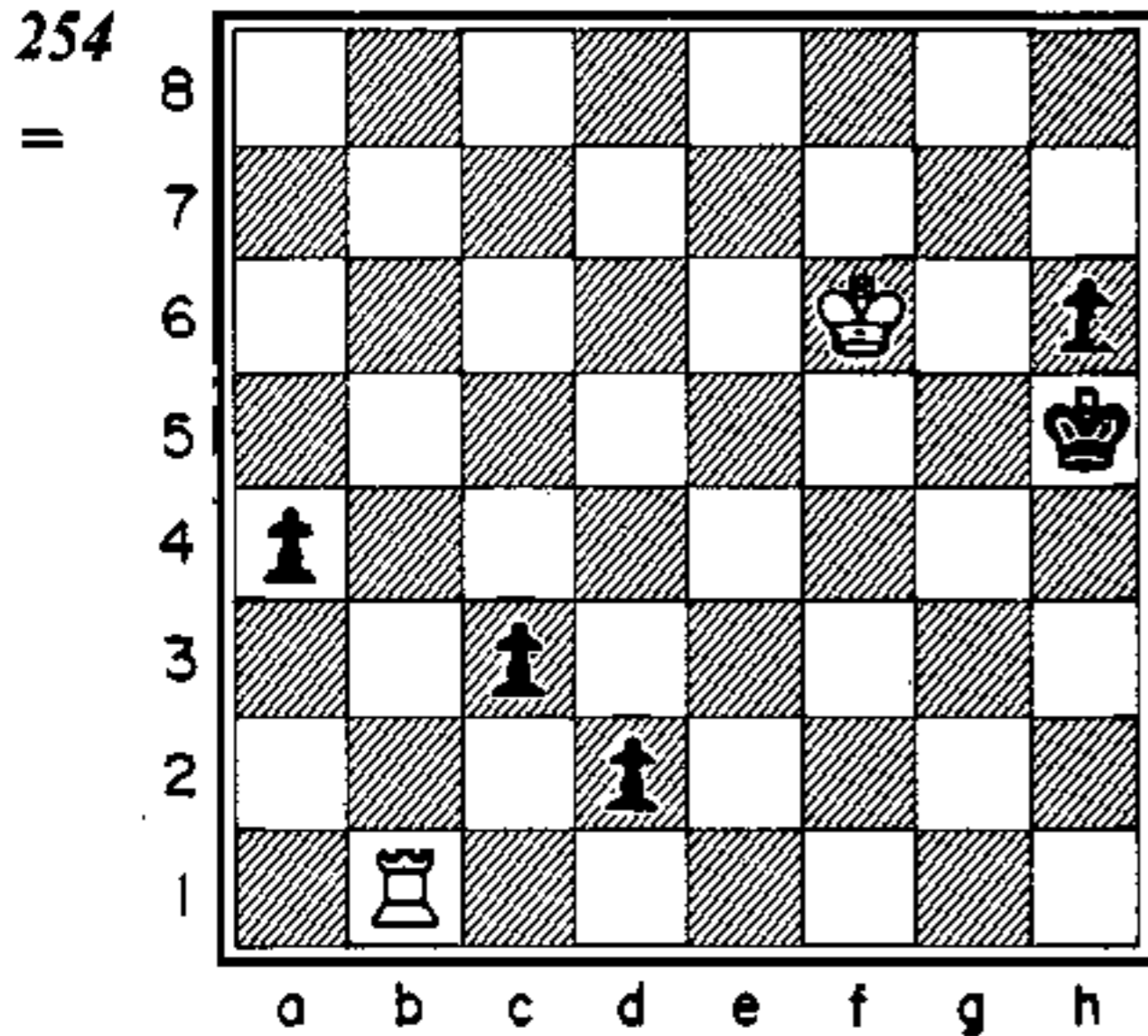
253. With White to move: 1 **Re1 Kh3** 2 **Rg1 Kg4** (there is nothing better) 3 **K×g2 Kf4** 4 **Kf2 Ke4** 5 **K×e2 Kd4** 6 **Kd2** and wins.

If it is Black to move, 1 ... **Kh3** is met by the immediately decisive 2 **Rg1**.

As we have already seen in example 250, when a rook is battling against far-advanced pawns, the opponent's king may be dangerously placed on the edge of the board, and its position exploited as a defence. This theme

has been widely developed by chess composers.

Horwitz and Kling, 1851

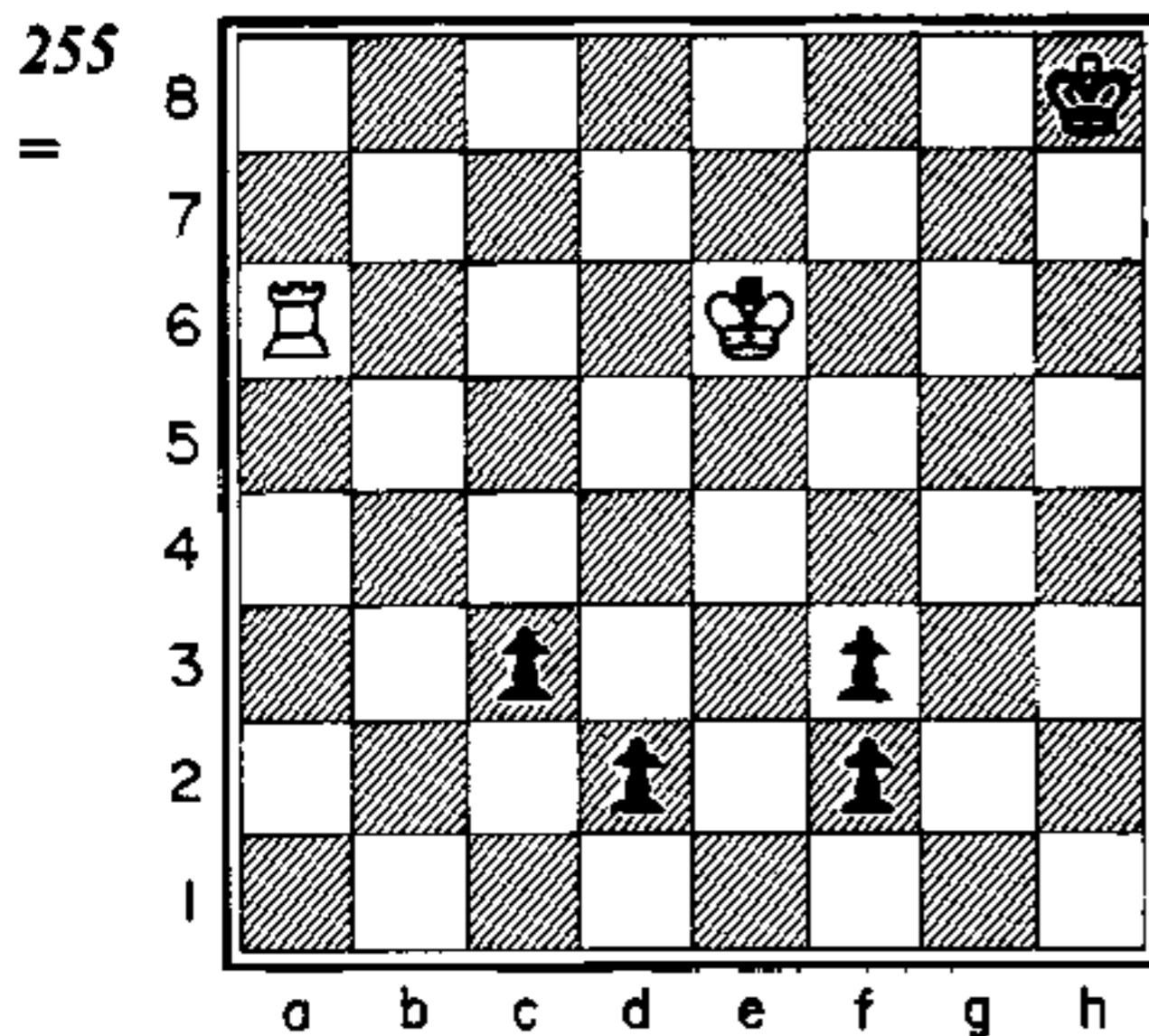


254. The pawns look irresistible, since White's king is too far away from them. But with the help of mating threats he is able to bring his king up to the pawns.

1 Kf5 Kh4 2 Kf4 Kh3 3 Kf3 Kh2 4 Rd1! a3 5 Ke3! a2 6 Kd3 h5 7 Kxc3 h4. Draw.

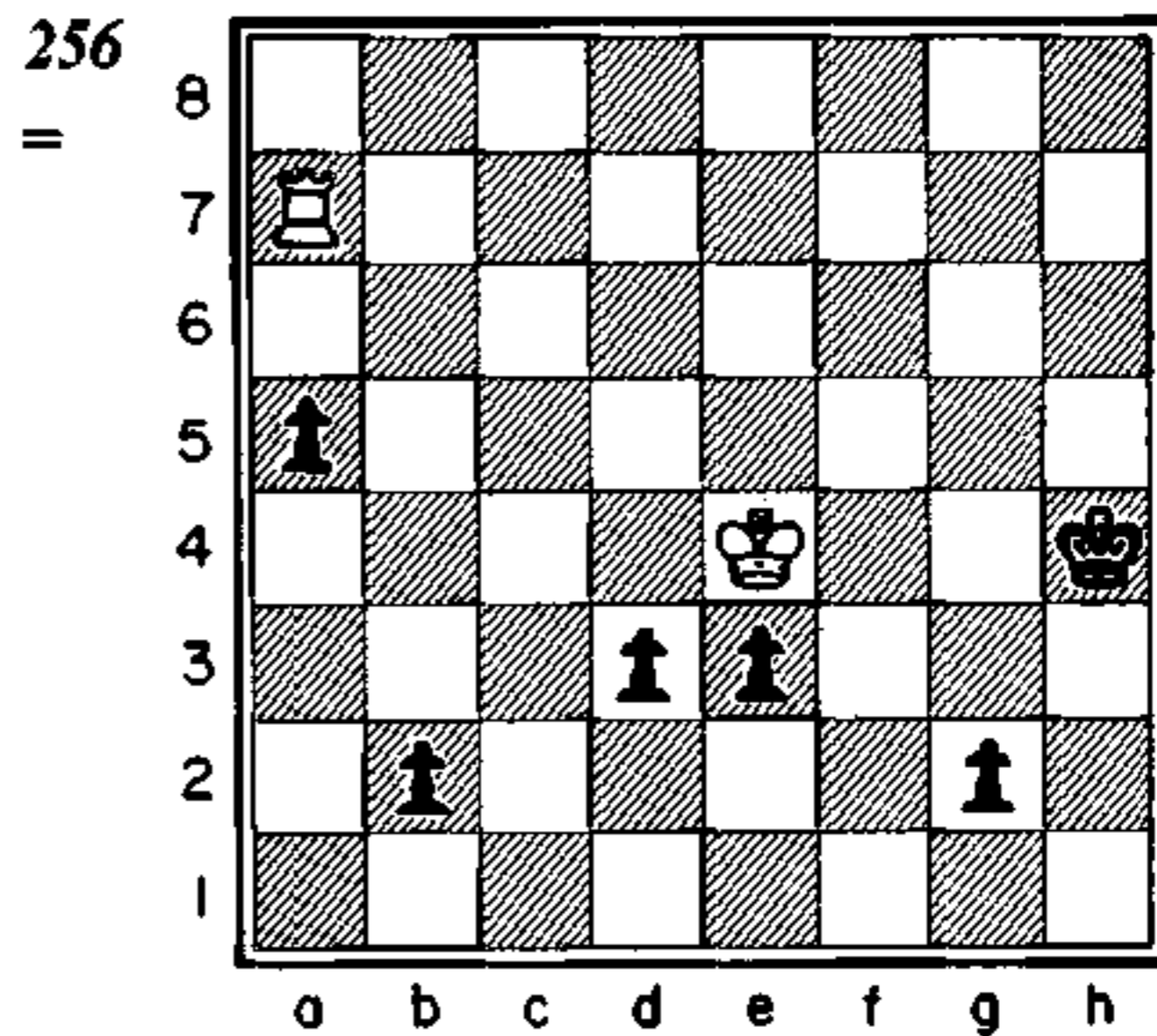
This same procedure is used in the following study.

Rinck, 1907



255. 1 Kf7 Kh7 2 Ra1 Kh6 3 Kf6 Kh5 4 Kf5 Kh4 5 Kf4 Kh3 6 Kxf3 Kh2 7 Ke2 Kg2 8 Rf1! c2 9 Rxf2+ Kg1 10 Kxd2. Draw.

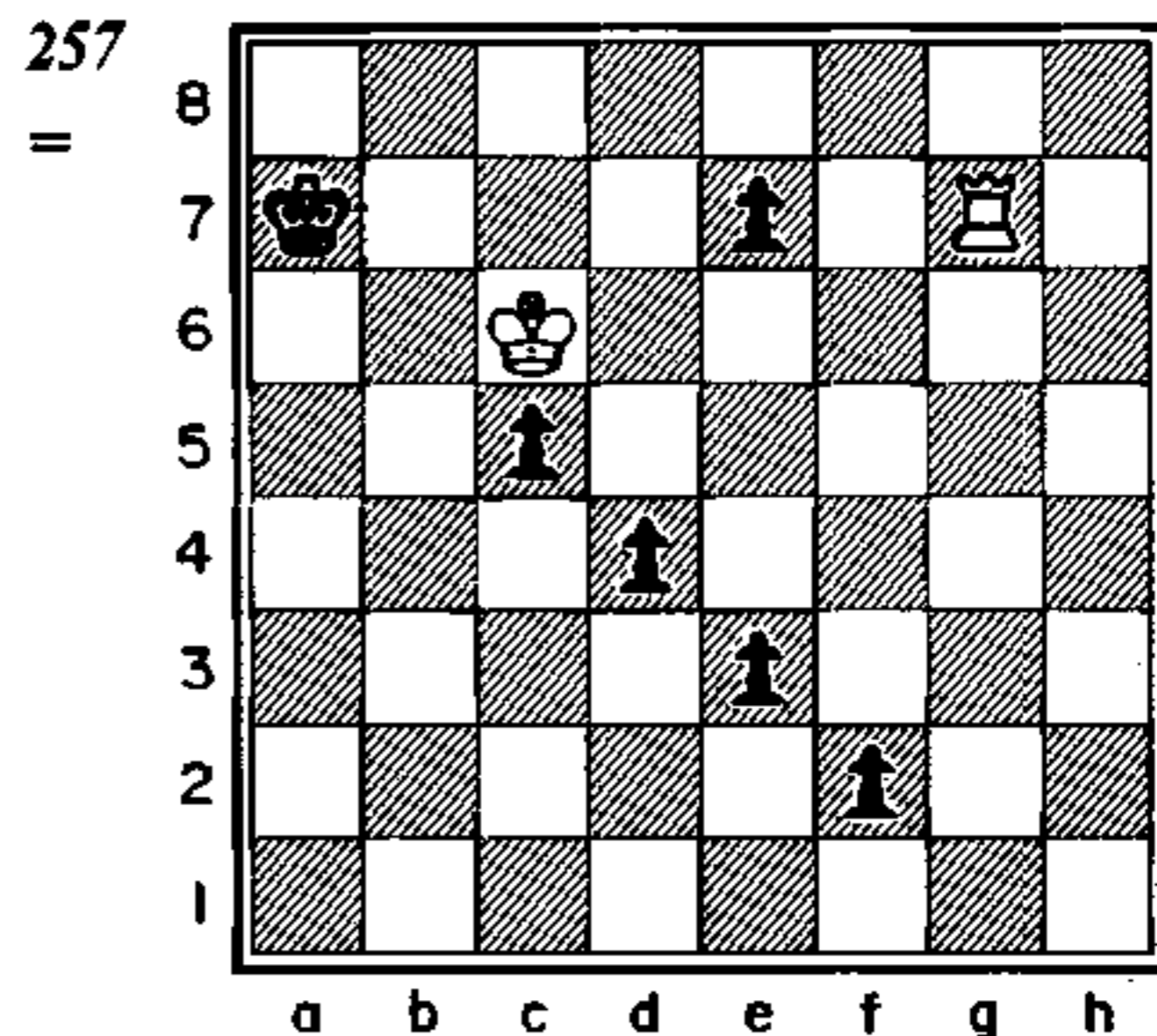
Troitsky, 1924



256. The black pawns look menacing, but even here, by creating threats to the opponent's king, White is able to save the draw.

1 Kf4 Kh5 2 Kf5 Kh6 3 Ra6+ Kg7 4 Ra7+ Kf8 5 Kf6 Ke8 (if 5... Kg8, then 6 Ra8+ Kh7 7 Ra7+ Kh6 8 Ra8 etc.) 6 Ke6 Kd8 7 Kd6 Kc8 8 Kc6 Kb8 9 Rb7+ Ka8 10 Kc7! g1=Q (10... a4 loses to 11 Rb4) 11 Rb8+ Ka7 12 Rb7+, with a draw by perpetual check.

Vukovic, 1955



257. White's position looks hopeless, and it appears that the mating threats can be easily parried. If, for example, 1 Rxe7+

Rook against Three or More Pawns

Ka6 2 Rf7, then 2 ... e2 3 Rf8 (3 Rxf2 e1=Q 4 Ra2+ Qa5) 3 ... Ka5 4 Kxc5 Ka4 5 Kc4 e1=Q 6 Ra8+ Qa5, and Black wins.

The correct move is the quiet 1 Rf7!, in the first instance parrying the threat of 1 ... e2, on which there follows 2 Rxe7+, when Black has to agree to a draw with 2 ... Kb8, since 2 ... Ka6 loses to 3 Rxe2! Ka5 4 Kxc5 Ka4 5 Kxf2. Black also fails to win by 1 ... f1=Q 2 Rxf1 e2 3 Ra1+ Kb8 4 Rb1+ Kc8 5 Ra1 etc.

Two possibilities remain:

(a) 1 ... d3 2 Rxe7+ Ka6 3 Re8 Ka5 4 Kxc5 Ka4 5 Kc4 Ka3 6 Kc3 Ka2 7 Rf8! d2 (7 ... e2 8 Rxf2) 8 Kc2 Ka3 9 Kd1. Draw.

(b) 1 ... c4 2 Rf5! e5.

There is nothing better. If 2 ... Ka6, then 3 Rf8 Ka5 4 Kc5 Ka4 5 Kxc4, transposing into the previous variation, while on 2 ... e2 there follows 3 Ra5+ Kb8 4 Rb5+ Kc8 5 Ra5 with a draw by repetition of moves.

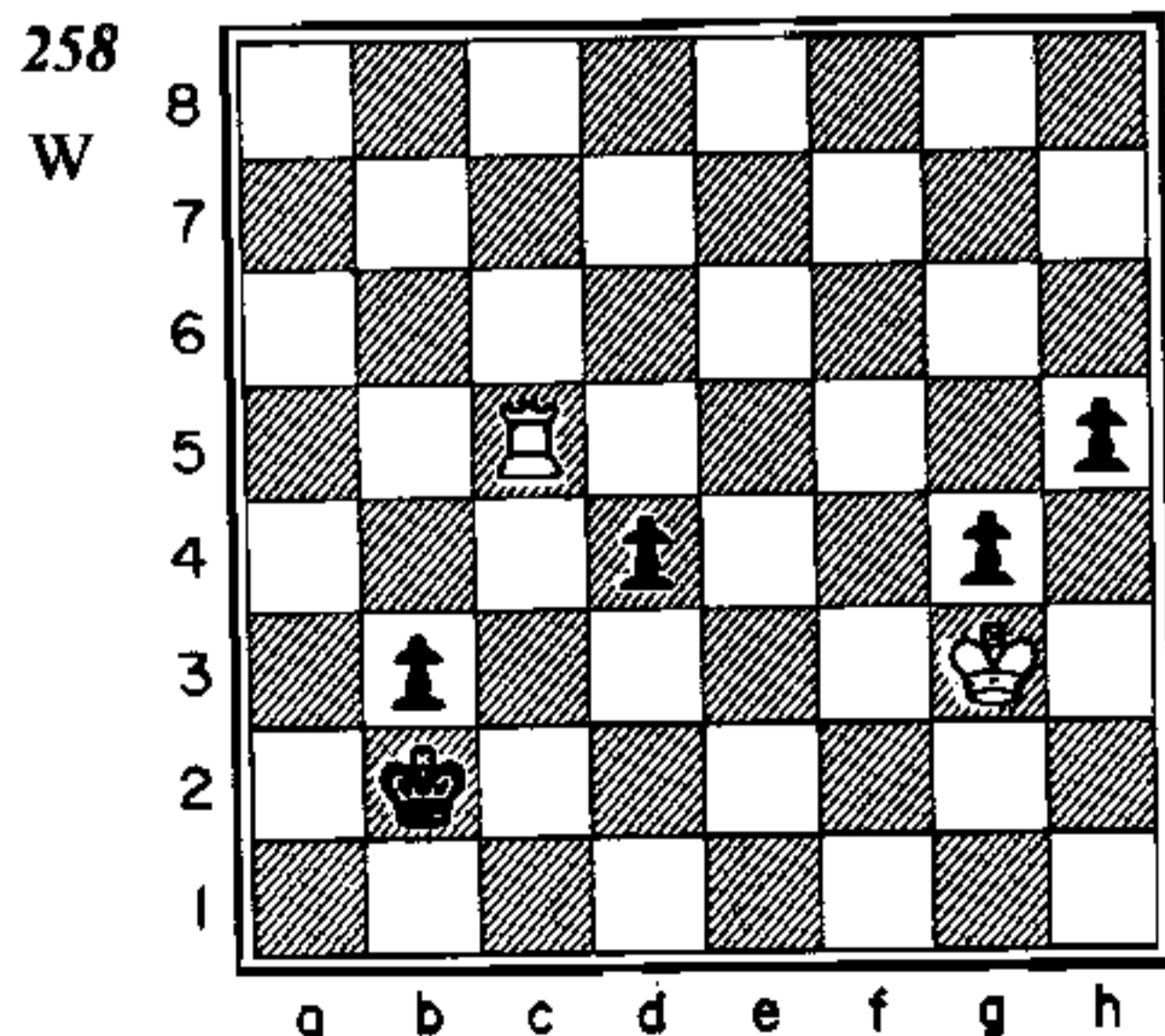
3 Rf7+ Ka6 4 Rf8 Ka5 5 Kc5 Ka4 6 Kxc4 Ka3 7 Kd3 Kb4 8 Ke2 Kc5, and we reach the drawn example 251.

The analysis of the following position has an interesting history.

Salvioli, 1887

Maizelis, 1950

Kopayev, 1958



258. Salvioli considered this position to be

drawn, but, as was discovered by Maizelis, his analysis was inaccurate. Maizelis suggested another way to save the game, but it was refuted by Kopayev. But nevertheless White is able to maintain the balance!

1 Rd5?

This move, which all three analysts considered to be strongest, in fact loses. We will show the correct continuation later.

1 ... Kc2!

Found by Kopayev. Maizelis considered only 1 ... Kc3 2 Rc5+ Kd3 3 Rxe5! b2 4 Rb5! Kc2 5 Rc5+ Kb3 6 Rb5+ Ka3 7 Kxe4.

Salvioli gave 3 Rb5, but after 3 ... h4+! 4 Kxe4 Kc4 5 Rb8 d3 6 Rc8+ Kd4 7 Rd8+ Ke3 8 Re8+ Kd2! (Salvioli considered 8 ... Kf2 9 Rf8+ Kg1 10 Kf3 h3 11 Ke3 h2 12 Rg8+ Kf1 13 Rh8 with a draw) 9 Rb8 Kc2 10 Rc8+ Kd1! 11 Rb8 d2 Black wins.

2 Rc5+ (2 ... Rxd4 b2) 2 ... Kb1 3 Rxe5.

There is nothing better. If 3 Rd5, then 3 ... b2 4 Rxd4 Kc2 etc., or 3 Kf2 h4 4 Ke2 h3 5 Rh5 b2 6 Kd2 (6 Kd3 g3 7 Rxe3 Ka2) 6 ... g3! 7 Rxe3 g2 8 Rg3 Ka2, and Black wins.

3 ... d3! 4 Kf2.

If 4 Kxe4, then 4 ... d2 5 Rd5 Kc2 6 Rc5+ Kd3 7 Rd5+ Ke3 etc., or 4 Rd5 Kc2! (but not 4 ... b2? 5 Kxe4 with a draw) 5 Kf2 g3+ 6 Ke3 b2 7 Rc5+ Kb3 8 Rb5+ Kc3 9 Rb8 g2 10 Kf2 d2, and Black wins.

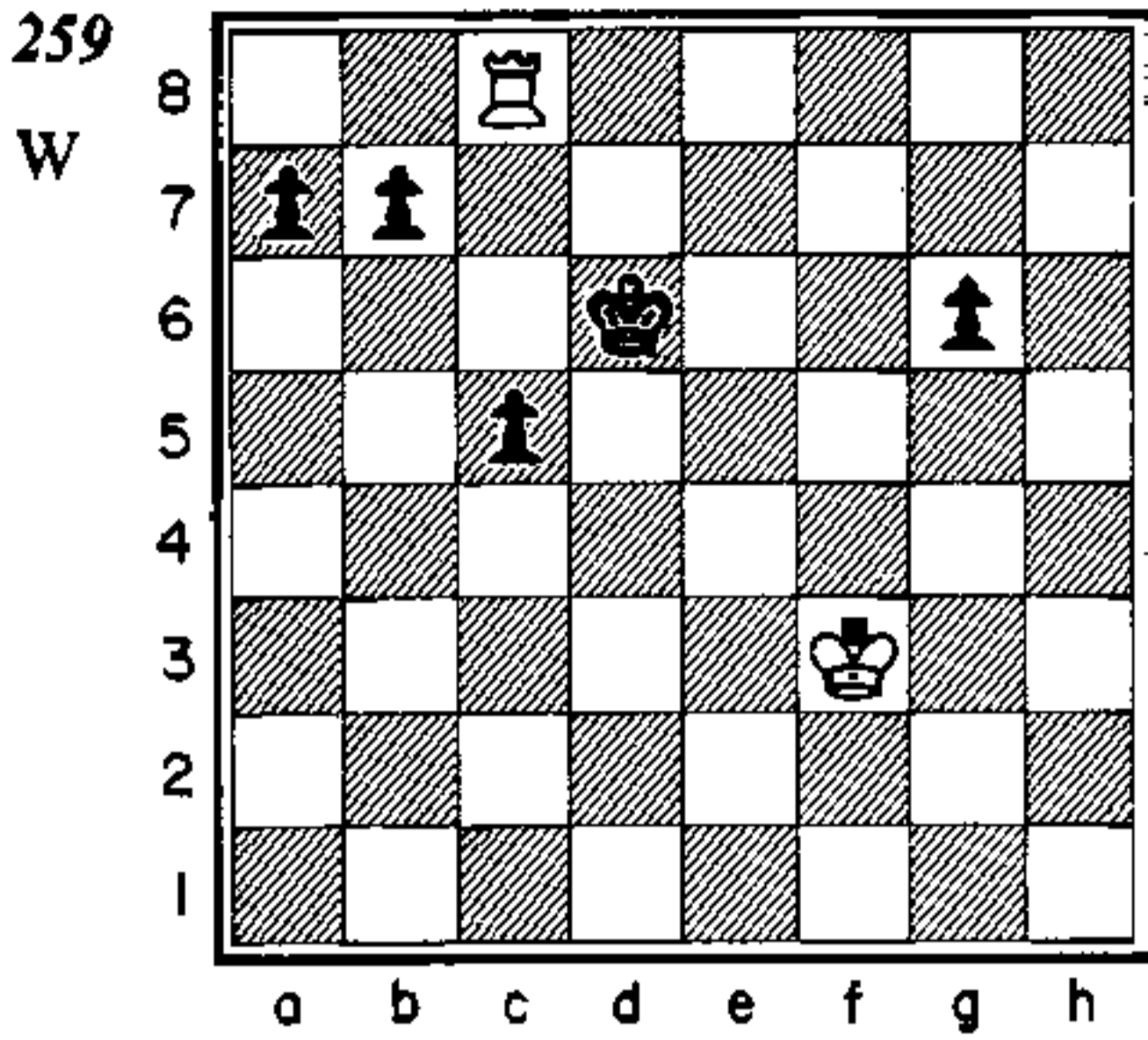
4 ... g3+! 5 Ke3 (5 Kxe3 d2 leads to variations already considered) 5 ... b2 6 Kxd3 g2 7 Rg5 Kc1 8 Rc5+ Kd1, and Black wins.

The strongest move in the initial position is 1 Rxe5!, immediately eliminating a dangerous pawn. The analysts thought that after 1 ... d3 2 Rd5 Kc3 3 Rc5+ Kd4 Black would win, but White has a stronger defence. He draws by 2 Kf2!, as shown in detail in the analysis of example 238.

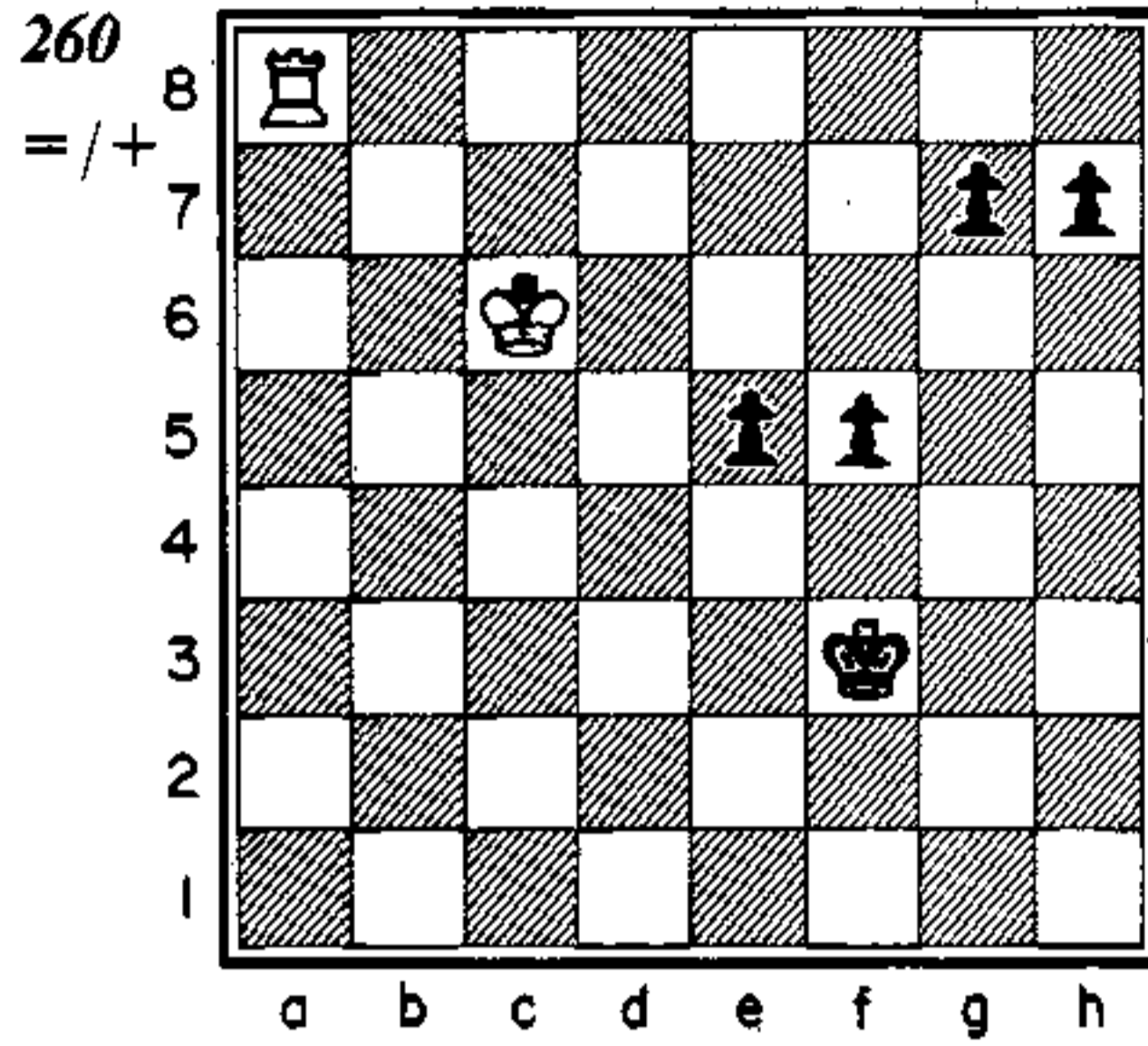
In practice, endings where only one side has pawns occur extremely rarely. To conclude this chapter we give two examples from master practice.

Four or More Pawns

Tartakower-Thomas
Carlsbad, 1923



Capablanca-Euwe
Carlsbad, 1929



259. The pawns are not yet strongly advanced, so that White has time to win the g-pawn and deal with the remaining pawns.

1 Ke4 b6 2 Rg8 Kc6 3 R×g6+ Kb5 4 Kd3 Kb4 5 Rg1! b5 6 Ra1 c4+ (if 6... Kb3, then 7 Rb1+ Ka4 8 Kc3 b4+ 9 Kc4) 7 Kd4 Kb3 8 Rb1+ Ka4 9 Kc3 Ka5 10 Rh1 Kb6 11 Rh6+ Resigns. If 11... Kb7 White wins as in example 195, while after 11... Ka5 12 Rg6 a6 13 Rh6 Black is in zugzwang.

260. Here Black's king is very active, and if he were to move he would win by advancing the e-pawn.

But in the game it was White to move, and he played 1 Ra3+. If in reply Black approaches the rook with his king, he even risks losing. Therefore he replied 1... Kf4 2 Kd5 e4 3 Kd4 g6 4 Ra1! (from here the rook can attack both from the front, and from the side) 4... Kf3 5 Ra3+ Kf4 6 Ra1 Kf3. Drawn.

Black would also not have achieved anything by 6... h5 7 Rg1 Kf3 8 R×g6 e3 9 Rg5! f4 10 R×h5 e2 11 Re5 Kf2 12 Kd3.

4. Rook and Pawns against Pawns

Classifying these difficult endings by material is too formal, and does not help in revealing the techniques involved. Therefore, in order to demonstrate what are indeed typical and characteristic methods of play, we have considered it advisable to divide all the examples into four groups, depending on which side has the advantage:

- 4.1 The rook is stronger than the pawns.
- 4.2 The rook is stronger than the pawns, but—draw.
- 4.3 The pawns are stronger than the rook.
- 4.4 The pawns are stronger than the rook, but—draw.

In each of these groups we will show what advantage one side or the other has, and either how it can be realized, or why this advantage does not lead to a win.

4.1 THE ROOK IS STRONGER THAN THE PAWNS

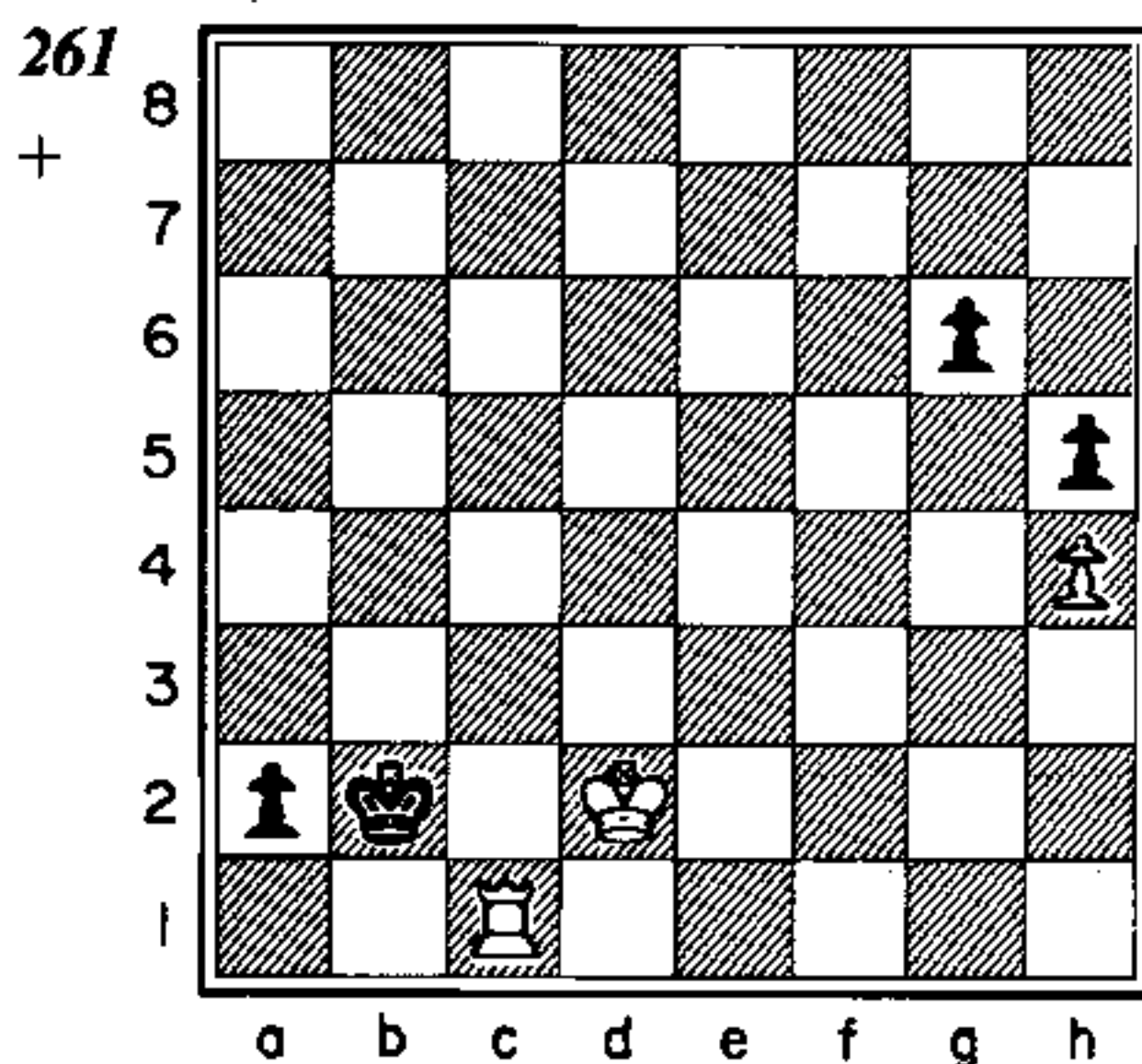
The strategic procedures in this ending are roughly the same as in endings with rook against pawns, but the possibility of using his own pawn improves the chances of the side with the rook.

Here are a few examples where the play goes in favour of the rook, and where a pawn is destined to play the main role.

261. The first impression is that White will have to give up his rook for the a-pawn, after which the pawn ending is drawn, e.g. 1 Rg1 a1=Q 2 R×a1 K×a1 3 Ke3 Kb2 4 Kf4 Kc3 5 Kg5 Kd4 6 K×g6 Ke5 7 K×h5 Kf6 etc.

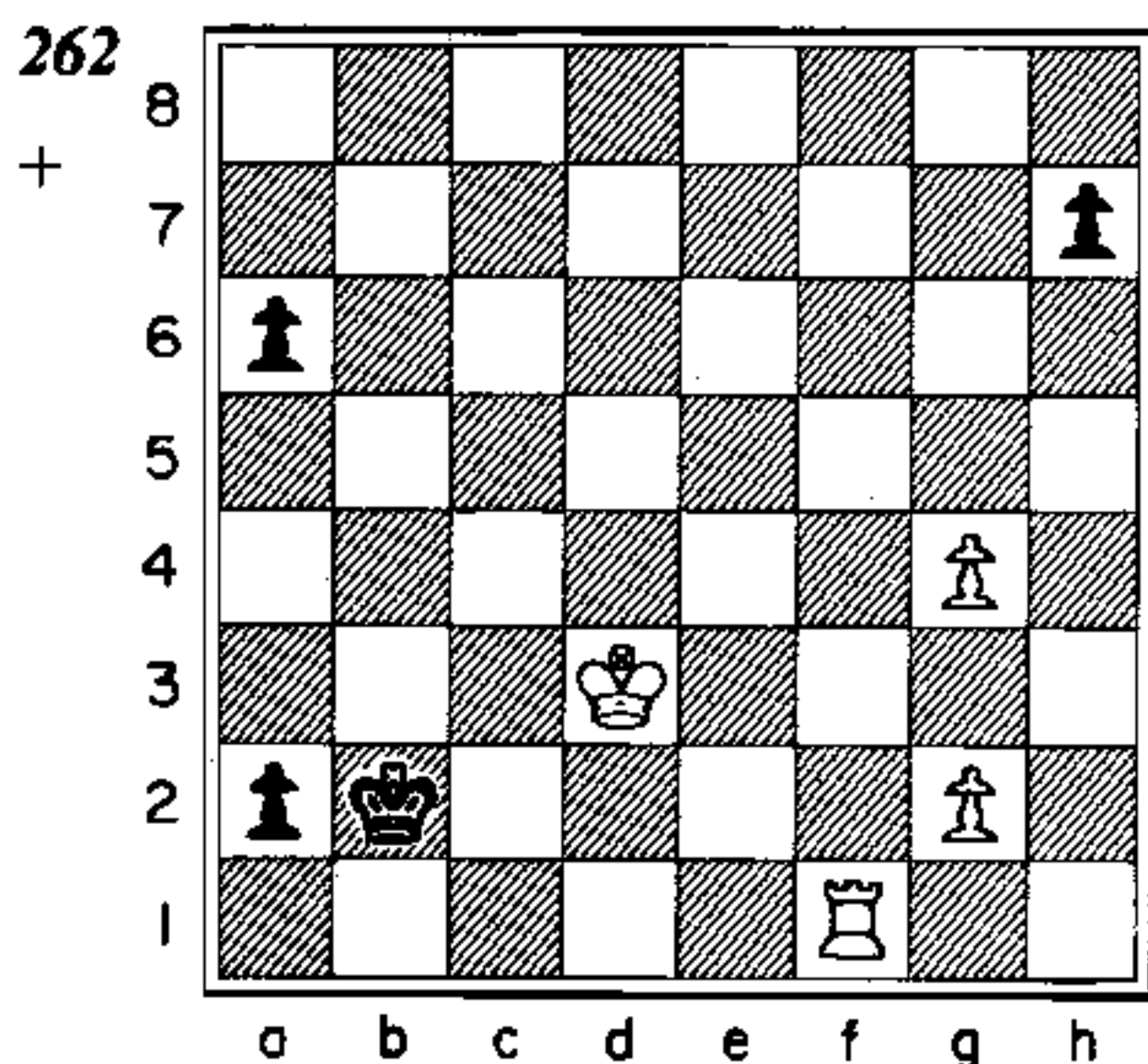
But White has a more subtle continuation—1 Ra1! K×a1 2 Kc2, when the black king is trapped, and after 2...g5 3 h×g5 it is mated.

Polerio, 1585



The same device, but in more complicated form, is used in the following study.

Benko, 1980



262. Here 1 Ra1 gains White only a draw: 1... K×a1 2 Kc2 h6! 3 Kc1 a5 4 Kc2 a4 5 Kc1 h5! (5... a3 6 Kc2 h5 7 g5) 6 g5 h4 7 g6 h3 8 g7 (8 g×h3 a3) 8... h2 9 g8=Q h1=Q+.

The Rook is stronger than the Pawns

1 Rf2+ Kb3 (bad is 1+ Kb1 2 Kc3! a1=Q+ 3 Kb3) 2 Rf6!!

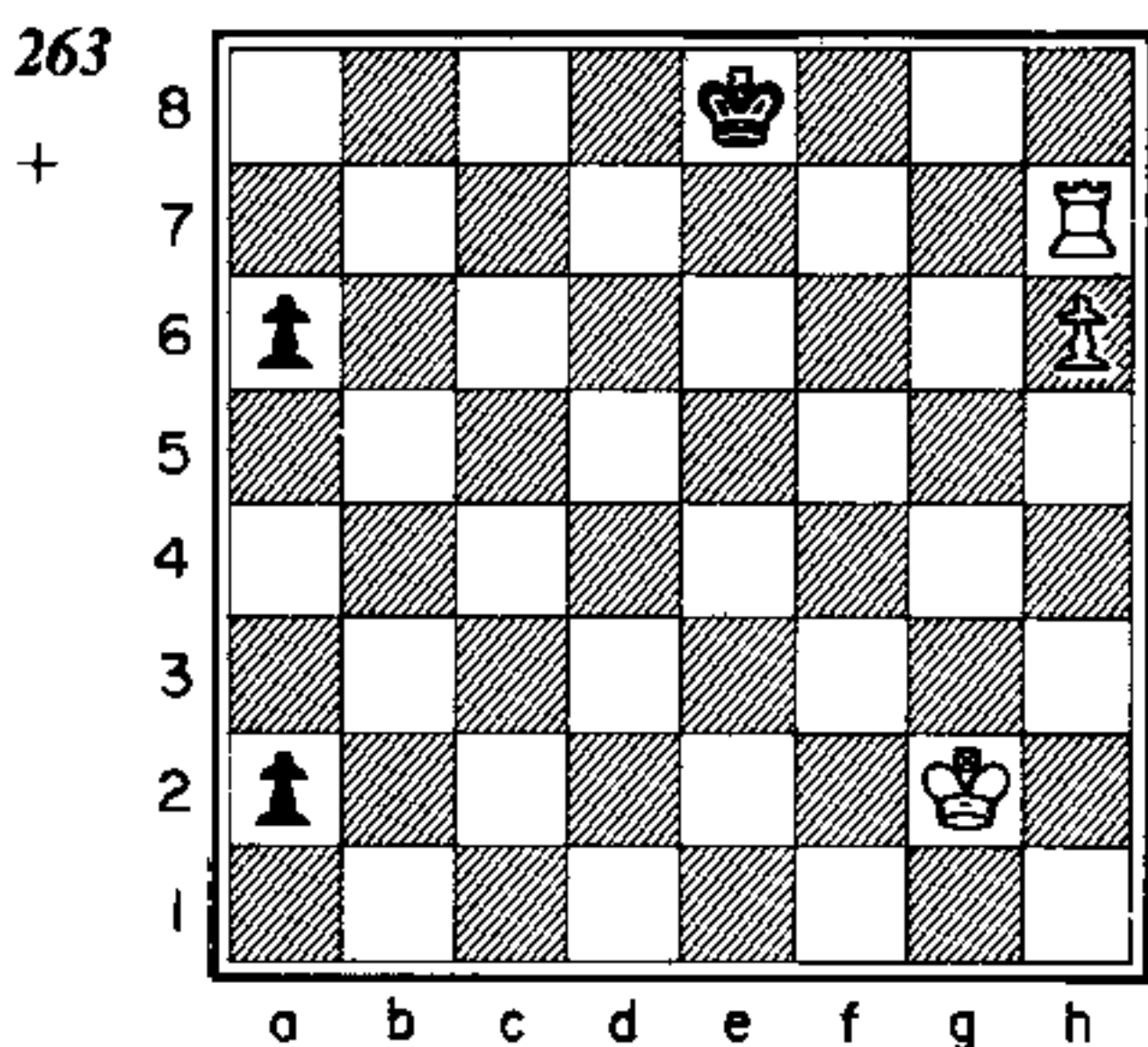
Exploiting the opposition of the kings, White forces the king to advance, since on 2+ a1=Q he wins by 3 Rb6+ Ka2 4 R×a6+ Kb1 5 R×a1+ K×a1 6 g5 Kb2 7 g4 Kc1 8 Ke4 Kd2 9 Kf5 Ke3 10 g6 etc.

2 ... a5 3 Rf1 Kb2 (3 ... h6 transposes) 4 Ra1! h6.

4 ... K×a1 5 Kc2 h6 6 Kc1 leads to the main variation, while on 4 ... a4 there follows 5 g5.

5 Kd2 K×a1 6 Kc1! (a necessary finesse; 6 Kc2 a4 7 Kc1 fails to win due to 7 ... h5!) 6 ... h5 (6 ... a4 7 Kc2 a3 8 g3! h5 9 g5 h4 10 g6 h3 11 g7 h2 12 g8=Q h1=Q 13 Qg7 mate) 7 g5 h4 8 g6 h3 9 g×h3! a4 10 g7 a3 11 Kd2! Kb2 12 g8=Q a1=Q 13 Qg7+ Ka2 14 Qf7+ Kb2 15 Qf6+, and by approaching down the 'staircase' White gives mate at c2.

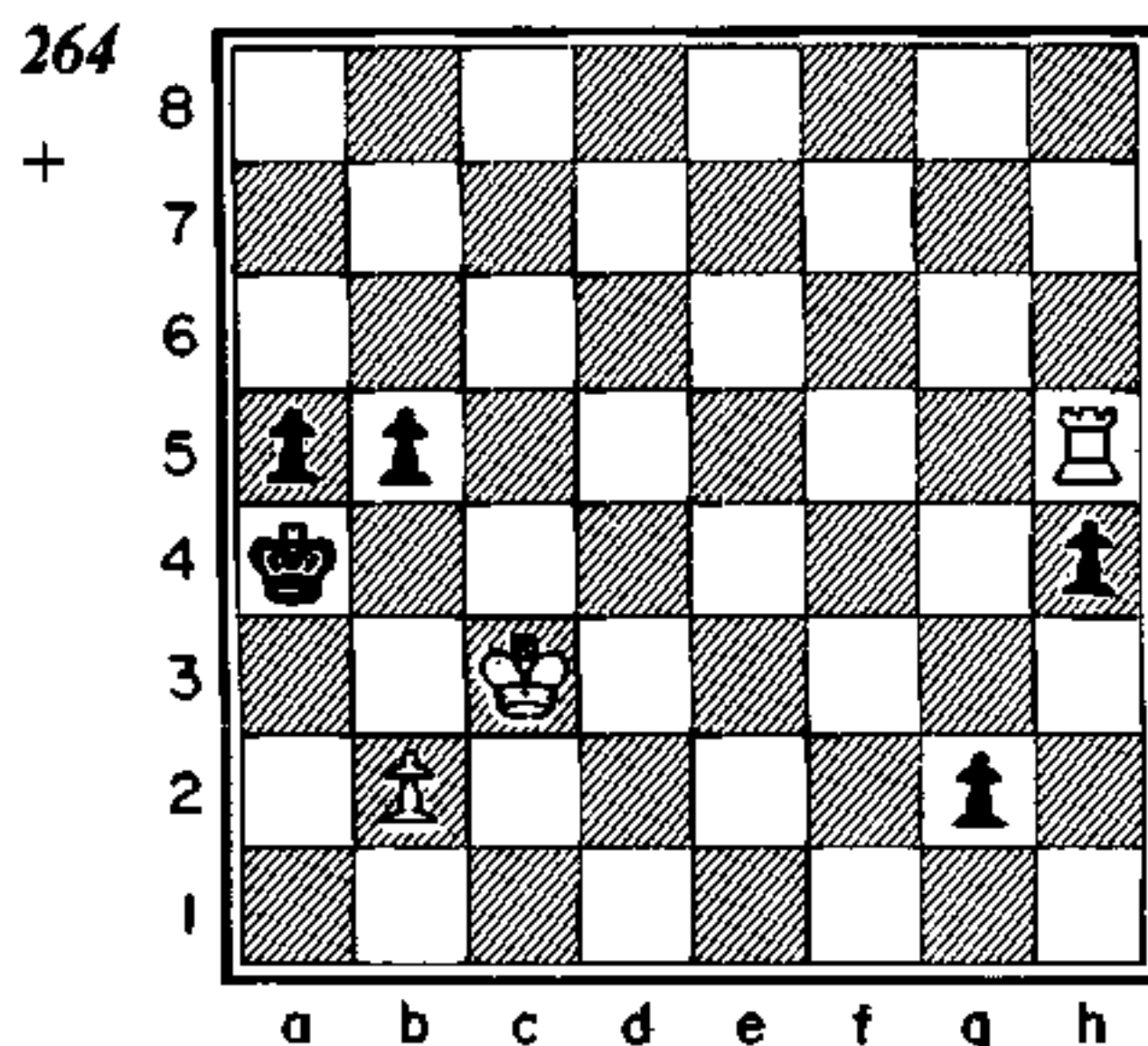
Cohn, 1928



263. The black pawn cannot be stopped, but it turns out that the new queen has no way of helping its king.

1 Rb7! a1=Q 2 h7 Qa2+ (1 ... Kf8 2 Rb8+ Kf7 3 h8=Q Qa2+ 4 Qb2 Qd5+ 5 Kg1 Qg5+ 6 Qg2 and wins) 3 Kg3 Qa3+ 4 Kg4 Qa4+ 5 Kg5 Qa5+ 6 Kg6, and White wins.

Prokes, 1924

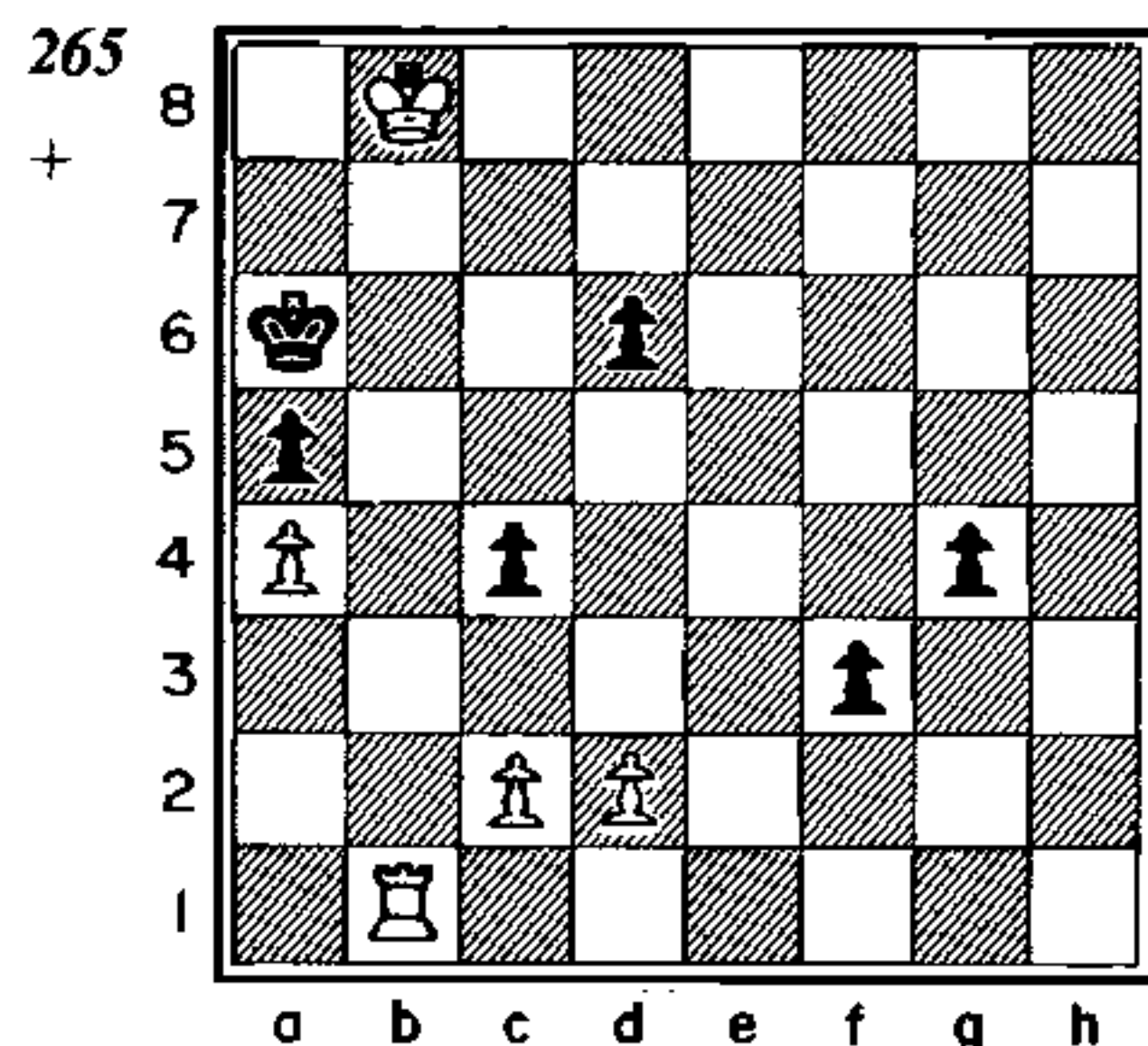


264. White must try to exploit the unfortunate position of the opponent's king, since the black pawns cannot be stopped. But the direct attack—1 b3+ Ka3 2 R×b5 Ka2 3 Kc2—is parried by 3 ... a4! 4 Ra5 a3.

The winning idea involves a spectacular rook sacrifice: 1 Rg5 h3 2 Rg4+ b4+ 3 Kc4 h2 4 Rg3 h1=Q 5 Ra3+! b×a3 6 b3 mate! The final blow is landed by the lone white pawn!

The position of the opponent's king on the edge of the board or in a corner usually creates the conditions for a mating attack by king and rook.

Wotawa, 1939



Rook and Pawns against Pawns

265. With 1 Kc7 White can force a draw by perpetual check, but the unfortunate position of the black king allows him to achieve more.

1 c3! f2.

If 1 ... d5, then 2 Re1 (h1) Kb6 3 Re6+ Kc5 4 Kc7 d4 5 Re5 mate. No different is 1 ... g3 2 d3!, and then as in the main variation.

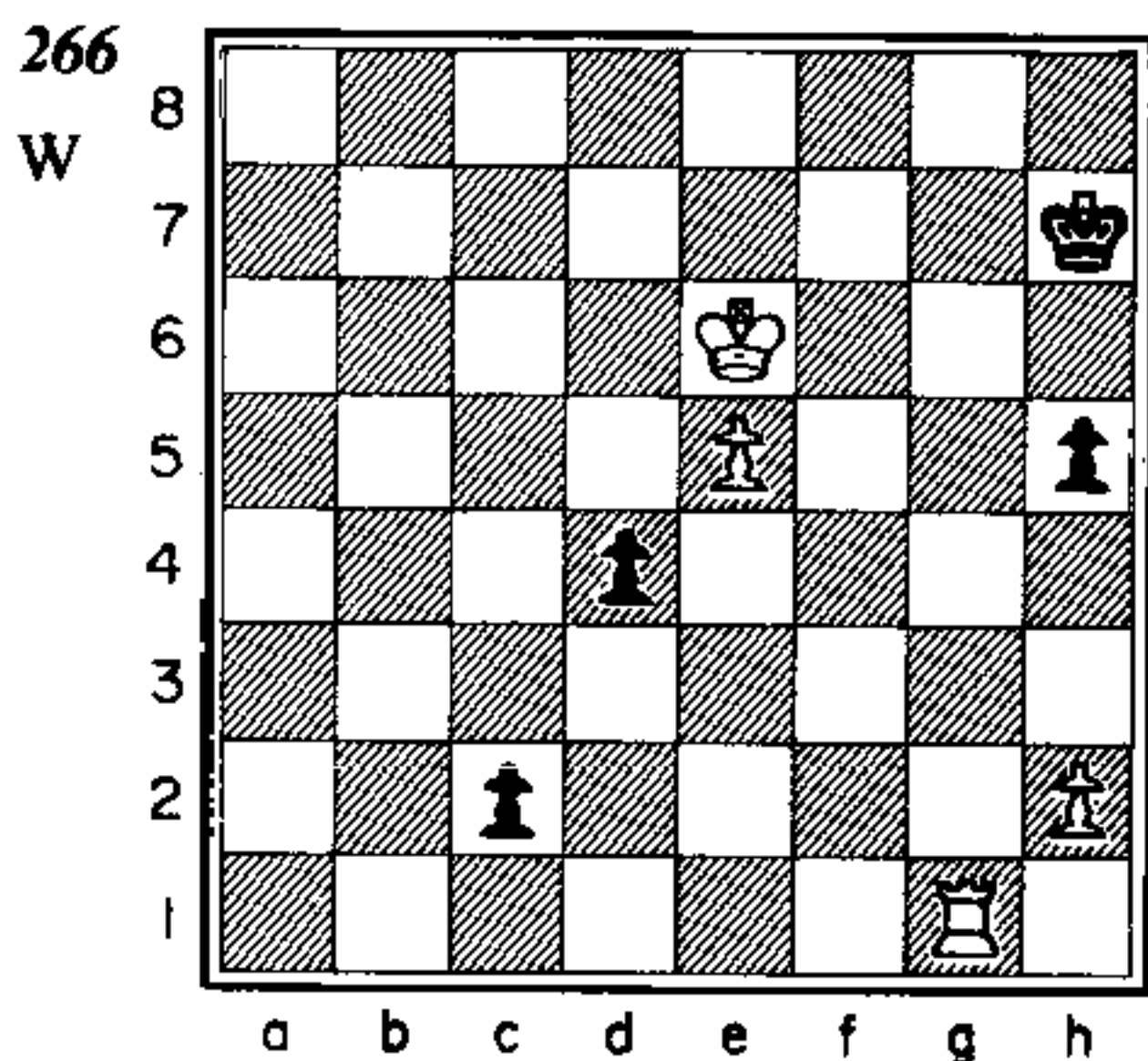
2 d3! c × d3 3 c4 g3.

Mate can be avoided only by 3 ... f1 = Q 4 R × f1 Kb6, but after 5 Rd1 Kc5 6 R × d3 K × c4 7 Rg3 d5 8 R × g4+ d4 9 Kb7 White wins.

4 c5 d × c5 5 Rh1, and mate next move.

And now two practical examples, which also end with a mating finish.

Inkyov–Donchev Varna, 1979



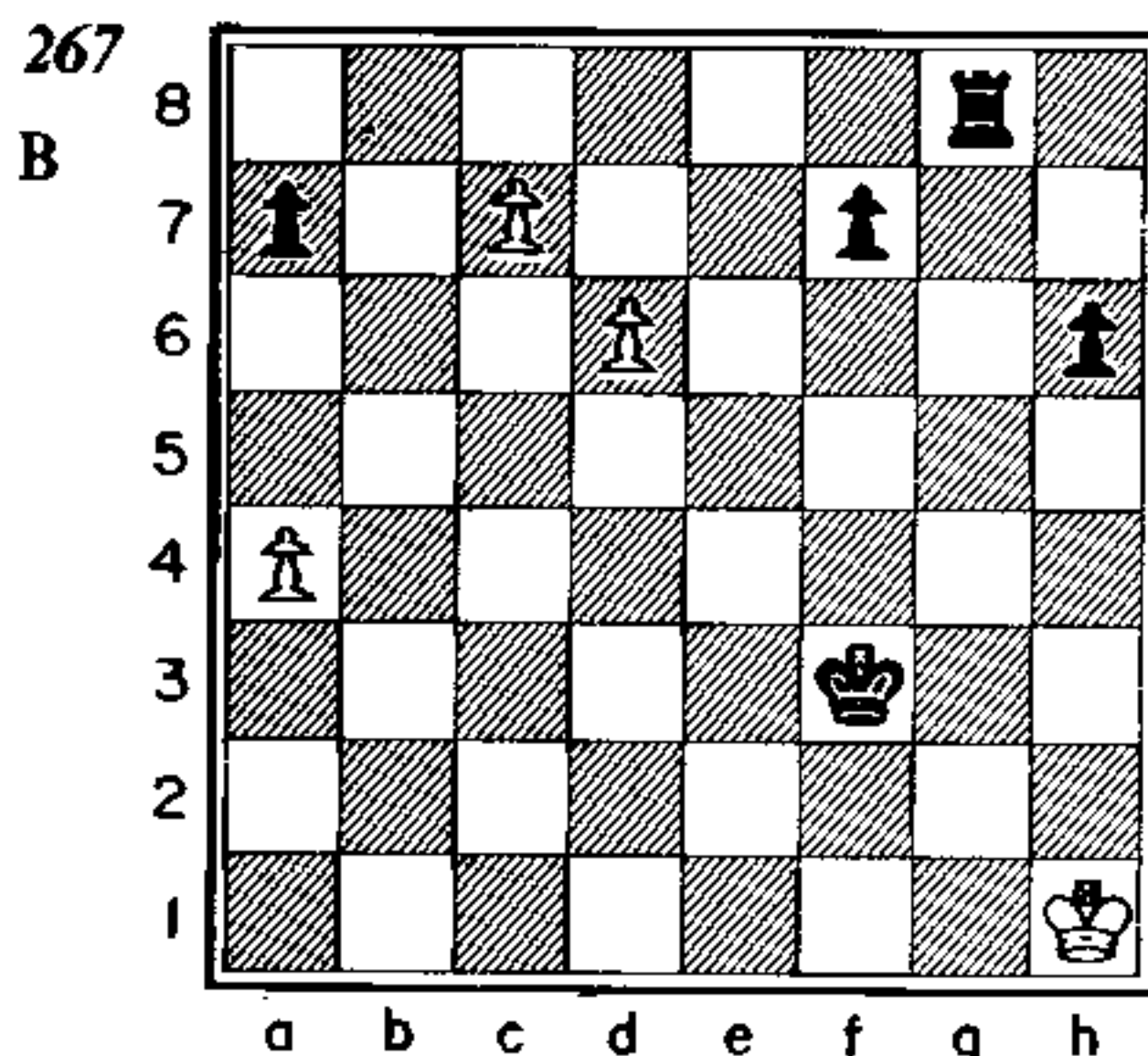
266. The black pawns look threatening, but thanks to the position of the black king on the edge of the board White is able to create a mating attack.

1 Kf6! (the only way; 1 Kf7 d3 2 e6 d2 3 Rg7+ Kh6 leads to a draw) 1 ... d3 2 e6 d2 3 Rg7+ Kh6 4 Rg8 Kh7 5 e7 d1 = Q 6 Rh8+! K × h8 7 e8 = Q+ and mate in two moves.

267. 1 ... Kf2 2 Kh2.

The king tries to escape from the danger zone. 2 d7 would have been met by 2 ... Rg5 with inevitable mate.

Benavent–Dominguez Badalona, 1977



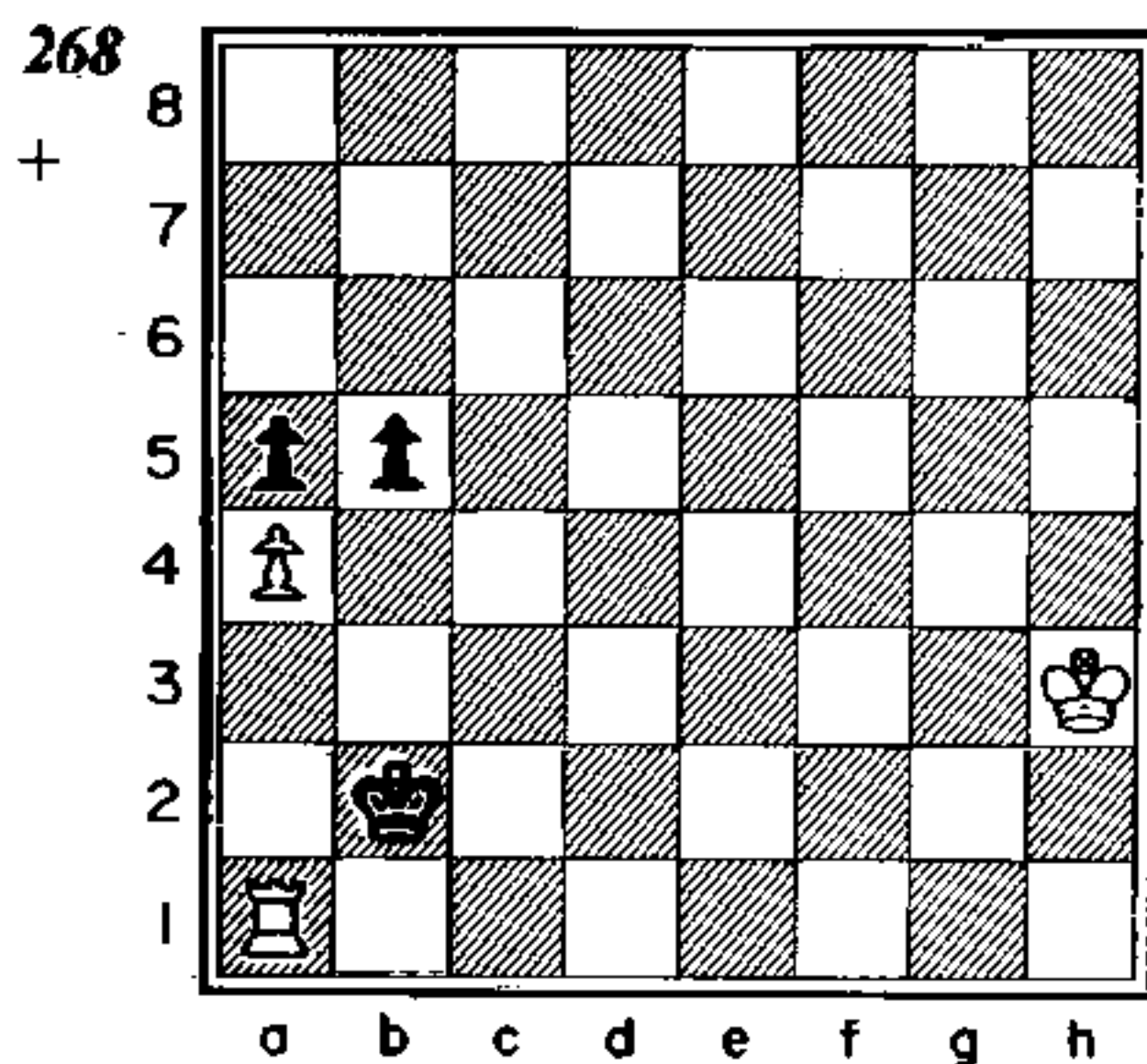
2 ... f5!

Closing the trap. 2 ... Rg5? would have been bad: 3 Kh3 f5 4 Kh4, and it is White who wins.

3 Kh3 Rg1 4 Kh2 Rg5 White resigns.

In the first two examples of this chapter White won by sacrificing his rook, but giving mate. This tactic can also be employed with another aim—for example, in order to be the first to queen a pawn.

Grinfeld, 1903



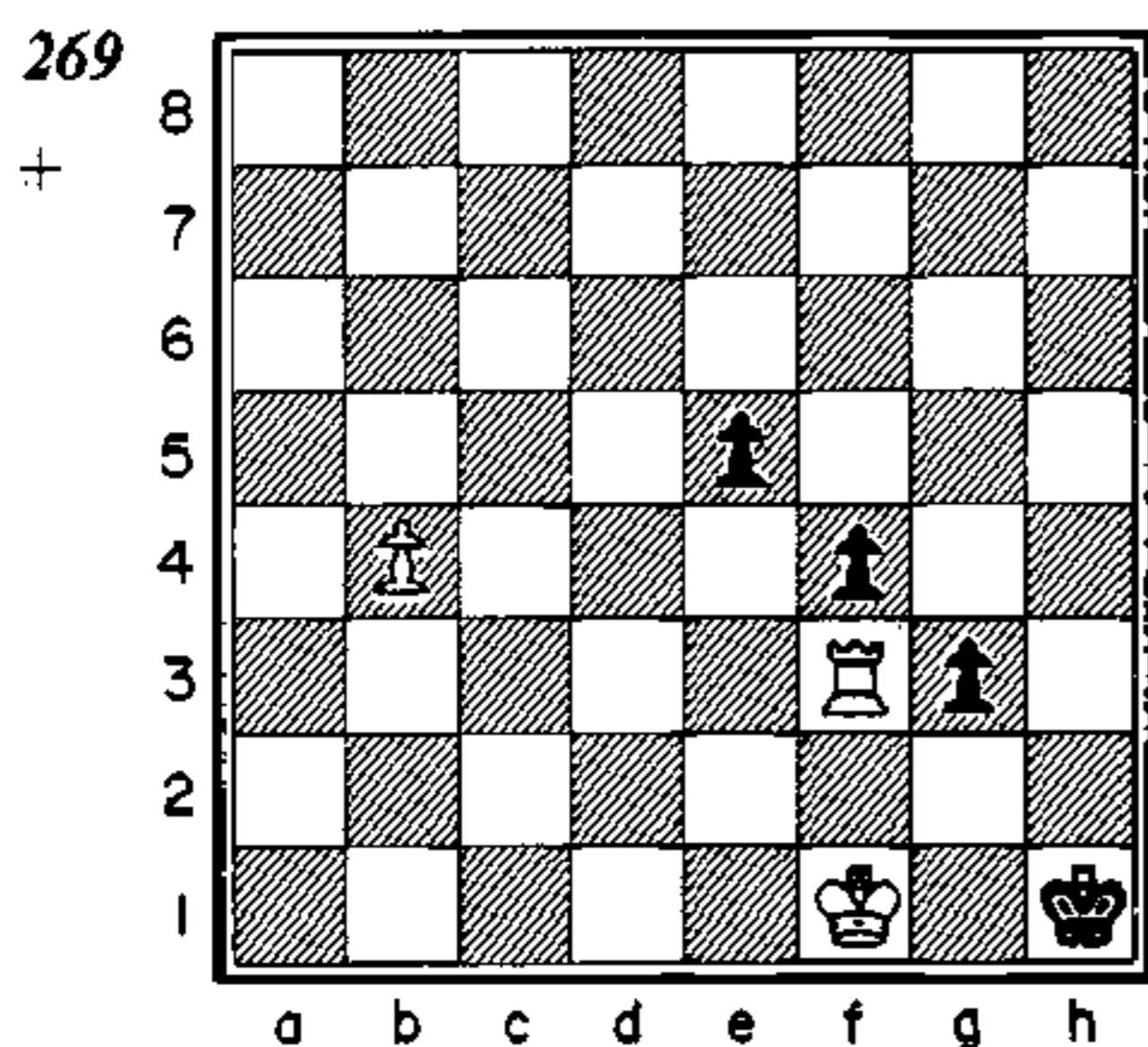
268. It is clear that White has to give up his rook, since if it moves away 1 ... b × a4 leads

The Rook is stronger than the Pawns

to a simple draw. But if he plays 1 a×b5, after 1... K×a1 2 b6 a4 3 b7 a3 4 b8=Q a2 he cannot win. The rook must be given up on the most distant square, so as to gain time for queening the pawn.

1 Ra3! K×a3 (after 1... b4 2 Rg3 b3 3 Rg5 Ka3 4 R×a5 White wins) 2 a×b5 Ka2 3 b6 a4 4 b7 a3 5 b8=Q and wins.

Hildebrand, 1963



269. If 1 b5 g2+ 2 Ke2 g1=Q 3 Rf1, then 3... f3+ 4 Ke1 f2+ 5 Ke2 Kg2, and Black wins. The rook has to be sacrificed!

1 Rf2! g×f2.

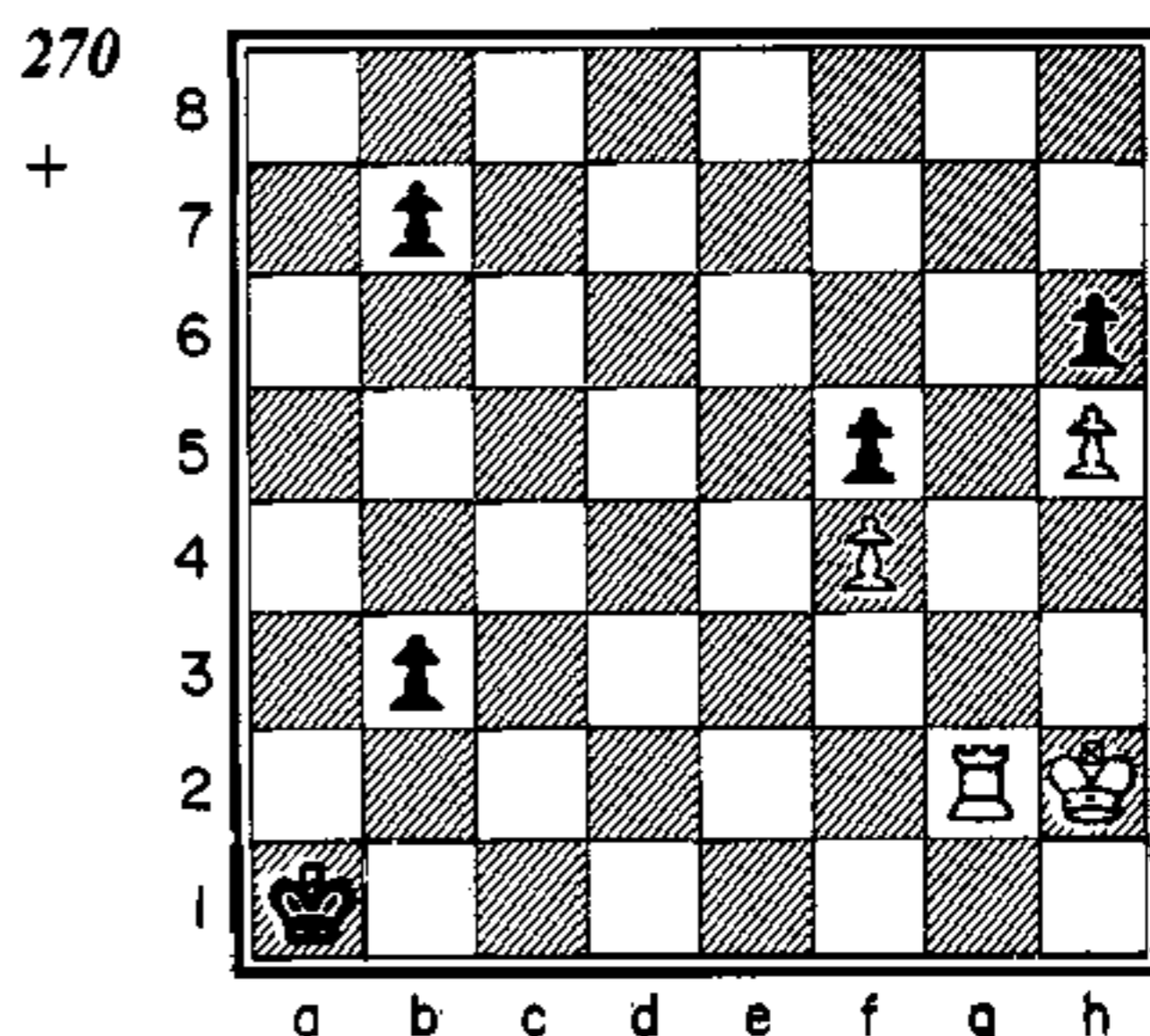
1... f3 can be met by 2 R×f3 g2+ 3 Ke2 g1=Q 4 Rf1, while if 1... e4 2 R×f4.

2 b5 e4 3 b6 e3 4 b7 f3 5 b8=R! and White wins. But not 5 b8=Q? e2+ 6 K×f2 e1=Q+ 7 K×e1 f2+ with a draw.

270. White succeeds in exploiting the unfortunate position of the opponent's king by the clever 1 Rg5! If Black does not accept the sacrifice, after 1... b2 2 R×f5 b1=Q 3 Ra5+ Kb2 4 Rb5+ and 5 R×b1 the f-pawn queens. No better is 1... h×g5 2 h6 b2 3 h7 b1=Q, when, although Black queens first, he loses after 4 h8=Q+ Ka2 5 Qa8+ Kb2 6 Q×b7+ etc.

Giving up the rook for a pawn and transposing into a won pawn ending is one of the

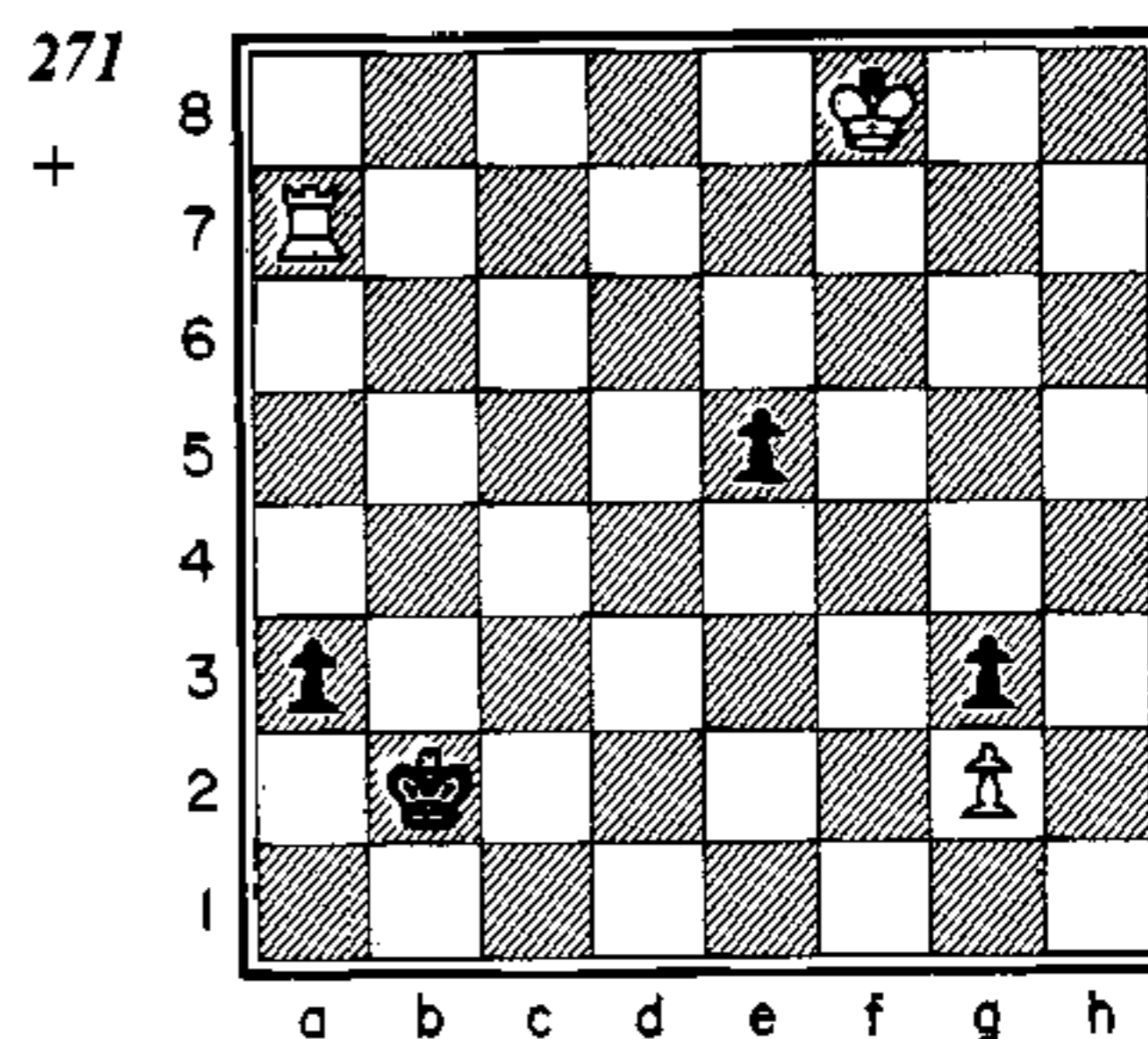
Kissling, 1915



main strategic procedures in this type of endgame.

The following examples demonstrate clearly this universal procedure.

Horwitz, 1879



271. White appears bound to give perpetual check, since his king is too far away from the opponent's pawns. But the unusual geometry of the chess board allows him to carry out an original king manoeuvre, the aim of which is to pursue a double objective. This same idea was later expressed by Reti in a well-known pawn study.

1 Ke7! a2 2 Kd6! e4 3 Kc5!

Rook and Pawns against Pawns

For the moment, it must be agreed, it is not clear where the white king is heading for.

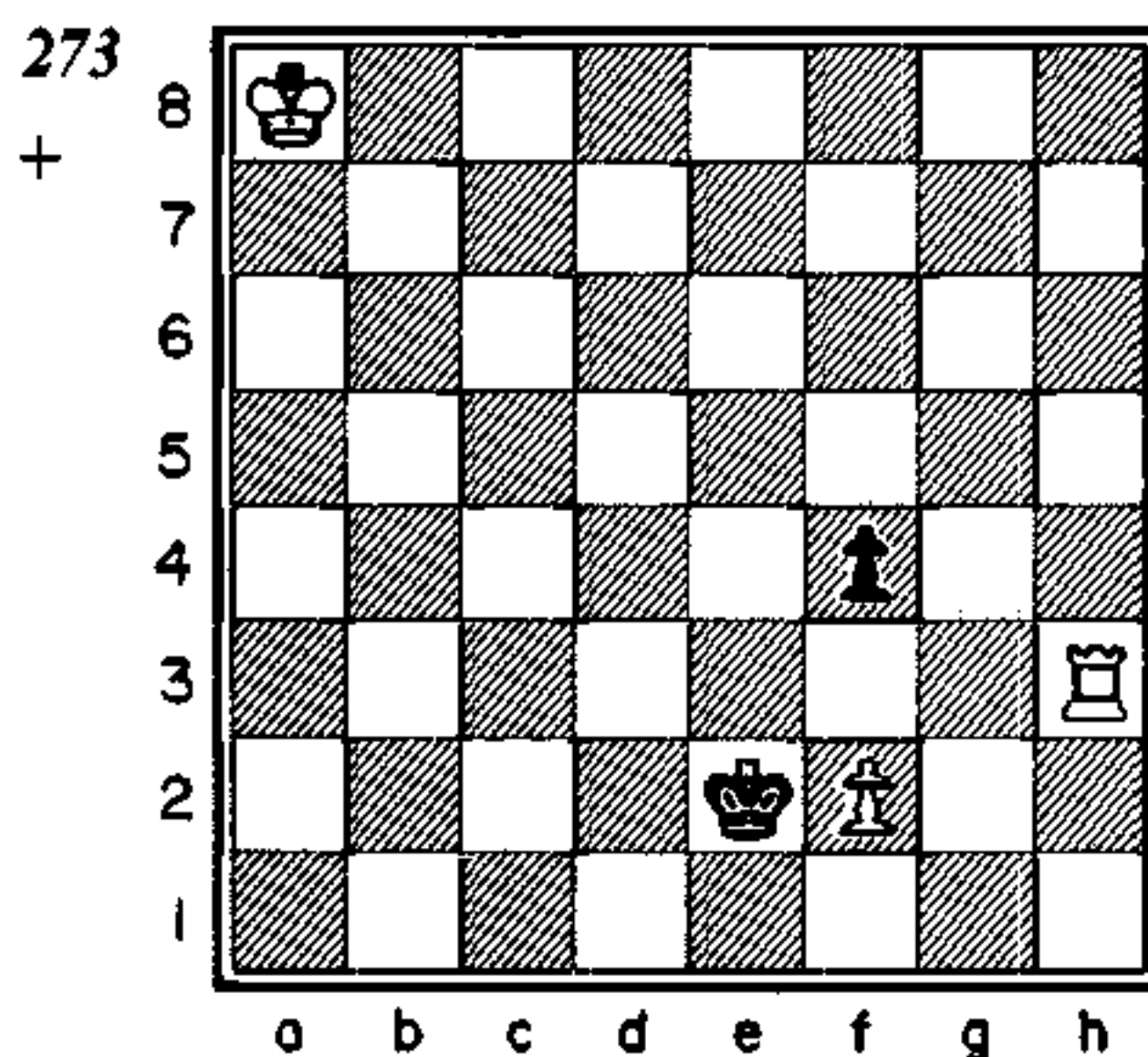
3 ... e3 4 Kb4! e2.

If 4 ... a1=Q, White gains a won pawn ending after 5 R×a1 K×a1 6 Kc3.

But now White's well placed king at b4 allows him to carry out a decisive rook manoeuvre, which can be called 'switching the attack'. This procedure (changing the rook's position with gain of tempo) is of great importance in rook endings.

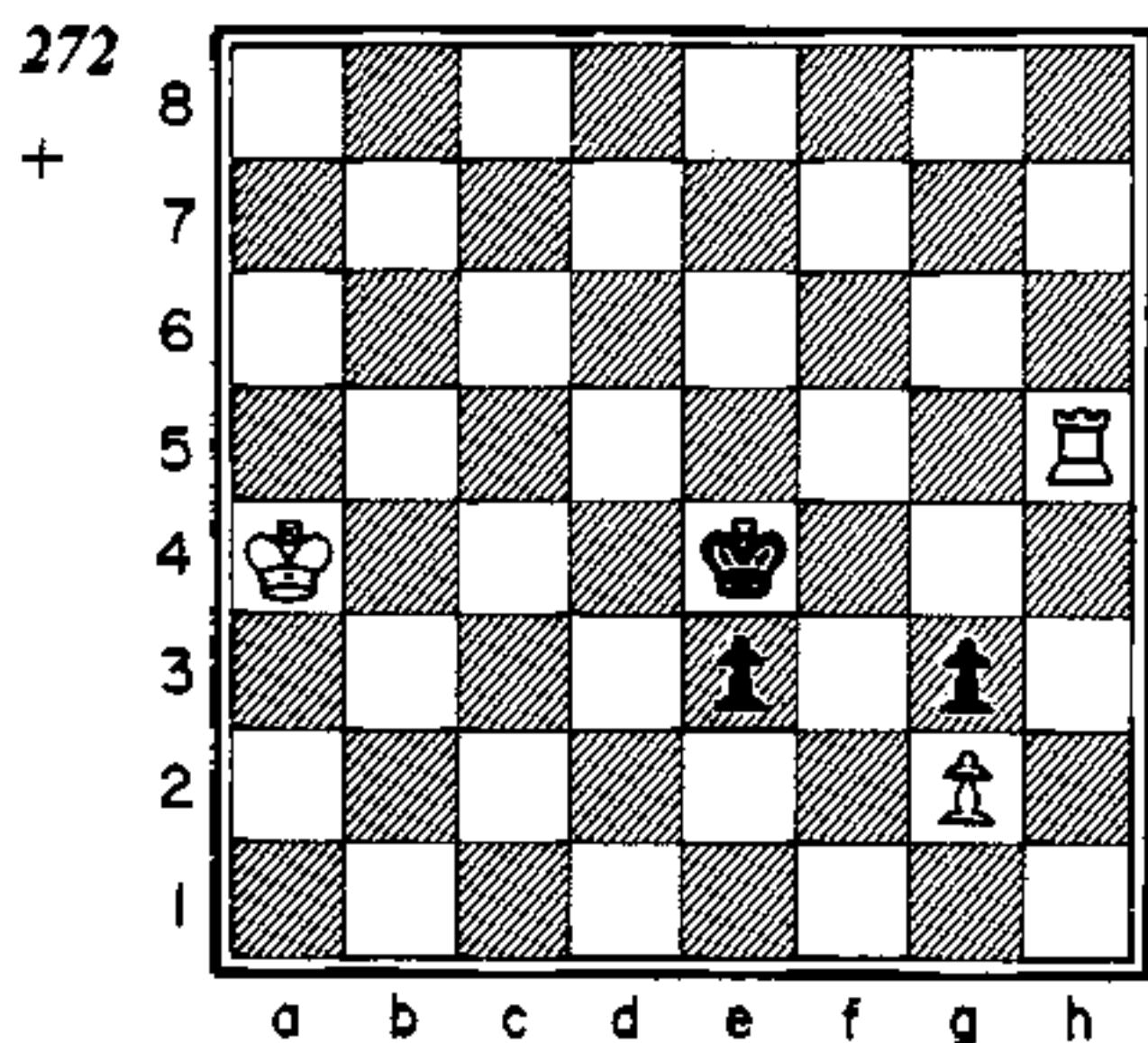
5 Re7! a1=Q 6 R×e2+ Kb1 7 Re1+ Kb2 8 R×a1, and White wins.

Fritz, 1955



1 Rh2! f3 2 Kb7 Kf1 3 Kc6 Kg1 4 Kd5! K×h2 5 Ke4 Kg2 6 Ke3, and White wins.

Mandler, 1950



272. The first impression is that Black has an easy draw, e.g. 1 Kb3 e2 2 Rh1 Kd3! But White can play more strongly.

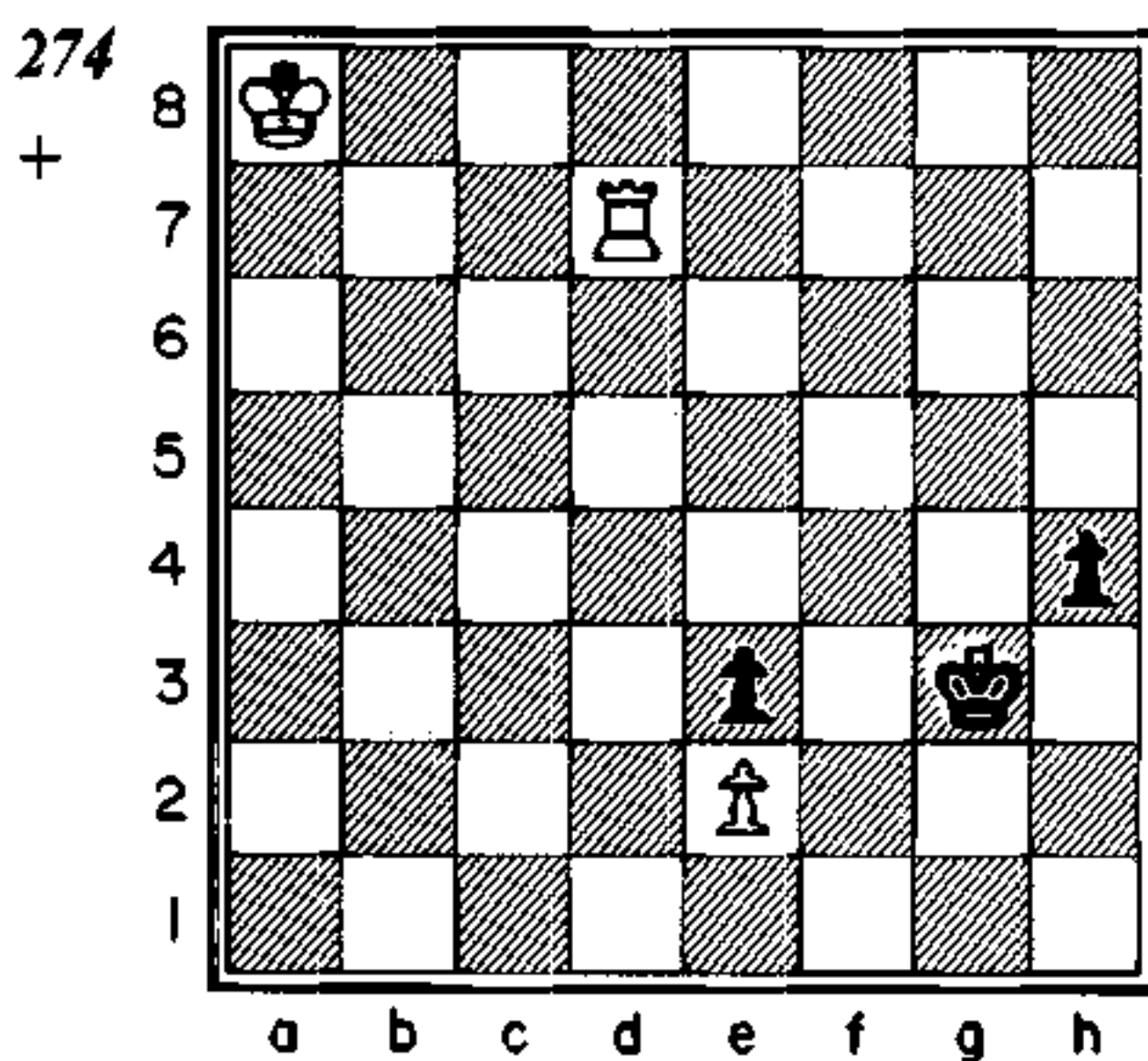
1 Kb4! e2 2 Rh1 Kd3.

Or 2 ... Ke3 3 Kc3 Kf2 4 Kd2 K×g2 5 Rh8! (5 Re1 Kf2 with a draw) 5 ... Kf2 6 Rf8+ Kg1 7 K×e2 and wins.

3 Kc5! Kd2 (if 3 ... Ke3, then 4 Ra1 Kf2 5 Kd4! K×g2 6 Ke3) **4 Kd4! e1=Q 5 R×e1 K×e1 6 Ke3, and White wins.**

273. White has to defend his pawn, but how? If, for example, 1 f3, then 1 ... Kf2 2 Kb7 Kg2 with a draw or 1 Rh4 f3 2 Rh2 Kf1 3 Kb7 Kg1 with the same result.

Arsenic, 1961



274. White cannot give up his pawn. Therefore: **1 Rf7! h3 2 Kb7 h2 3 Rh7 h1=Q+!**

If 3 ... Kg2, then 4 Kc6 h1=Q 5 R×h1 K×h1 6 Kd5 Kg2 7 Ke4 Kf2 8 Kd3 and wins.

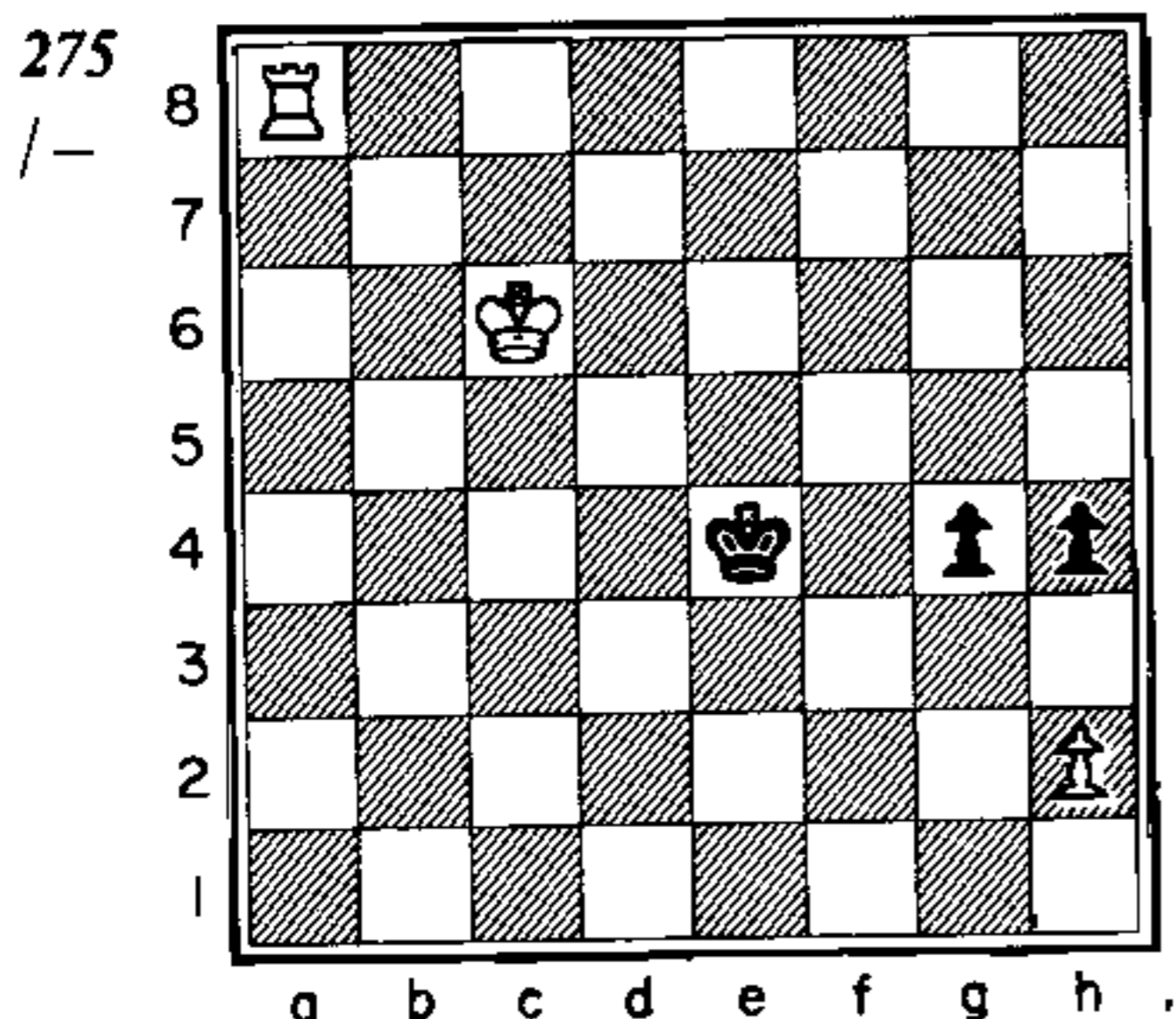
4 R×h1 Kf2 5 Rh2+ Kg1 6 Kc6! K×h2 7 Kd5 Kg3 8 Ke4! (8 Kd4? Kf4 with a draw) **8 ... Kf2 9 Kd3, and White wins.**

In cases where the side with the rook has only one pawn, the result often depends upon whether or not this pawn can be preserved

The Rook is stronger than the Pawns

from exchange. But more often, even if the pawn is lost or sacrificed, the result is determined by the resulting ending of rook against pawns.

Kopayev, 1958



275. The white king is some distance away, and to draw Black must try to exchange the h2 pawn. But the direct 1 ... g3 does not work due to 2 Ra4+ Kf3 (2 ... Kf5 3 h3 g2 4 Rg4) 3 R×h4 g2 4 Rh3+ and 5 Rg3.

1 ... Kf3 2 Kd5!

White again parries the threat of 2 ... g3, on which there follows 3 h3 g2 (3 ... Kg2 4 Ke4 K×h3 5 Kf3 Kh2 6 Rg8 etc.) 4 Rg8 Kf2 5 Ke4 g1=Q 6 R×g1 K×g1 7 Kf3!, when White wins. But if now 2 ... h3, then 3 Rg8 Kg2 4 R×g4+ K×h2 5 Ke4 Kh1 6 Kf3 etc.

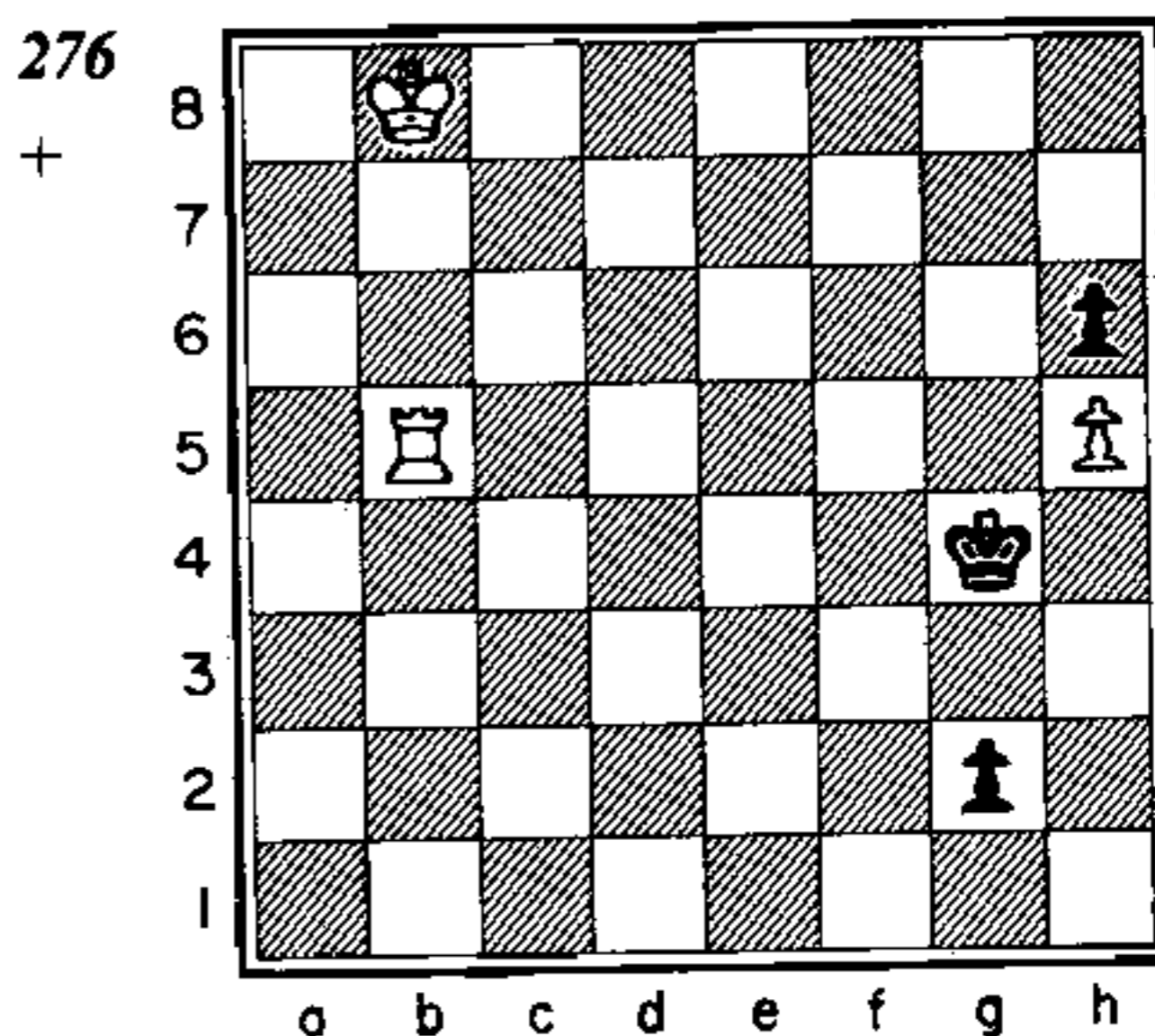
2 ... Kg2 3 Ra2+ Kf3 4 Ra4! (4 Ke5 g3 5 h3 g2 6 Ra1 Kg3 leads only to a draw) 4 ... h3 5 Ke5 g3 6 Ra3+ Kg2 7 R×g3+ K×h2.

In the end Black has managed to eliminate the white pawn, but after 8 Kf4 the last black pawn is also lost.

276. In the first instance White must stop the g-pawn, but after 1 Rb1 K×h5 2 Rg1 Kg4 3 R×g2+ Kf4 4 Rh2 Kg5 5 Kc7 h5 6 Kd6 h4 7 Ke5 Kg4 8 Ke4 Kg3 Black gains a draw.

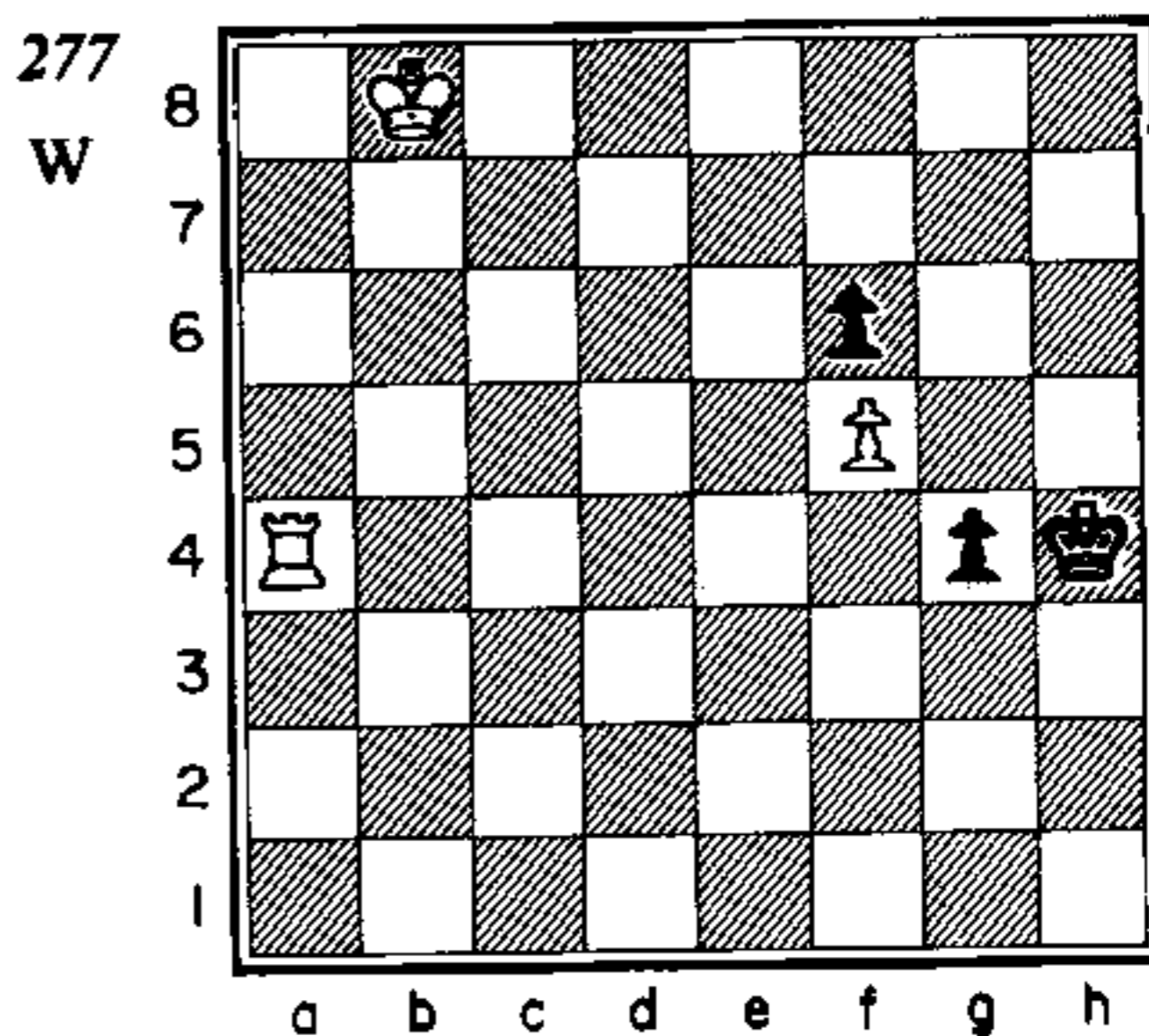
Correct is 1 Rb7! K×h5 2 Rg7, not only eliminating the pawn, but also cutting off the

Griesman, 1962



opponent's king. The rest is familiar: 2 ... Kh4 3 R×g2 Kh3 4 Rg6 h5 5 Kc7 h4 6 Kd6 Kh2 7 Ke5 h3 8 Kf4 Kh1 9 Kg3, and White wins.

Diaz-Dominguez
Pinar del Rio, 1981



277. The immediate approach of the king does not succeed: 1 Kc7 Kg5 2 Ra5 g3 3 Kd6 g2 4 Ra1 K×f5 5 Rg1 Ke4 6 R×g2 f5 with a draw. White must first improve the position of his rook, in order to gain time.

1 Rf4! Kg5.

Or 1 ... Kh3 2 Kc7 g3 3 Rf1 Kg4 4 Kd6 g2 5 Rg1 K×f5 6 R×g2 Ke4 7 Re2+ Kf3 8 Re1 f5 9 Ke5, and wins.

Rook and Pawns against Pawns

2 Rf1 g3 3 Kc7 g2 4 Rg1 K×f5 5 R×g2 Ke4.

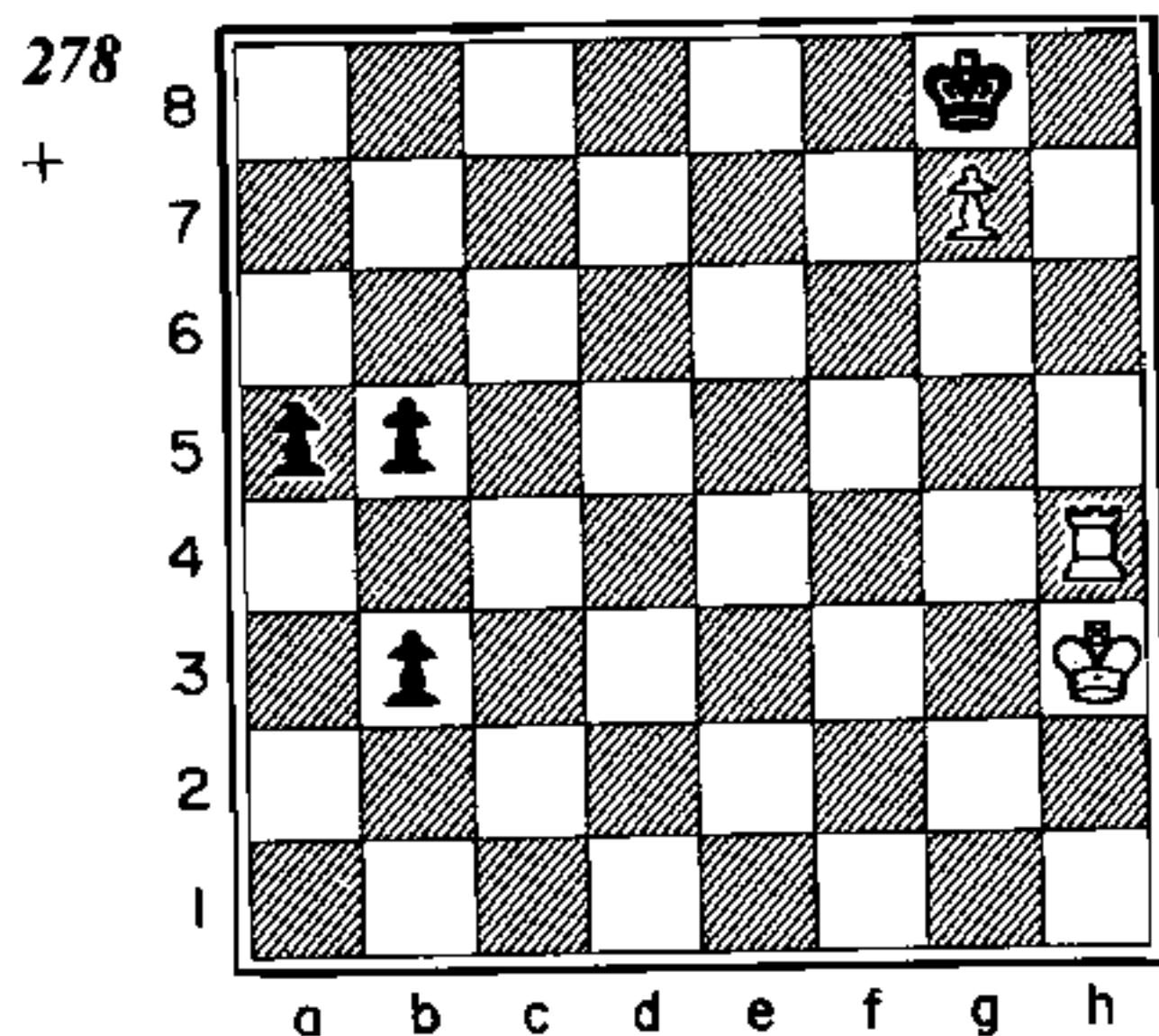
If 5... Kf4, then 6 Rf2+ Ke5 7 Rf1 f5 8 Kc6, and White wins.

6 Kd6?

This throws away the win. It was correct first to improve the rook's position and push the opponent's king out of the way: **6 Re2+! Kf3 7 Re1 f5 8 Kd6 Kf2 9 Ra1 f4 10 Ke5 f3 11 Kf4**, or **6... Kd5 7 Rf2 Ke5 8 Rf1 f5 9 Kc6**, when the white king is inside the zone.

6... f5 7 Re2+ Kd4! Draw agreed. After **8 Ke6 f4 9 Kf5 f3 10 Ra2 Ke3 11 Kg4 f2** it all becomes clear.

Weinberger, 1963



278. White's position appears critical, and his task may cause perplexment. How in fact is he going to stop the pawns? If, for example, **1 Rg4**, then **1... b2 2 Rg1 a4**, or **1 Rh5 b4 2 R×a5 b2**, and the rook has no way of reaching the 1st rank.

This last variation suggests the idea of sacrificing the pawn, so as to gain the possibility of returning the rook to the 1st rank!

1 Rh8+! K×g7 2 Rh5 b4.

After **2... a4 3 R×b5 Kf6 4 Rb4 Ke5 5 R×a4 Kd5 6 Rb4** White eliminates all the opponent's pawns.

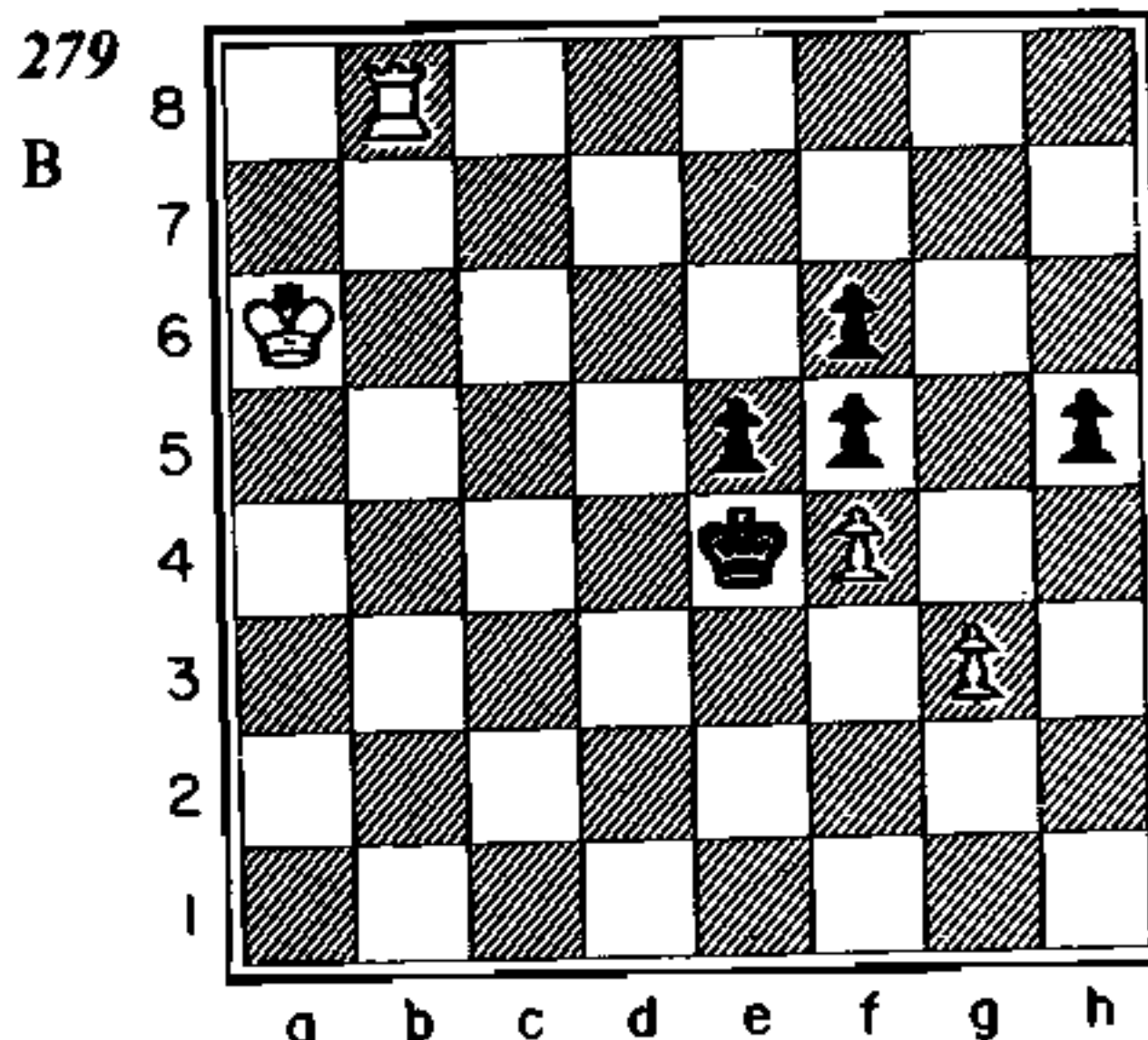
3 R×a5 b2 4 Rg5+ Kf6 5 Rg1 Ke5 6 Rd1!

The decisive blow. After cutting off the

opponent's king from the pawns, White then approaches with his own king.

6... Ke4 7 Kg2 Ke3 8 Kf1 b3 9 Ke1, and White wins.

Bondarevsky–Gerstenfeld Moscow, 1940



279. Black played **1... Kf3?**, which lost an important tempo, and after **2 Rb3+ Kg4** White began approaching with his king: **3 Kb5 e×f4 4 g×f4 h4.**

No better is **4... K×f4 5 Kc4 Ke4 6 Rh3 f4 7 Kc3 f3 8 Kd2 Kf4 9 R×h5 Kg3 10 Rf5**, and White wins.

5 Kc4 h3 (Black advances his last trump—his h-pawn) **6 Rb8!**

Accurately played: in the resulting ending of rook against three pawns the rook must attack the pawns from the rear, and the king come in from the side.

6... K×f4 7 Kd3 h2 8 Rh8 Kg3 9 Ke2 Kg2 (otherwise **10 Kf1**) **10 Rg8+ Kh3 11 Kf2 h1=N+ 12 Kf3 Kh2.**

A familiar situation has arisen. We have already studied similar positions (36). The presence of the additional pawns at f6 and f5 does not change the assessment, but merely delays the resigning of the game.

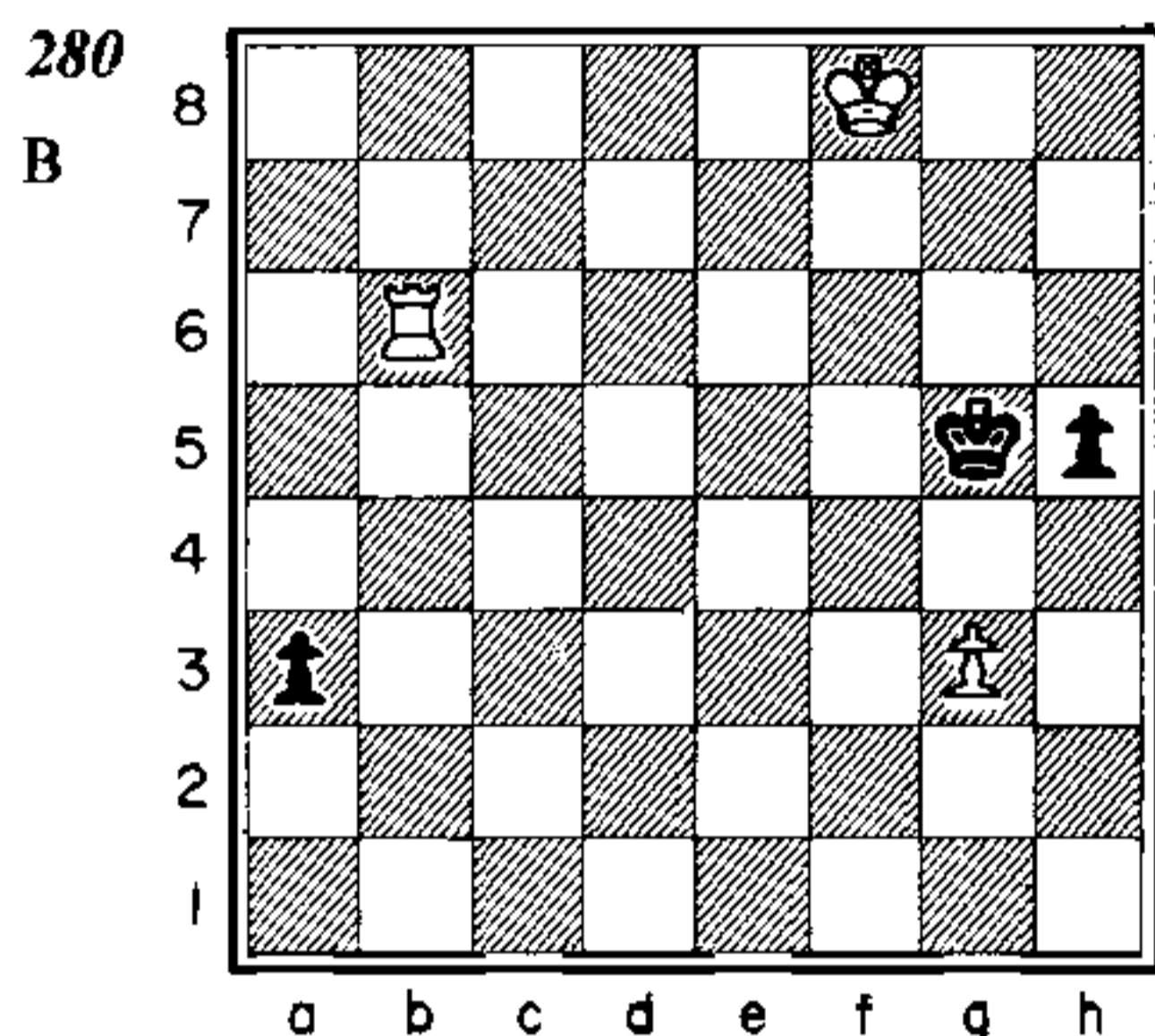
13 Rg2+ Kh3 14 Rg6 Kh2 15 R×f6 Kg1 16 R×f5 Nf2 17 Rd5! Nh3 18 Rd1+ Kh2 19 Rd2+ Resigns.

It was later shown by Aronson (1941) that

The Rook is stronger than the Pawns, but—Draw

Black could have saved the game by 1 ... e × f4!, e.g. 2 g × f4 K × f4 3 Kb5 Ke3! 4 Kc4 (4 Re8 + Kd3) 4 ... f4 5 Re8 + Kd2. If instead 5 Kc3 f3 6 Re8 + Kf2 7 Kd2, then 7 ... h4 8 Rh8 Kg2! 9 Ke3 f2 10 Rg8 + Kf1 11 Kf3 h3! 12 Ra8 Kg1 13 Rg8 + Kf1 with a draw.

Rudakovsky—Konstantinopolsky
Kiev, 1940

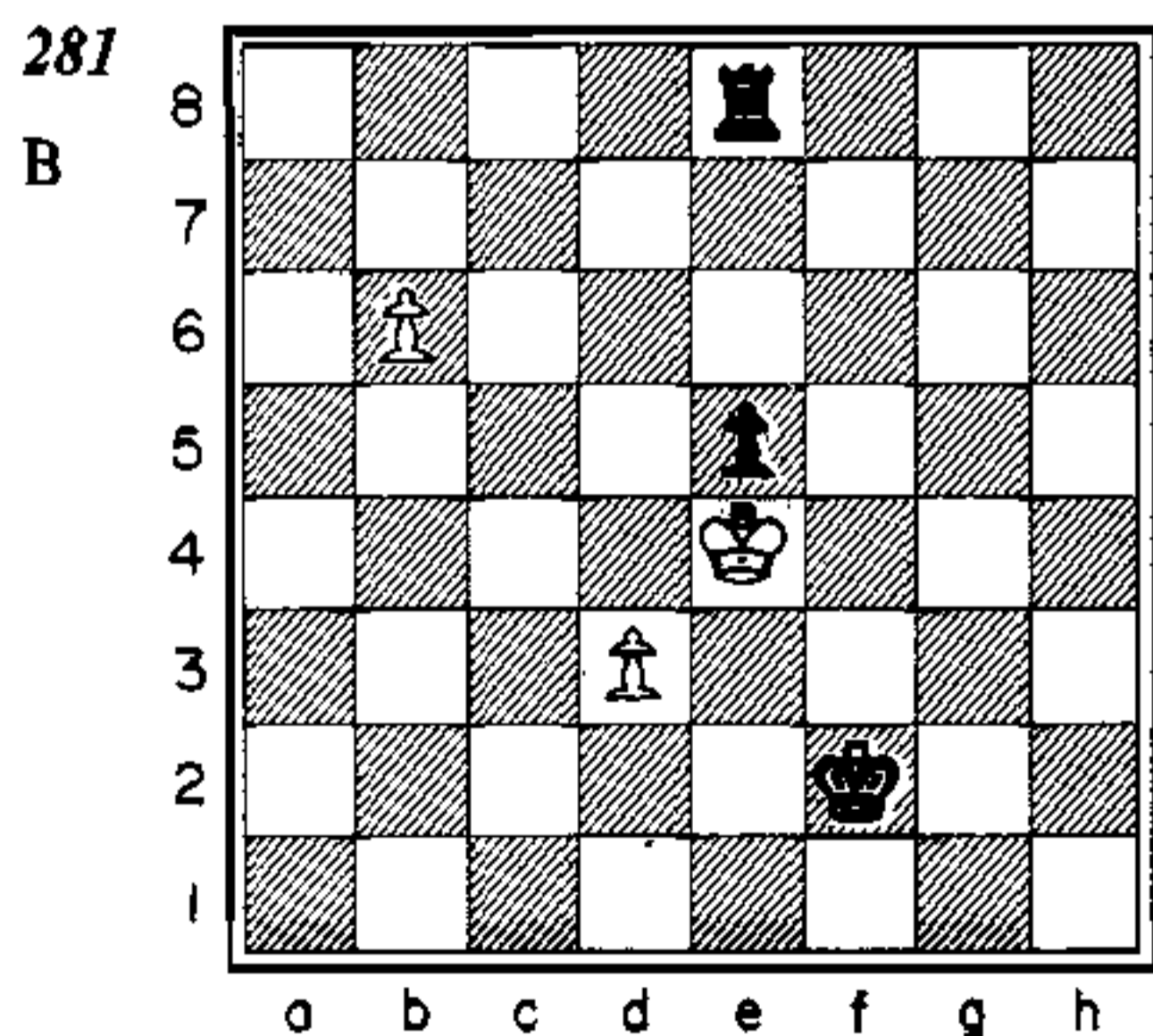


280. 1 ... a2.

Forced: otherwise the g-pawn cannot be won. If immediately 1 ... Kg4, then 2 Rg6 + Kf3 3 Kg7!, and Black has to play 3 ... a2 4 Ra6 K × g3 5 Kg6, and then as in the game.

2 Ra6 Kg4 3 Kg7 K × g3 4 Kg6 h4 5 Kg5 h3 6 Ra3 + Kg2 7 R × a2 + Kg3 8 Ra3 + Kg2 9 Kg4 h2 10 Ra2 + Resigns.

from a practical game
Novi-Sad, 1972

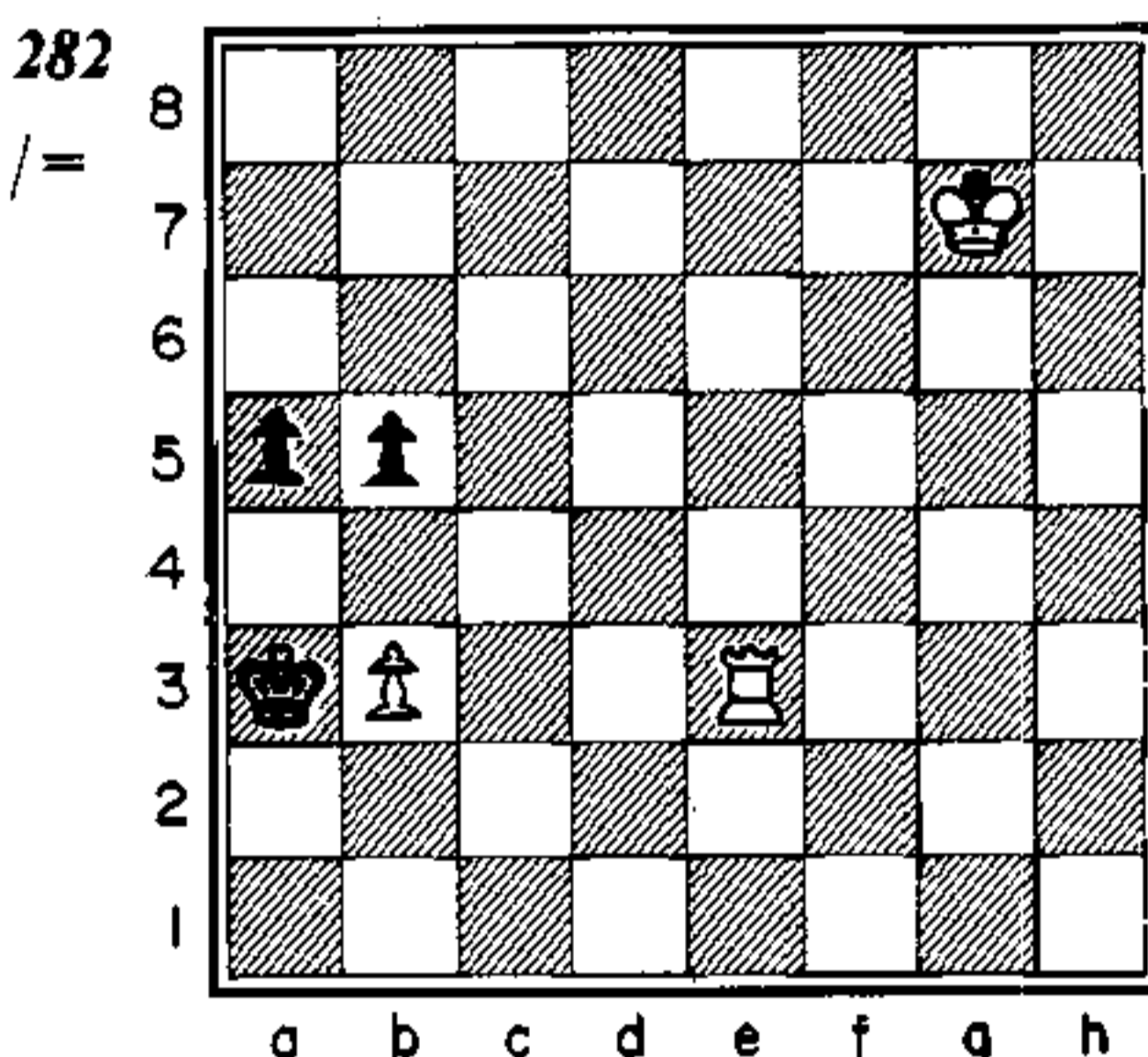


281. After the correct 1 ... Rd8! 2 K × e5 (2 b7 Ke2) 2 ... R × d3 White could have calmly resigned. Black played 1 ... Ke2, thinking that this was even simpler, but 2 d4! e × d4 + 3 K × d4 led to a drawn ending.

4.2 THE ROOK IS STRONGER THAN THE PAWNS, BUT—DRAW

In these examples the material advantage continues to be on the side of the rook, but for various reasons—disunity of the pieces, the possibility of setting up a fortress or a blockade, the possibility of stalemate etc.—it proves insufficient for a win.

Horwitz and Kling, 1851



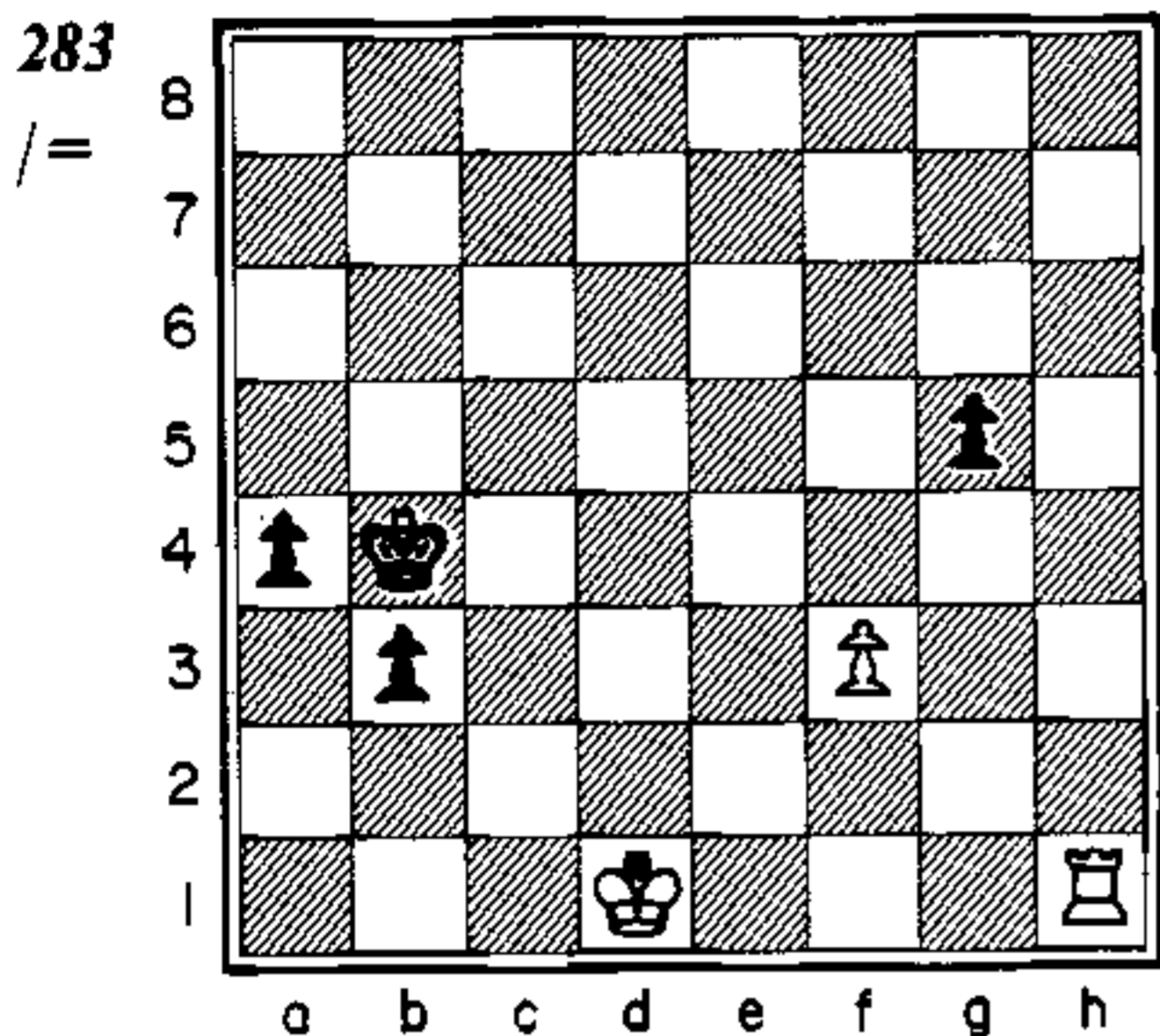
282. Play here is bound to go into an ending of rook against pawn. But which passed pawn should Black create: b- or a-pawn? It is clear that White's king is closer to the b-pawn, and indeed 1 ... a4 2 b × a4 + K × a4 3 Kf6 b4 4 Ke5 b3 5 Kd4 b2 6 Re1 Kb3 7 Kd3 leads to a win.

The only way to draw is by 1 ... Kb4 2 Kf6 a4 3 b × a4 b × a4 4 Ke5 a3 5 Kd4 a2 etc.

283. As we know, without the K-side pawns Black would easily gain a draw here. But the addition of the pawns does not change the assessment.

Rook and Pawns against Pawns

Louma, 1938



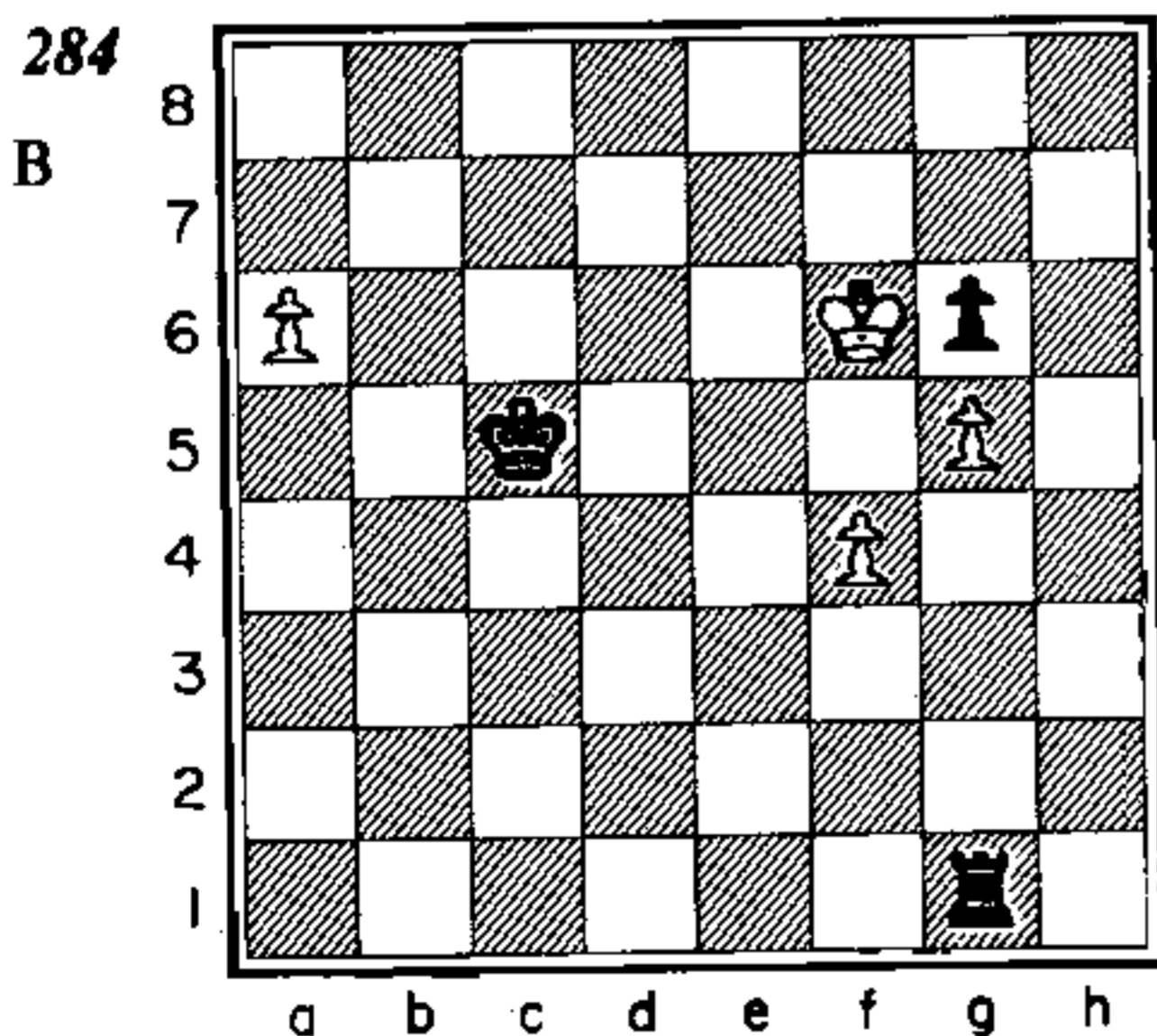
1 ... Ka3! 2 Kc1.

If 2 Rh2, then 2 ... b2 3 Kc2 Ka2 4 Rh1 a3 5 Rg1 g4! 6 f×g4 b1=Q 7 R×b1—stalemate.

2 ... Ka2 3 Rh2+ Ka1 4 Rb2 g4! 5 f×g4 a3 6 Rb1+ (6 R×b3 a2) 6 ... Ka2 7 R×b3 K×b3 8 Kb1 Kc4. Draw.

In the next few examples the proximity of the edge of the board allows the weaker side to play for stalemate.

Rokhlin-Golovko
Rostov-on-Don, 1949



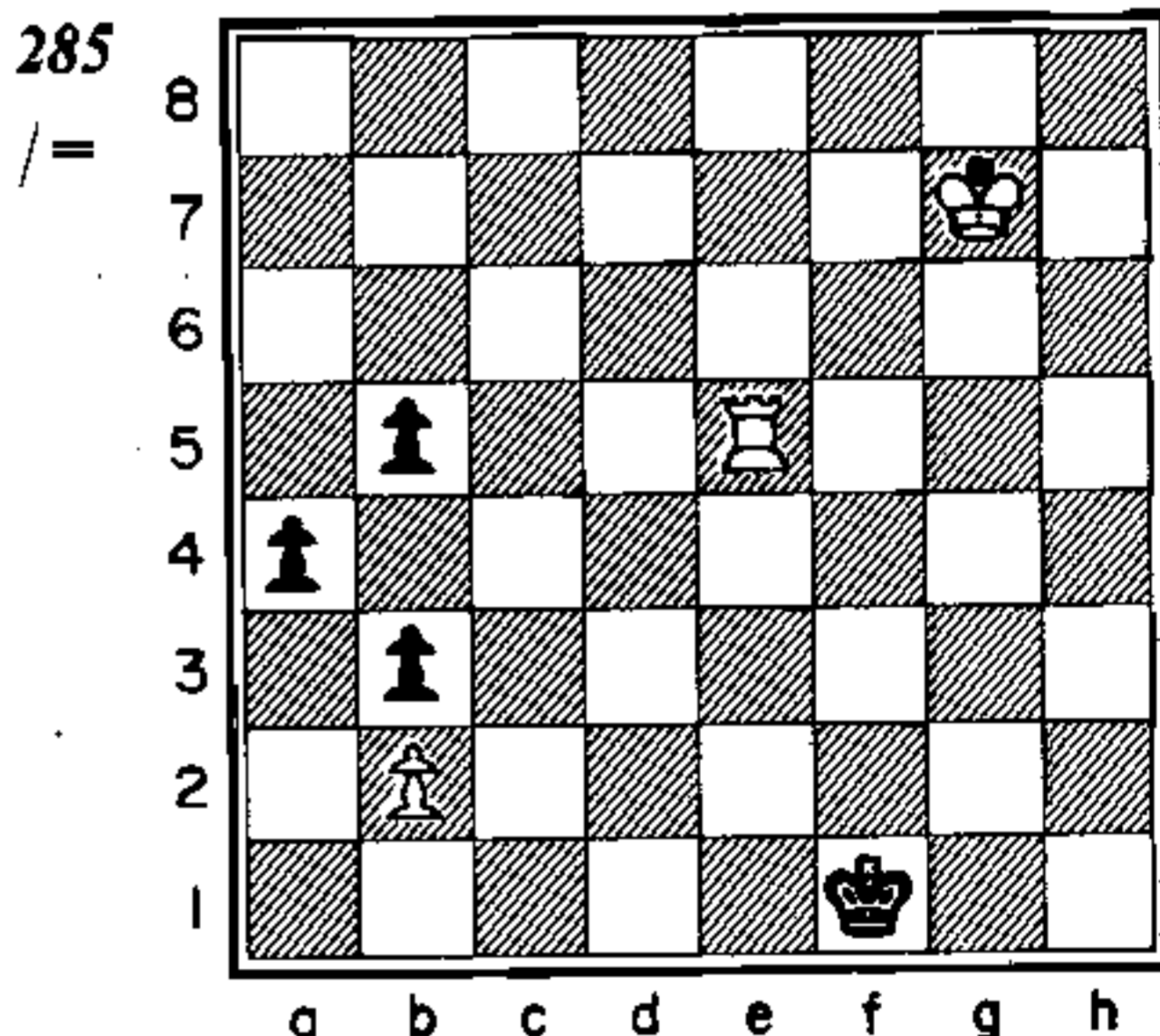
284. As was shown by Maizelis, Black should have played 1 ... Kd6!, bringing up

his king to the most dangerous pawns, e.g. 2 K×g6 Ke7 3 Kg7 (3 f5 Kf8 4 f6 Ra1 5 Kh7 Kf7! 6 g6+ K×f6 7 g7 Rh1+ 8 Kg8 Rg1) 3 ... Ke6! 4 Kg6 Rf1! 5 a7 Ra1 6 f5+ Ke7 7 Kg7 R×a7 8 g6 (8 f6+ Ke6+) 8 ... Ra6 9 Kh7 Ra1 10 Kg7 (10 g7 Rh1+ 11 Kg8 Rg1) 10 ... Rf1 11 Kh7 Kf6, and Black wins.

If on 1 ... Kd6 White replies 2 f5, Black can play either 2 ... g×f5 3 g6 Rcl! 4 g7 Rc8 5 a7 f4, or 2 ... Rf1 3 K×g6 Ke7, with variations similar to those considered above.

But Black played 1 ... Rf1, after which White was able to save the game: 2 a7 R×f4+ (2 ... Ra1 3 K×g6 Ra6+ 4 Kf5 R×a7 5 g6, and White cannot lose) 3 K×g6 Ra4 4 Kh6 (by no means obligatory; by 4 Kf5 Kd6 5 Kf6 White could have drawn without any trickery) 4 ... Kd6 5 g6 Ke6 6 Kh7 Kf6 7 g7 R×a7 8 Kh8. Drawn.

Kubbel, 1935



285. Black's plan is to retain at least one pawn and win the b2 pawn. Here this leads to the finish just considered.

1 ... b4 2 Rb5! (after 2 Re4 a3 3 R×b4 a2 4 Ra4 Ke2 the draw is obvious) 2 ... Ke2 3 R×b4 Kd3!

The best move. After 3 ... Kd2 4 Rc4! the king is cut off from the pawns.

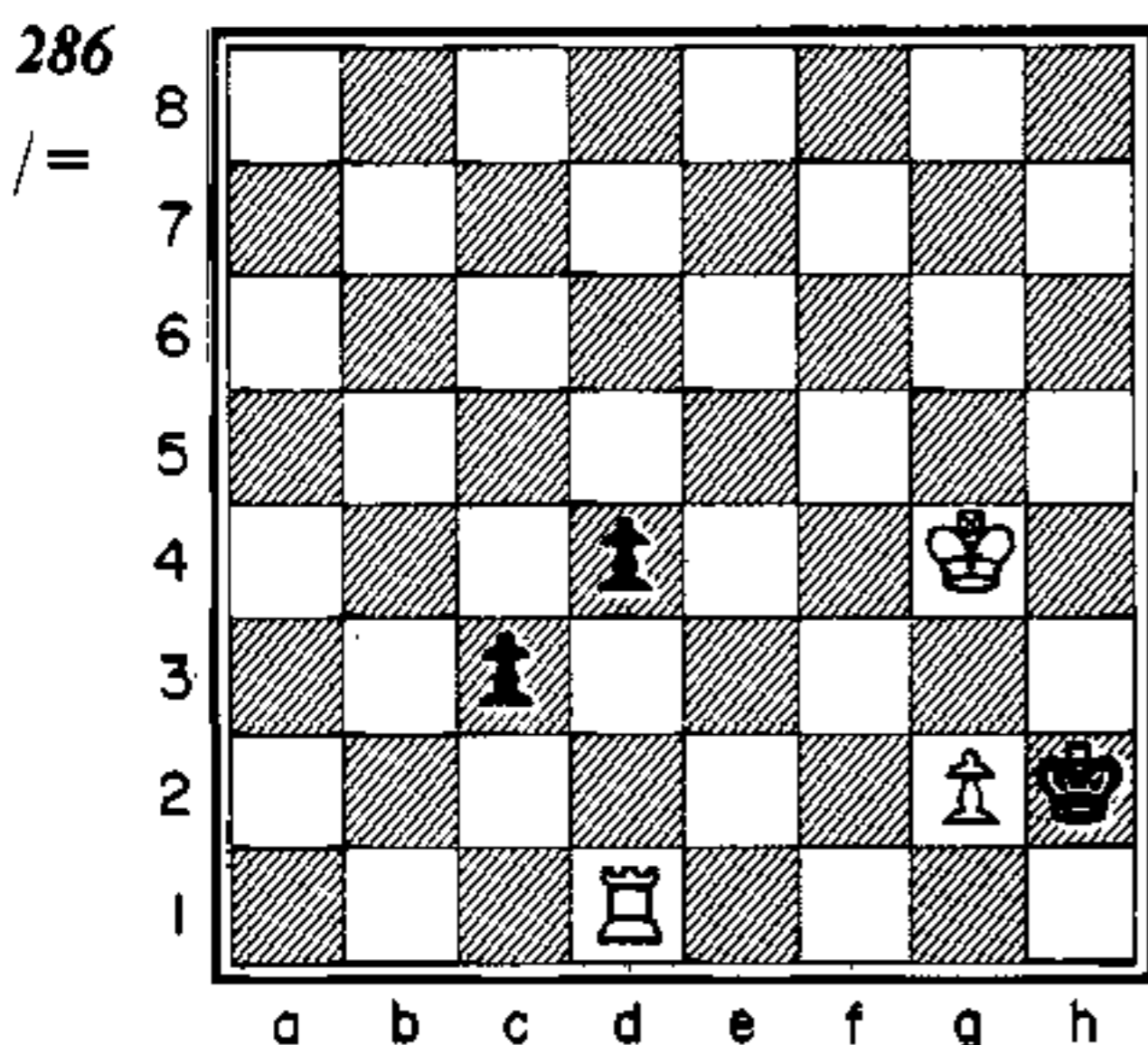
4 Rh4 Kc2 5 Rh2+ Kb1 6 Kf6 Ka2 7 Ke5 a3

The Rook is stronger than the Pawns, but—Draw

8 Kd4 a×b2 9 Kc3 Ka1 ! 10 R×b2—stalemate.

It should be noted that the addition of a pawn is not always a plus feature. In certain cases it may even play a negative role, for example by covering the opponent's king against attack.

Kubbel, 1916



286. If White did not have his pawn, Black would have to resign, since on 1 ... c2 there would follow 2 Rd2+ and 3 R×c2.

But here Black plays 1 ... c2 2 Rcl d3, threatening 3 ... d2. White has only one reply: 3 g3! Kg2 4 Kf4. Now moving the king towards the pawns leads to defeat: 4 ... Kf2 5 Ke4 Ke2 6 Kd4 Kd2 7 Rh1 etc. But Black finds a surprising resource: 4 ... d2!! 5 R×c2 Kh3 6 R×d2—stalemate.

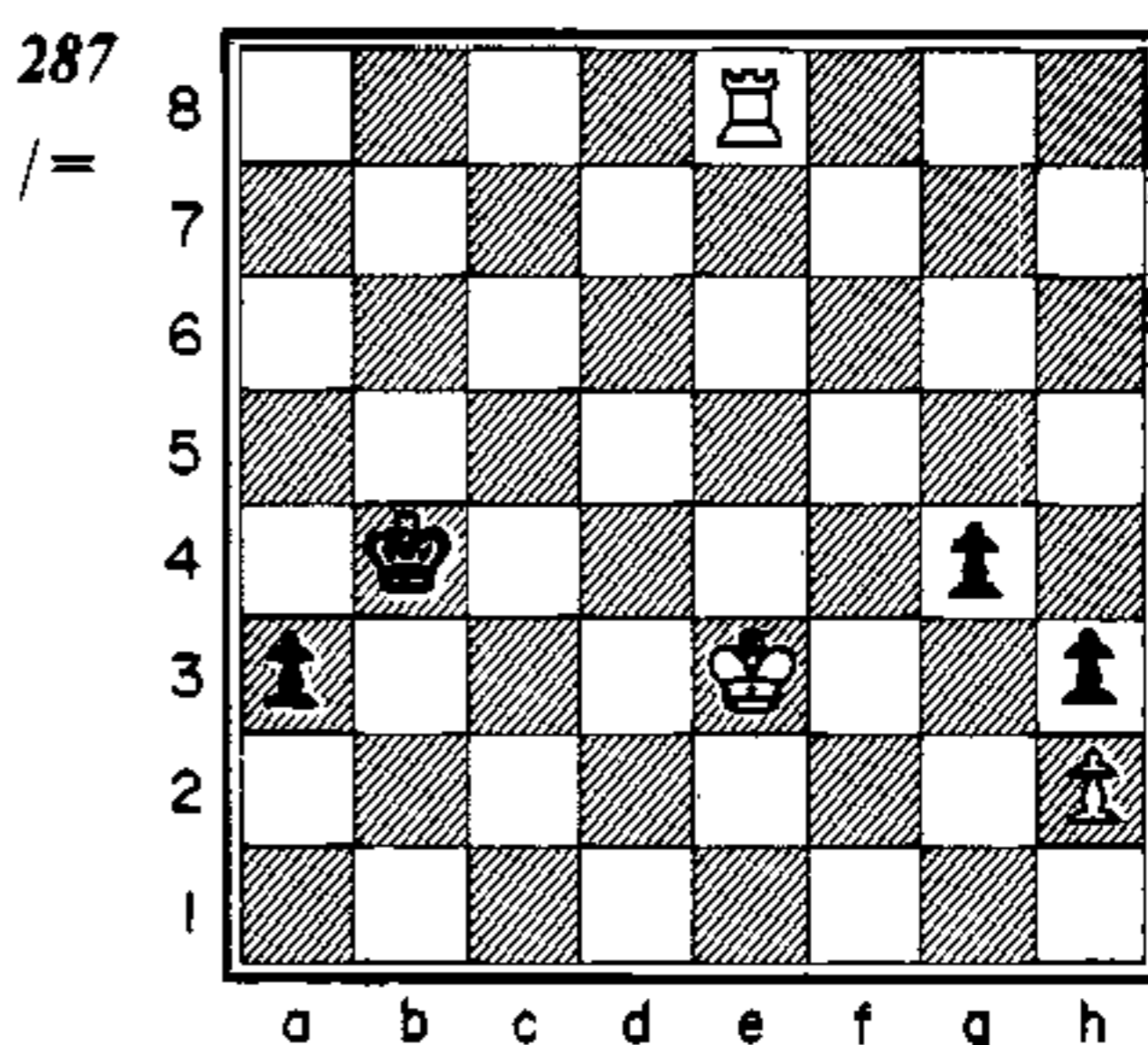
The white pawn nevertheless did its dirty deed!

287. In such situations the rook is best deployed on the 1st rank. Thanks to the fact that the white king is preventing the rook from improving its position, Black is able to draw.

1 ... g3! Now White has several possibilities:

(a) 2 h×g3 a2! (2 ... h2? 3 Rb8+ Kc3 4 Rb1) 3 Rb8+ Kc3 4 Rc8+ Kb2 5 Rb8+ Kc3 with a draw.

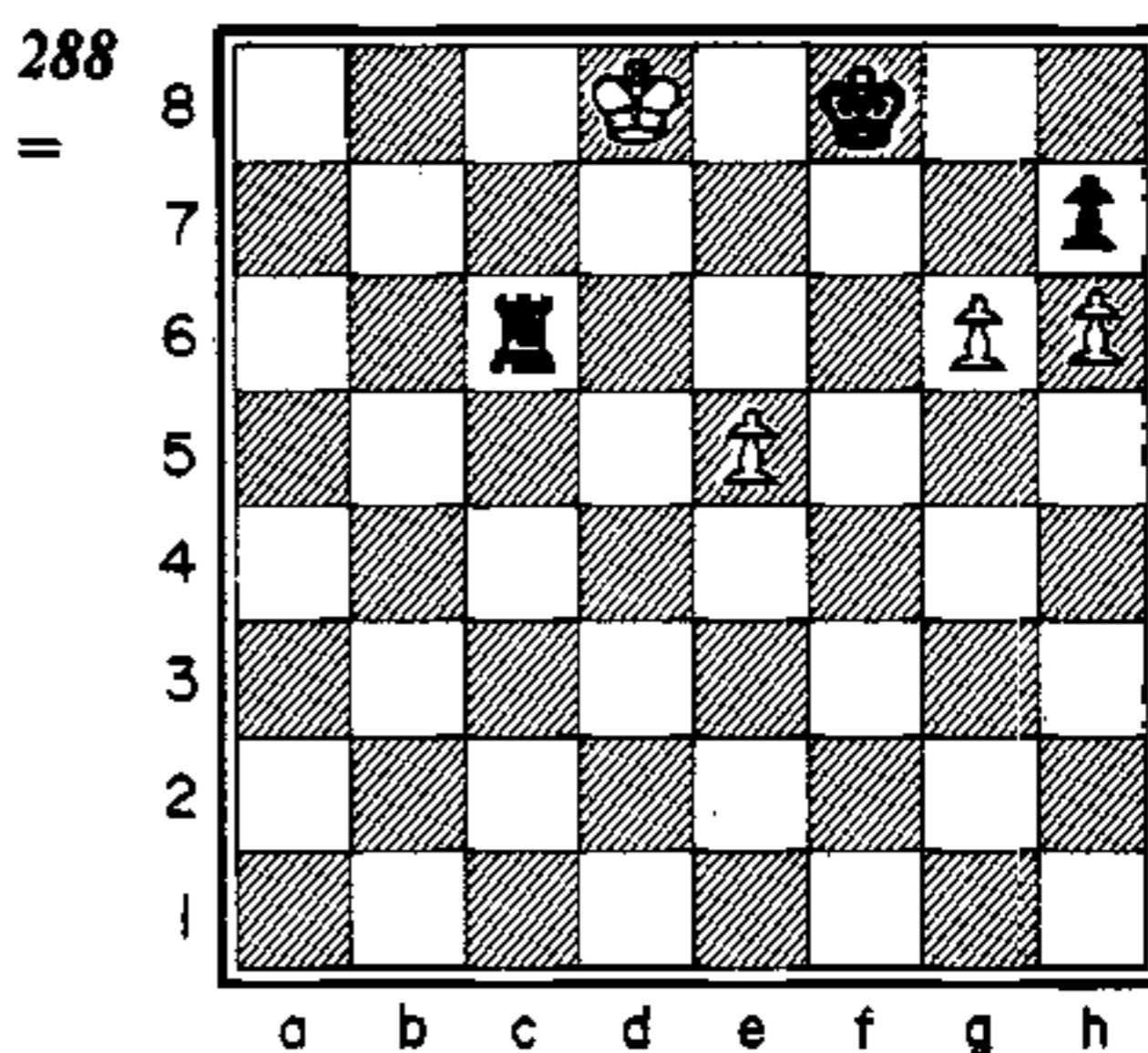
Farago, 1937



(b) 2 Kd3 (2 Kf3 g×h2) 2 ... g×h2! (2 ... g2? 3 Rb8+ Kc5 4 Rb1 or 3 ... Ka4 4 Kc4 Ka5 5 Rb1) 3 Re1 h1=Q! (if 3 ... Kb3, then 4 Rb1+ Ka2 5 Kc2, and White wins) 4 R×h1 Kb3 5 Rb1+ Ka2 6 Kc2 h2 with a draw.

(c) 2 Kd2 g2! (bad is 2 ... g×h2 3 Re1 Kb3 4 Rb1+ Ka2 5 Kc2, or 3 ... h1=Q 4 R×h1 Kb3 5 Kcl!) 3 Re1 Kb3 4 Rb1+ Ka2 5 Kc2 g1=Q 6 R×g1—stalemate.

Gzeban and Trzesowski, 1964



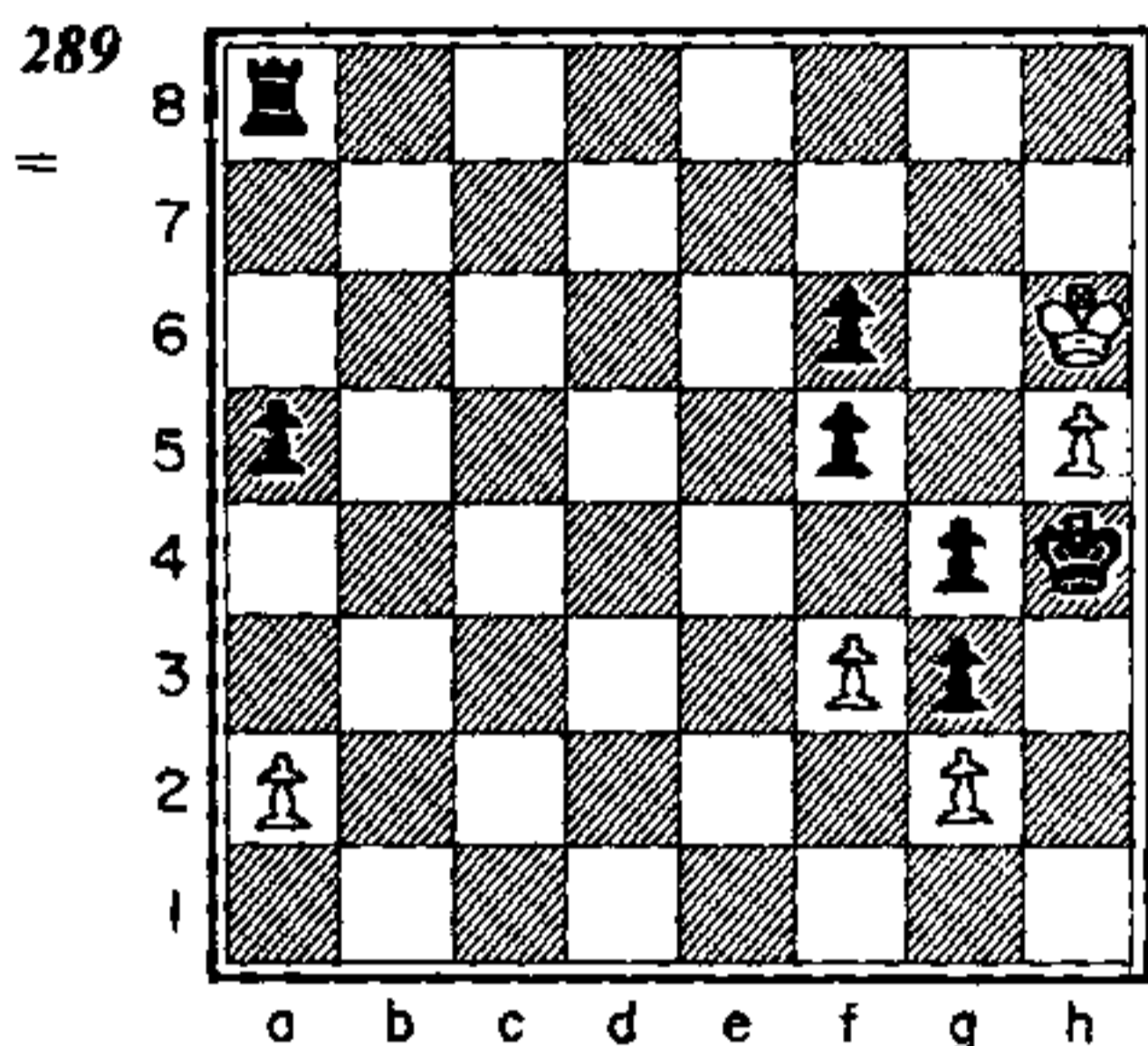
288. How should White play? If 1 g×h7 R×h6, while 1 g7+ is met by 1 ... Kg8 2 Kd7 R×h6 3 e6 Rh1 4 e7 Rel.

Rook and Pawns against Pawns

1 Kd7! R × g6 2 e6. A tragicomic situation has arisen: due to the unfortunate position of his rook, it is difficult for Black to defend against **3 e7+** and **4 e8=Q!** He has only one reply: **2 ... Rg8 3 Kd8 Rh8 4 Kd7.** Draw.

The poor position of the rook is also the reason for the draw in the following example.

Smyslov, 1938



289. 1 f4 Rh8+ 2 Kg7! R × h5 3 a4.

Black has managed to eliminate the dangerous passed pawn, but his rook is now trapped.

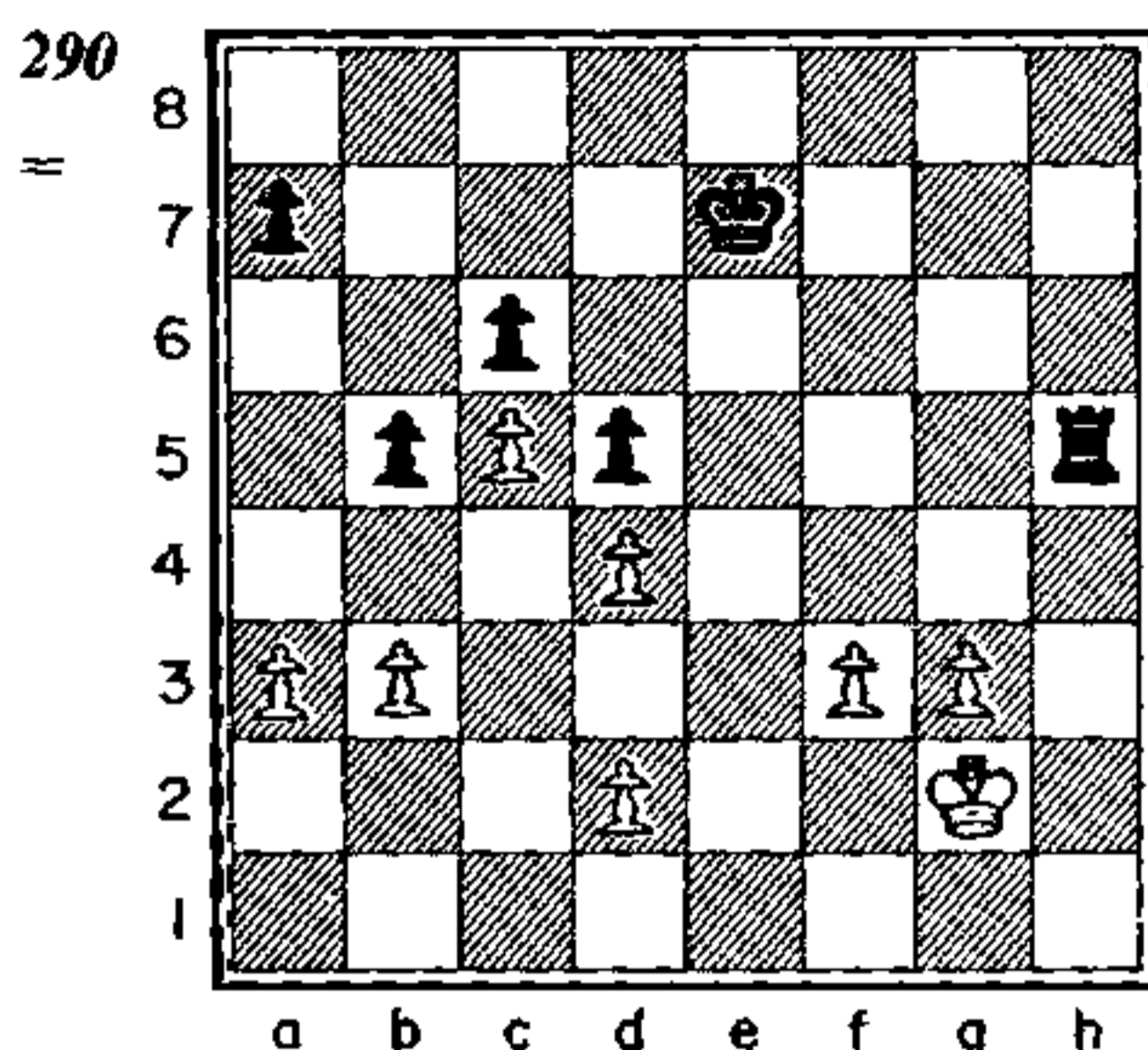
3 ... Rg5+ 4 Kh8! (after **4 Kh7 Kh5** it is White who would have been in zugzwang, and he would have had to free the rook) **4 ... Kh5 5 Kh7 Rg6 6 Kh8 Rh6+ 7 Kg7 Rg6+ 8 Kh8 Kh6—** stalemate.

It may also not be possible to realize a material advantage, if the opponent can set up a fortress.

290. This is a classic example. Black's pieces are powerless to penetrate into the opponent's position: the white king securely guards all the exits and entrances, and, in spite of his overwhelming material advantage, Black cannot do anything about it.

1 ... Rh7 2 Kg1 Rg7 3 Kg2 Rg6 4 Kf2 Re6 5 Kf1 Kf6 6 Kf2 Kf5 7 Kf1. If Black tries sacrificing his rook by **7 ... Re4**, to force a

Chekhover, 1947

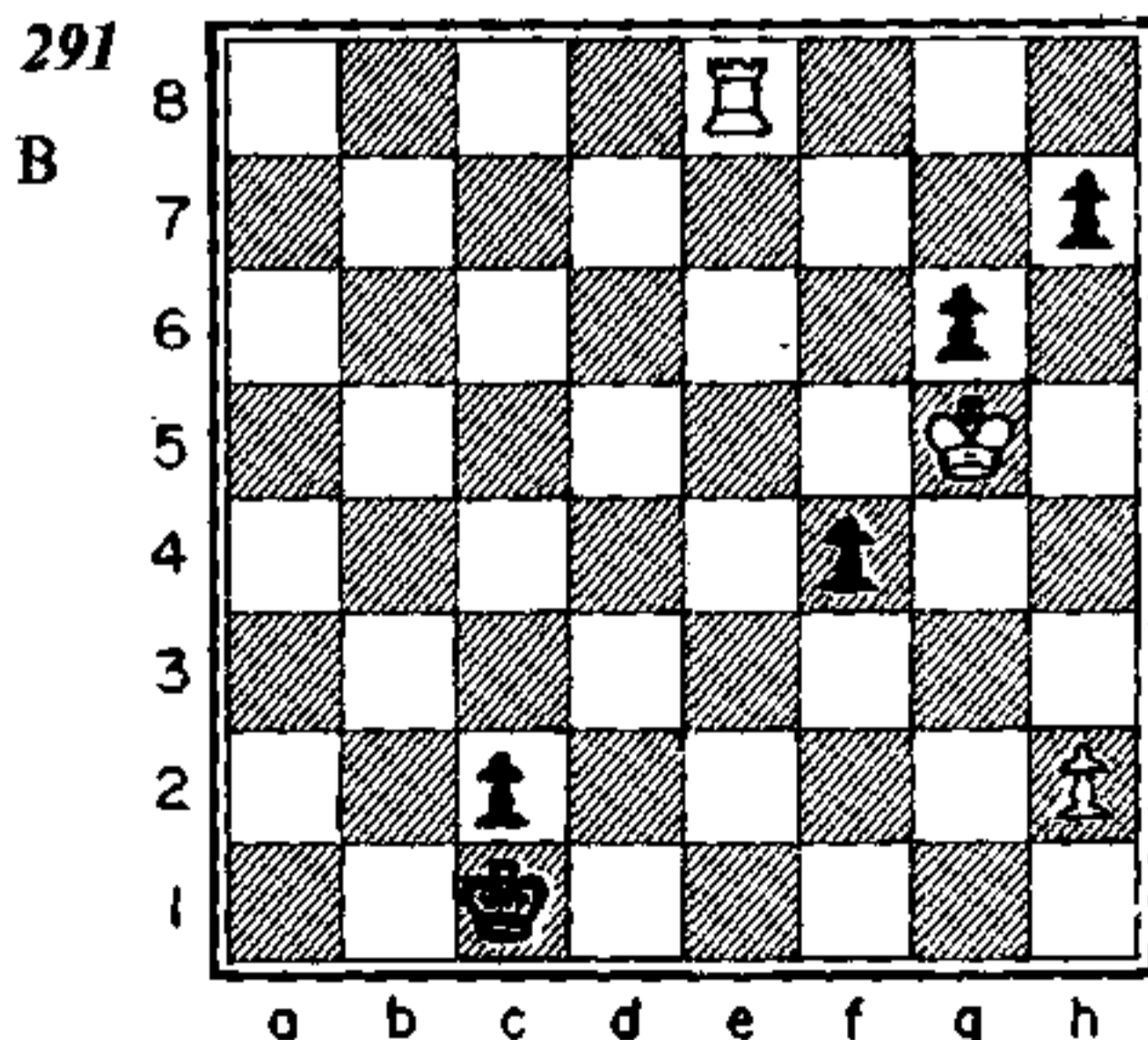


breach in the enemy fortress, after **8 f × e4+ K × e4 9 Kg2 K × d4 10 g4 K × c5 11 g5 Kd6 12 d4 Ke6 13 Kg3** he only risks losing.

4.3 THE PAWNS ARE STRONGER THAN THE ROOK

The pawns normally prove stronger than the rook when they are far advanced, and when the rook and king cannot unite in their battle against them.

**Menchik-Pelikan
Podebrady, 1936**



291. After the natural **1 ... f3** the white

The Pawns are stronger than the Rook

king is no longer able to battle against the pawns, and this task falls completely on the shoulders of the rook: **2 Rf8**.

2... f2 cannot be allowed. If, for example, 2... f2 3 Rf8 Kb1 4 Rb8+ Ka2 5 Ra8+ Kb3 6 Ra1 (6 Rb8+ Kc4, and the rook can no longer reach the 1st rank) 6... Kb2, and Black wins easily.

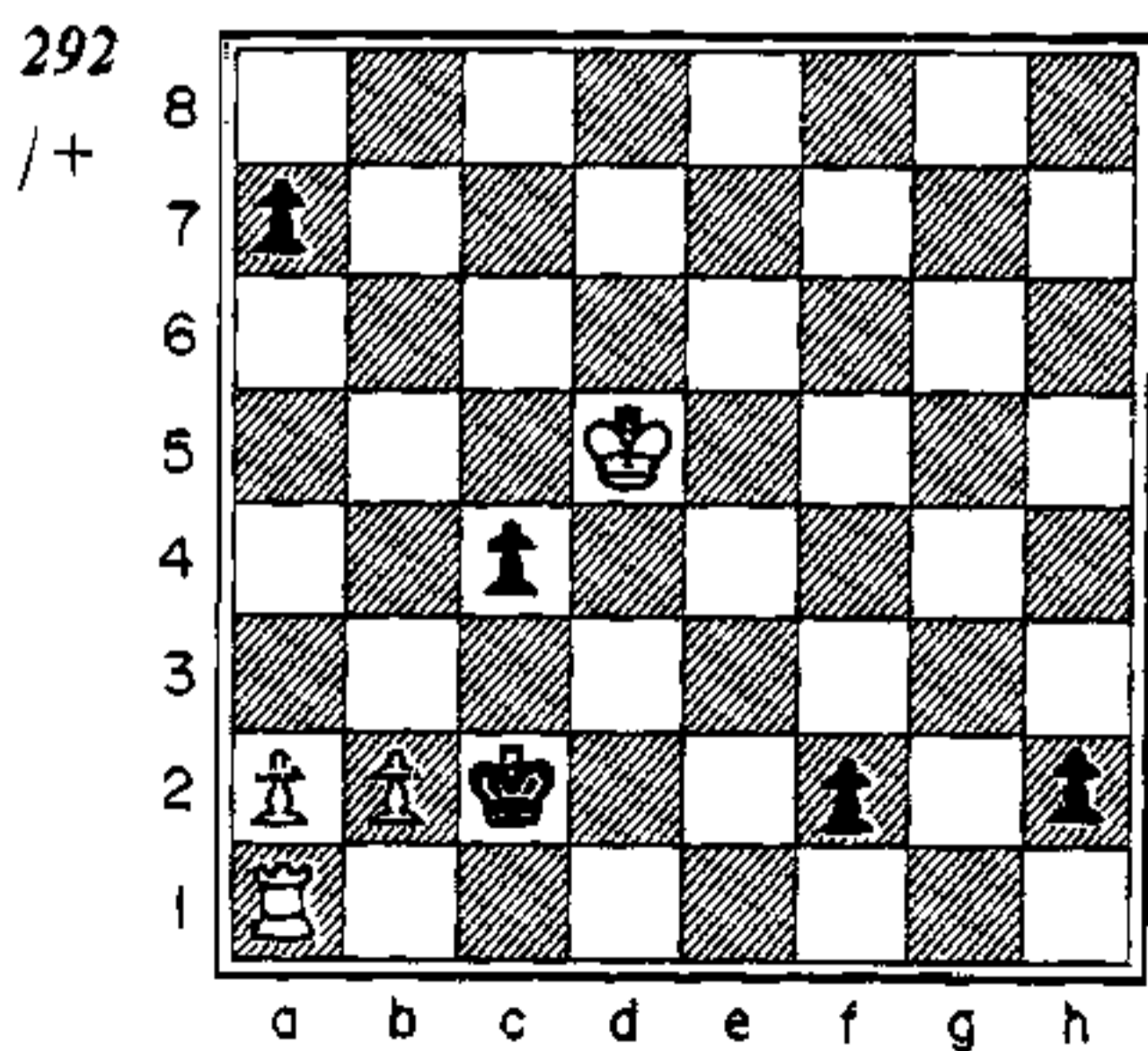
But now on 2... Kb1 there follows 3 Rb8+ Ka2 4 Ra8+ Kb3 5 Rb8+ Kc4 6 Rc8+ Kd3 7 Rd8+ Ke3 8 Re8+ Kd4 9 Rd8+ Ke5 10 Re8+ Kd6 11 Re1 f2 12 Rf1 Ke5 13 Kg4 Ke4 14 Kg3, or 7... Ke2 8 Re8+ Kf1 9 Rc8 f2 10 Rxc2 Kg1 11 Rxf2 Kxf2 12 Kh6 (or 12 h4) with a draw.

Black's problem is to find a shelter for his king, so that both pawns can advance unhindered. He achieves this by the study-like move **2... h6+!!**

If now 3 Kxg6(h6), then 3... Kd2 4 Rd8+ Ke3 5 Re8+ Kf4 6 Rf8+ (6 Re1 f2 7 Rcl Ke3) 6... Kg4 7 Rc8 f2, and Black wins.

The most complicated variation arises after **3 Kg4** (3 Kf4 f2) 3... Kd2 4 Rd8+ Ke1 5 Re8+ Kf1 6 Rc8 f2 7 Rxc2 Kg1 8 Rc1+ f1=Q 9 Rxf1+ Kxf1. White is unable to save this pawn ending, e.g. 10 Kf3 kg1 11 Kg3 Kh1! (11... h5 12 h4) 12 Kh3 g5 13 Kg3 h5 14 Kh3 h4, and Black wins.

Reti, 1927



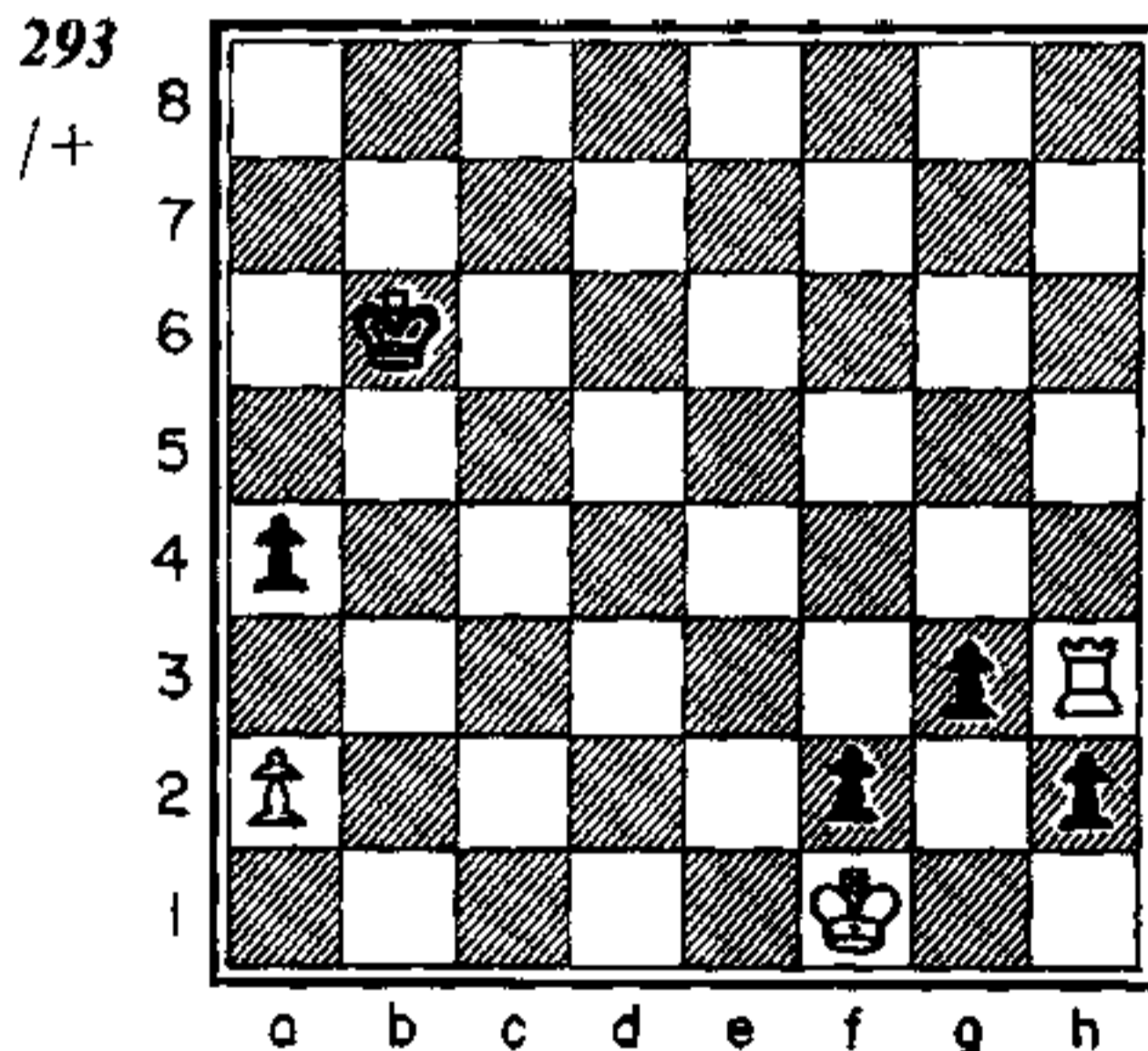
292. 1... Kxb2 fails to 2 Rh1 Kc3 3 Ke4 Kd2 (otherwise 4 Ke3) 4 Rxh2 Ke1 5 Rxf2 Kxf2 6 Kd4 with a draw.

Black must reach g2 with his king, but in doing so he has to reckon with the sacrifice of the rook, e.g. 1... Kd3 2 Rh1! Ke3 3 Kxc4 Kf3 4 Kd3 Kg2 5 Ke2 etc., and here 2... c3 3 bxc3 Ke3 4 Kc4 etc. is no better.

1... Kd2! 2 Rh1 Kd3 3 a3 a6 4 a4 a5 5 Kc5 c3! 6 bxc3 Ke4! (not 6... Ke3 7 Kc4, when it is Black who is in zugzwang) 7 Kc4 Ke3 (White is in zugzwang and has to move his king) 8 Kd5 Kf3 9 Kd4 Kg2 10 Ke3 f1=Q, and Black wins.

In the following position White's only pawn turns out to be a weakness, which cannot be defended, as a result of which he loses. However, the play, in which the black king triumphs over the rook, is full of subtleties by both sides.

Wotawa, 1941



293. White's pieces are tied down by the powerful triangle of black pawns, whereas the black king is completely free. In order to win, the king must get to the a2 pawn.

1... a3!

An essential move. After 1... Kb5 2 a3! Kc4 3 Kg2 Kd4 4 Rh8 Kc3 5 Rf8 Kb2 6 Rf3 White gains a draw.

2 Kg2 Kc6!

Rook and Pawns against Pawns

In moving his king towards the a2 pawn, Black must not allow the opponent to transfer his rook to the 1st rank with gain of tempo. Therefore it would be a mistake to play 2 ... Kc5 3 Rh8! Kd4 4 Rd8+ Kc3 5 Rd1, or 2 ... Kc7 3 Rh4! Kd6 4 Rd4+ and 5 Rd1.

3 Rh8.

This causes Black the maximum difficulty. If 3 Rh4, then 3 ... Kd5 4 Rh8 Ke4! 5 Re8+ Kd3 6 Rd8+ Kc2, and the king picks up the a-pawn.

3 ... Kd7! 4 Rh6! (by cutting off the king, White sets his opponent new problems; weaker is 4 Rh4 Ke6 5 Rh5 Kf6 etc.) **4 ... Ke7 5 Kf1.**

Here Black has one more little problem to solve. According to the composer, he should play 5 ... Kf7 6 Kg2 Kg7 7 Rh3 Kf6 8 Rh5 Kg6 9 Rh3 Kf5 10 Rh4 Kg5 11 Rh3 Kf4 etc. But instead of 9 Rh3 White replies 9 Rh8!, and if 9 ... Kg5, then 10 Rf8 with a draw. 9 ... Kf5(f6) is also not possible due to 10 Kxg3! The best reply is 9 ... Kf7, which is met by 10 Rh6, when it transpires that, although Black has not in fact thrown away the win, he has wasted time.

5 ... Kf8! (only in this way can Black win) **6 Kg2 Kf7!** (now White is in zugzwang) **7 Rh7+**

There is nothing better. If 7 Kf1, then 7 ... Kg7 8 Rh4 Kg6 9 Kg2 Kf5, and White is again in zugzwang.

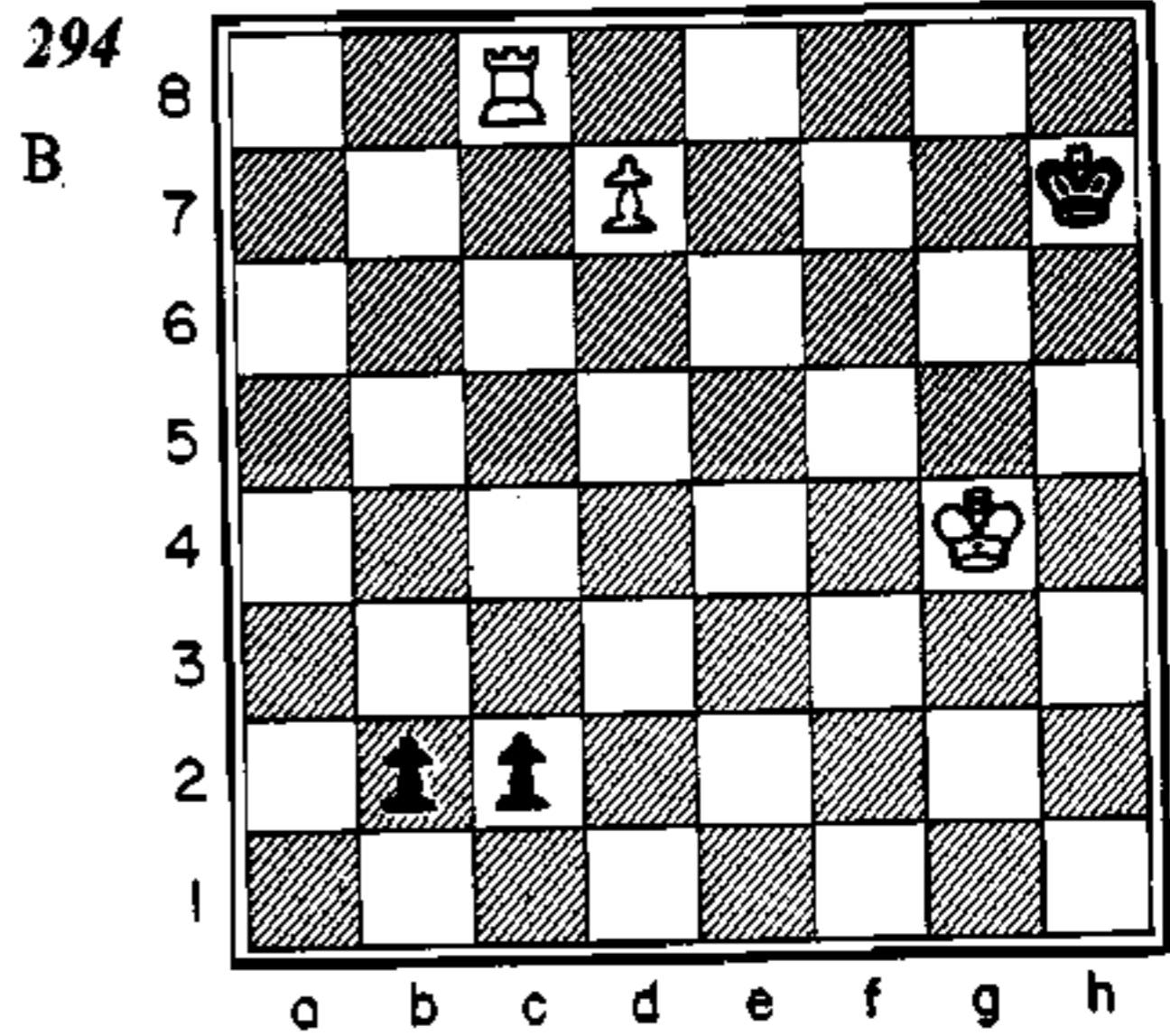
7 ... Ke6 8 Rh5 Kf6 9 Rh8 Ke5 10 Rh4 Kf5 11 Kf1 Kg5 12 Rh8 Kf4 13 Rh3 Ke4! (avoiding the trap 13 ... Kf3? 14 Rxh2 with a draw) **14 Rh8.**

14 Kg2 can be met by either 14 ... f1=Q+ 15 Kxf1 Kf3, or 14 ... Kd3 15 Rxg3+ Ke2.

14 ... Kd3 15 Kg2 Kc2 16 Rc8+ Kb2 17 Rb8+ Kxa2 18 Rf8 Ka1 19 Rh8 a2 20 Rf8 Kb2 21 Rb8+ Ka3 22 Ra8+ Kb4 23 Rb8+ Ka5, and Black wins.

294. It seems that the game will end in a draw, e.g. 1 ... c1=Q 2 Rxc1 bxc1=Q 3

from a practical game
Leningrad, 1962



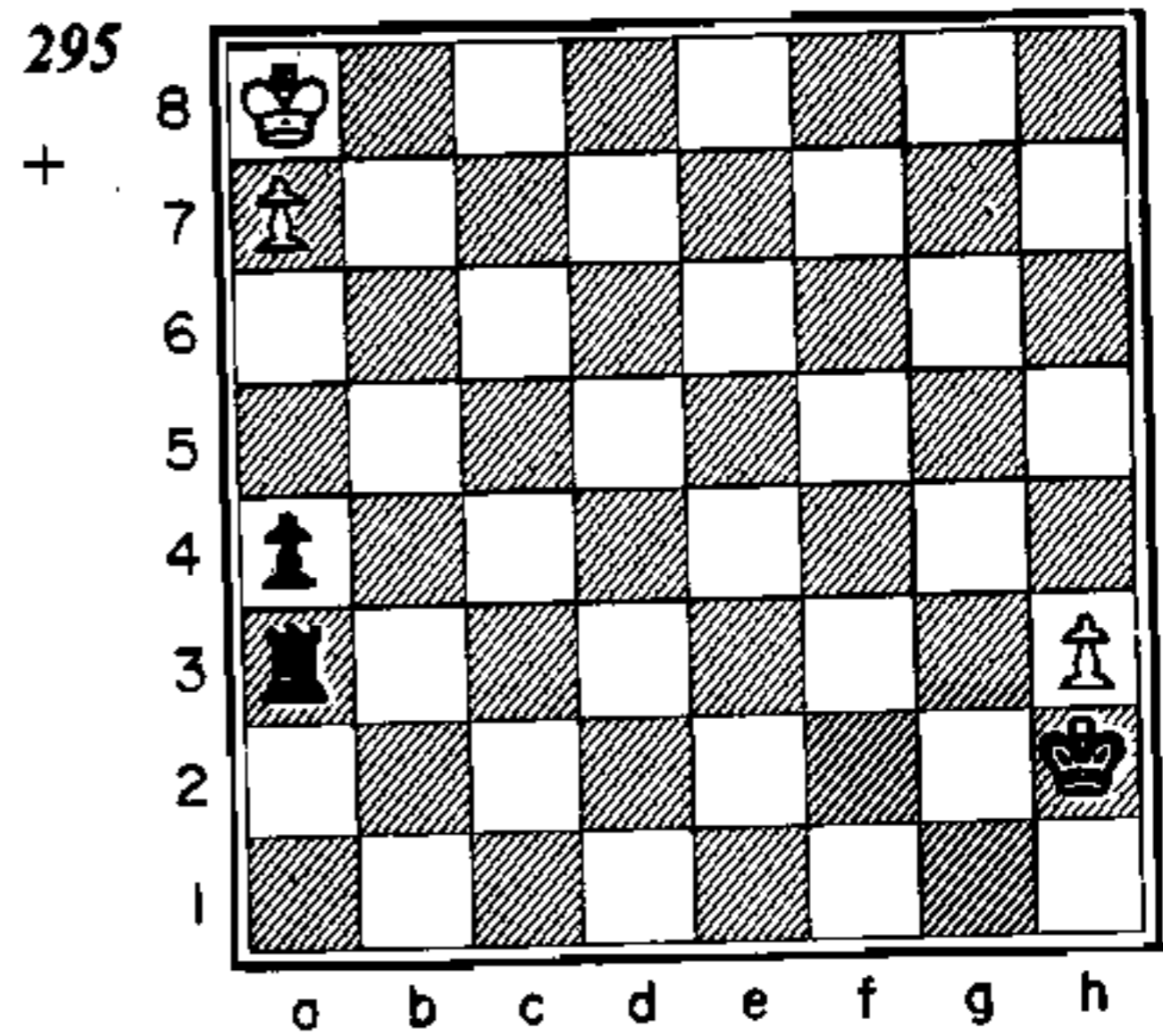
d8=Q. But Black finds an original way to win, based on the unfortunate position of the white king.

1 ... b1=Q!

If now 2 d8=Q, then 2 ... Qd1+ followed by the exchange on d8 and the queening of the c-pawn. Therefore White tries something different.

2 Rh8+! Kg7 (capturing the rook allows perpetual check) **3 Rg8+ Kf7 4 Rf8+ Ke6!** White resigns.

Kalandadze, 1972



295. After 1 Kb7 the white pawn is bound to queen, so that 1 ... Rb3+ has the appear-

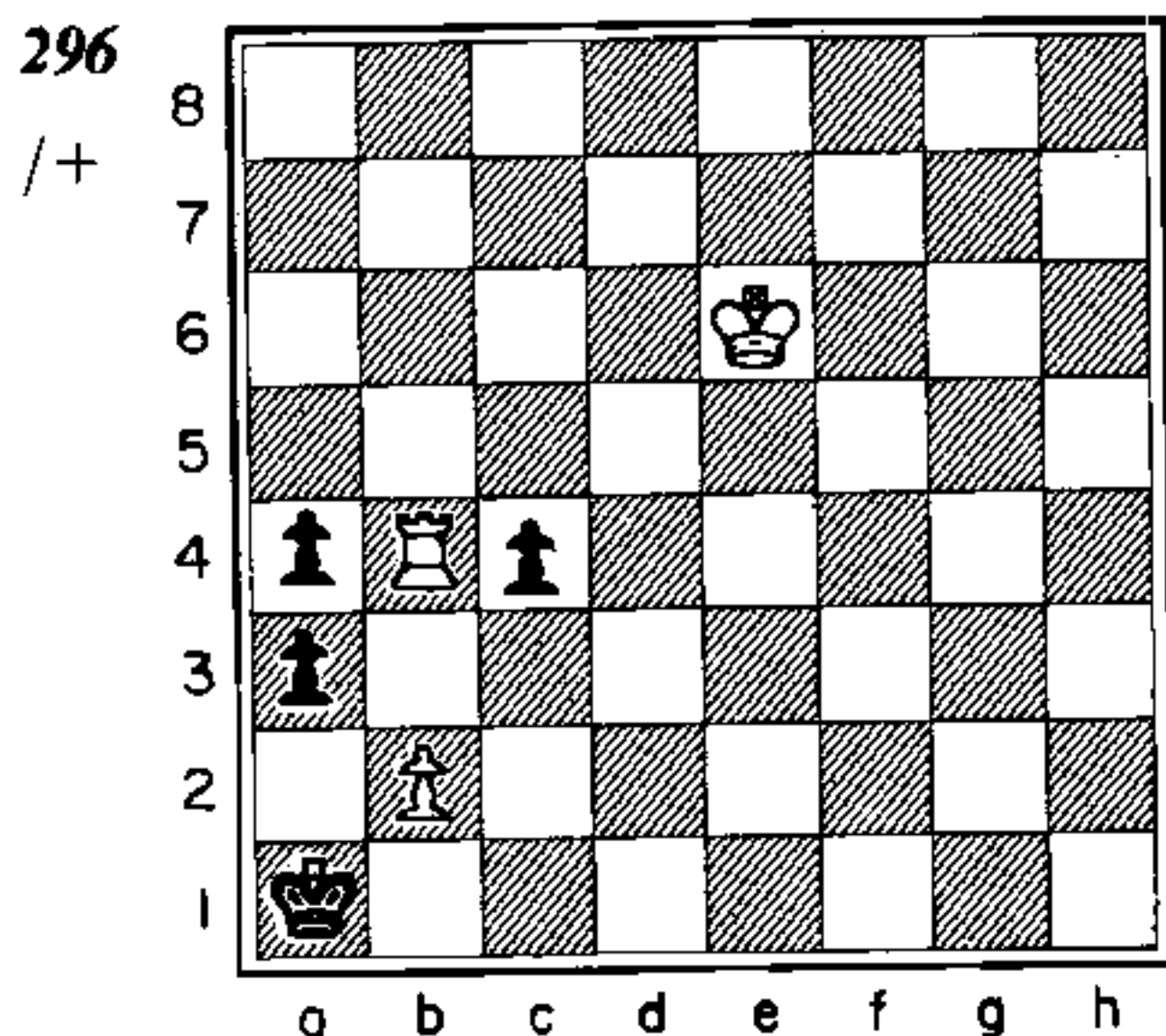
The Pawns are stronger than the Rook

ance of a last despairing check due to 2 Ka6. But it turns out that White's last move is a fatal mistake, which even loses due to the unfortunate position of the king: 2 ... a3 3 a8=Q a2 4 Qh8 Ra3+ and 5 ... a1=Q. The way to win is via a long king journey to the opposite wing, to force the opponent to capture the h-pawn.

2 Kc7 Rc3+ 3 Kd7 Rd3+ 4 Ke7 Re3+ 5 Kf7 Rf3+ 6 Kg7 Rg3+ 7 Kh7 R×h3+ 8 Kg7 Rg3+ 9 Kf7 Rf3+ 10 Ke7 Re3+ 11 Kd7 Rd3+ 12 Kc7 Rc3+ 13 Kb7 Rb3+ 14 Ka6 a3 15 a8=Q a2 16 Qh8+, and White wins, albeit not without difficulty.

Sometimes one's own pawn can be the cause of defeat, by preventing the rook from stopping an enemy pawn.

Prokes, 1947



296. After 1 ... a×b2? 2 R×a4+ Kb1 3 R×c4 White easily gains a draw.

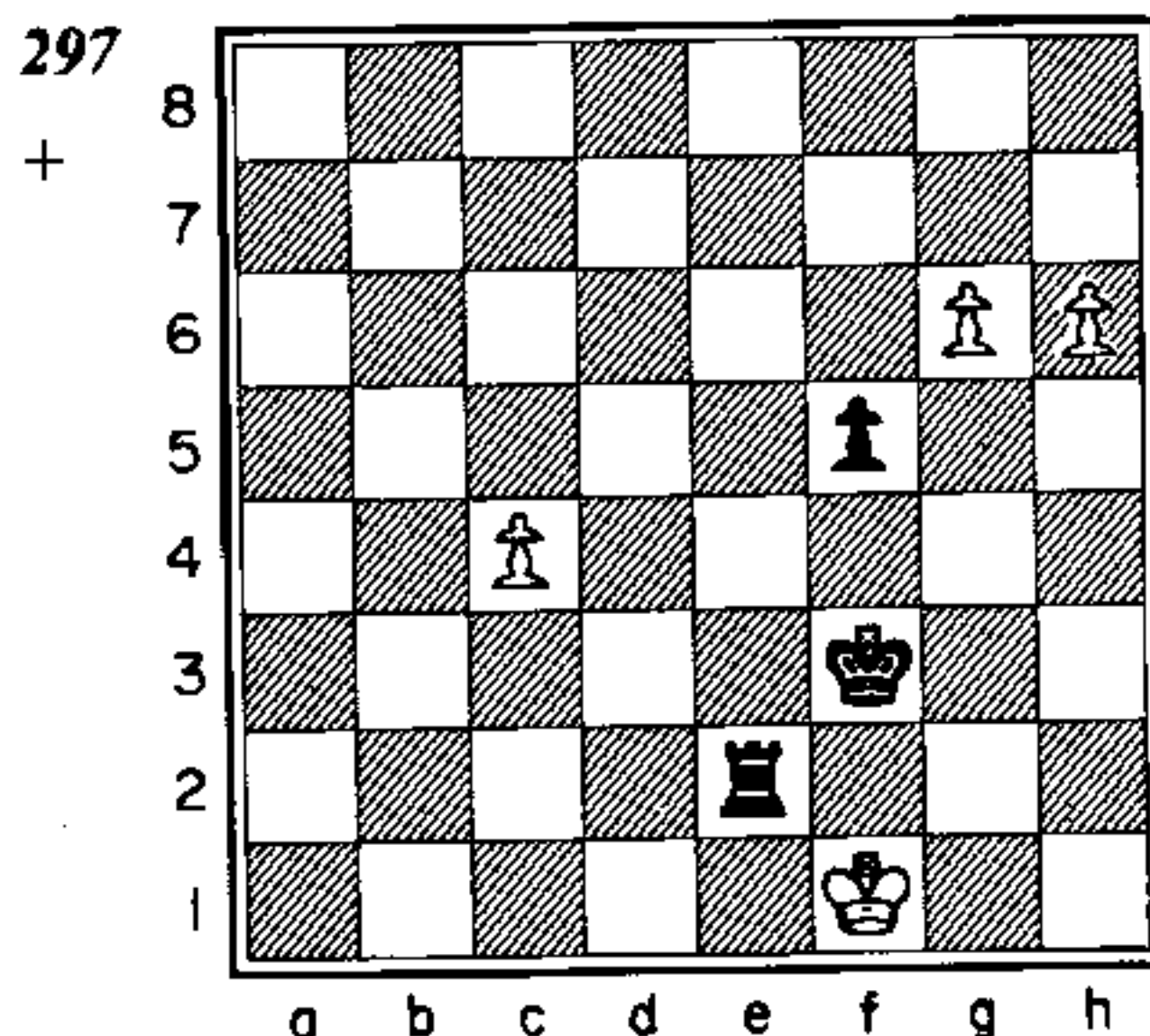
But Black plays 1 ... a2! 2 R×c4.

Or 2 R×a4 K×b2 3 Kd5 c3 4 Kd4 c2 5 Rb4+ Ka3, while if 2 Kd5, then 2 ... a3! 3 b×a3 c3 etc.

2 ... a3! 3 b×a3 Kb2 4 Rb4+ Kc3, and Black wins.

297. We have already encountered similar situations in previous chapters: the white pawns are very strong, but Black tries to use mating threats to save the game.

Chekhover, 1947



1 g7 Ra2 2 Ke1!

2 Kg1 Rg2+ would be a loss of time, when the king has to go back, since 3 Kh1 Rg6! 4 h7 Rh6+ leads to 'perpetual pursuit': 5 Kg1 Rg6+ 6 Kf1 Ra6 7 Ke1 Ke3 8 Kd1 Kd3 9 Kc1 Kc3 10 Kb1 Rb6+! 11 Ka2 Ra6+ 12 Kb1 Rb6+ etc.

2 ... Ke3 3 Kd1 Kd3 4 Kc1 Kc3 5 Kb1 Rb2+ 6 Ka1 Rb8.

Things are not improved by 6 ... Rg2 7 h7 Kb3 8 g8=Q, or 7 ... Rg1+ 8 Ka2 Rg2+ 9 Ka3 R×g7 10 h8=Q.

7 h7 Ra8+ 8 Kb1 Rb8+ 9 Kc1 Ra8 10 Kd1 Kd3 11 Ke1 Ke3 12 Kf1 Kf3 13 Kg1 Ra1+ 14 Kh2 Ra2+ 15 Kh3 Ra1 16 Kh4 Kf4 17 Kh5. To successfully continue the pursuit, Black would have to play 17 ... Kf5, but alas this is impossible—his own pawn is in the way!

The cause of defeat may be the passive placing of the pieces, which often leads to a position of zugzwang.

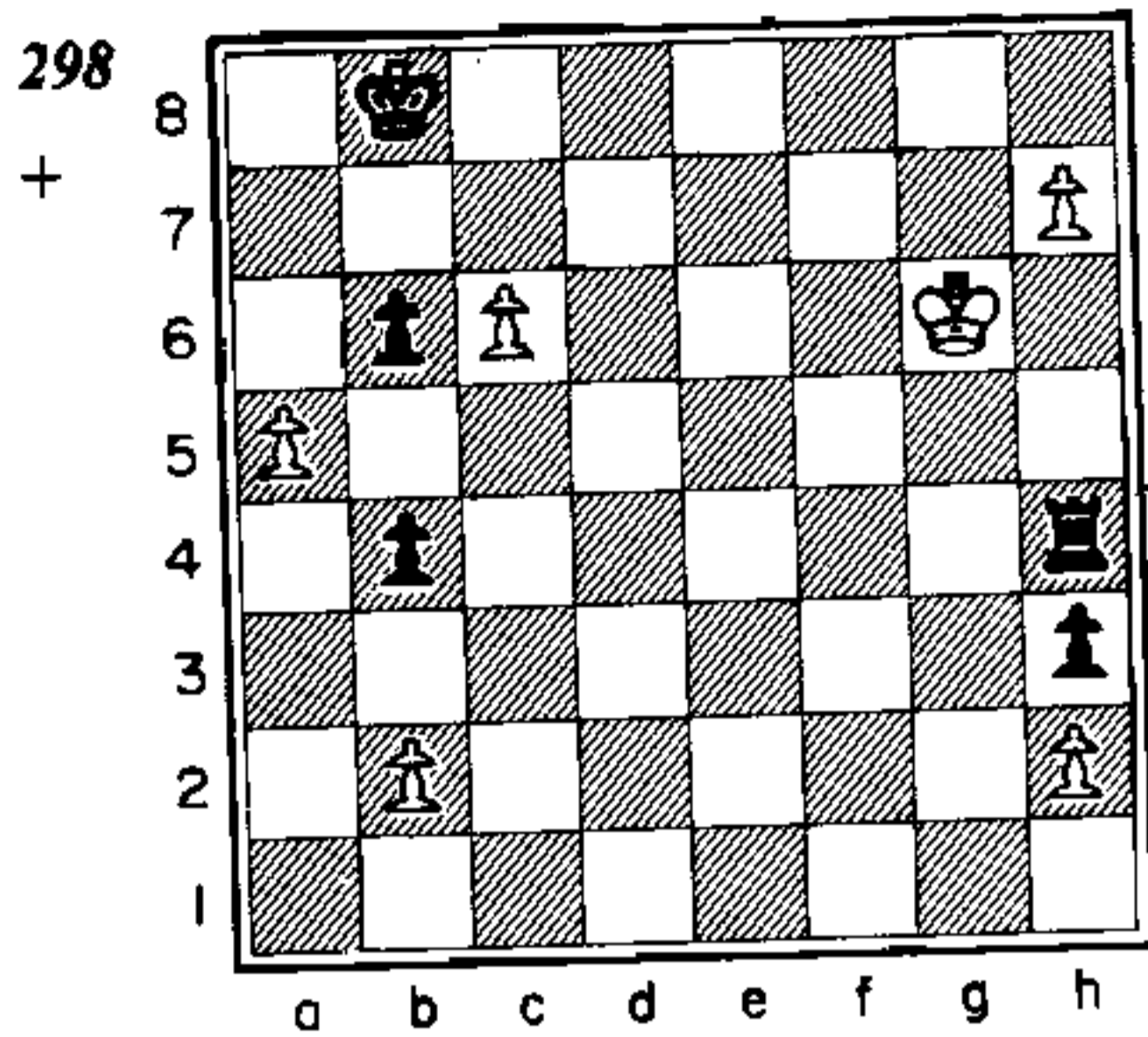
298. Only a draw results from 1 a×b6 b3! 2 Kg7 Rg4+ 3 Kh6 Rh4+ 4 Kg6 Kc8.

Correct is 1 a6!, creating a zugzwang position. Now Black gradually runs out of moves: 1 ... b3 2 Kg7 Rg4+ 3 Kh6 Rh4+ 4 Kg6 b5 5 Kg7 Rg4+ 6 Kh6.

6 Kf6 Rf4+ 7 Kg5 leads only to a draw due to 7 ... Rf8 8 Kg6 Rc8 9 Kg7 Rc7+ 10 Kg8 Rc8+.

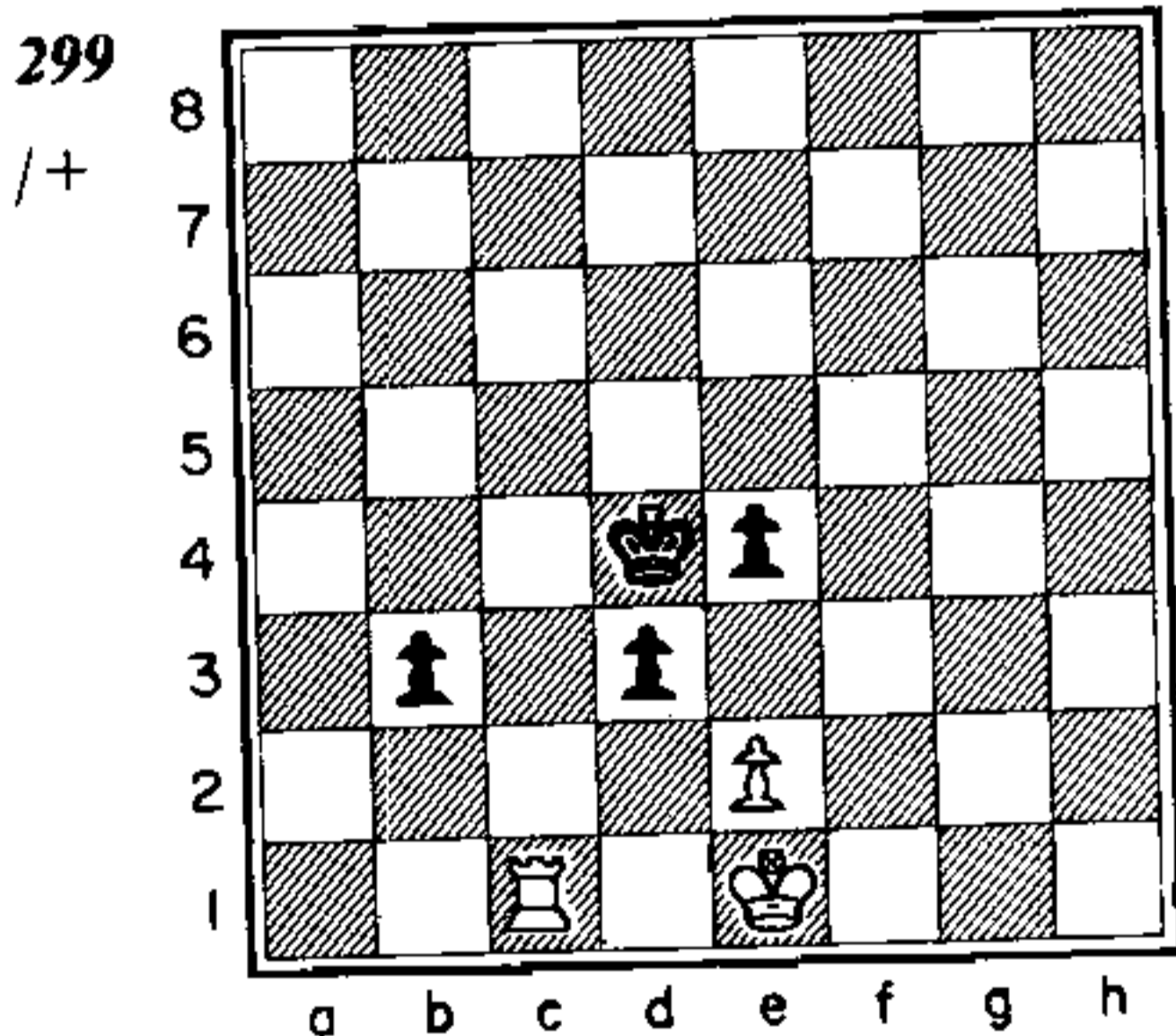
Rook and Pawns against Pawns

Bondarenko, 1951



6 ... Rh4+ 7 Kg6 b4 8 Kg7 Rg4+ 9 Kh6 Rh4+ 10 Kg6 Rg4+ 11 Kh5, and White wins.

Prokes, 1924



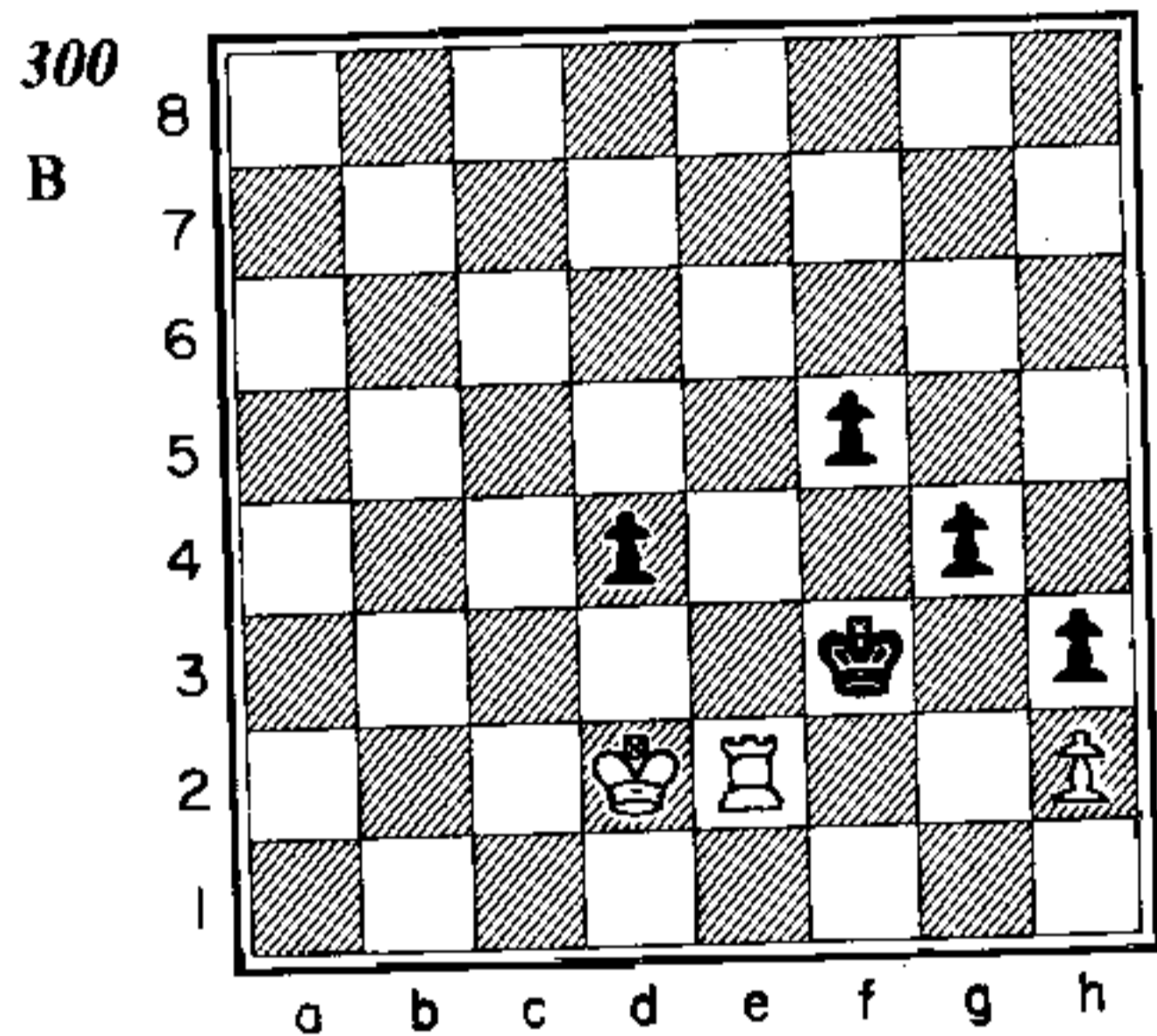
299. 1 ... d2+! 2 Kxd2 e3+ 3 Kd1 b2 4 Rb1 (White fails to save the game by 4 Rc4+ Kxc4 5 Kc2 b1=Q+ 6 Kxb1 Kb3) 4 ... Kc3 5 Rc1+.

Or 5 Ke1 Kc2 6 Rd1 b1=Q 7 Rxb1 Kxb1 8 Kf1 Kc1 9 Kg2 Kd1 10 Kf3 Kd2. 5 ... Kb4! 6 Rb1 Kb3, and Black wins.

4.4 THE PAWNS ARE STRONGER THAN THE ROOK, BUT—DRAW

Here we will be considering examples where the side with the pawns has a certain initiative, but against correct defence it cannot be transformed into anything more significant. The defensive possibilities in such situations are highly varied: playing for stalemate, the creation of mating threats, perpetual check, the sacrifice of the rook to transpose into a level pawn ending, and so on.

Horvath—Angantytsson
Reykjavik, 1982



300. Black's plan is clear—he must set up a passed pawn on the K-side.

1 ... f4 2 Ke1! (the king heads for where the most dangerous pawns are) 2 ... g3.

White also draws after 2 ... d3 3 Rf2+ Ke3 4 Re2+! Kd4 5 Ra2 Kc3 (5 ... g3 6 h×g3 f×g3 7 Kf1 Kc3 8 Ra8 d2 9 Rc8+) 6 Ra4(f2) g3 7 R×f4 g2 8 Rg4 Kc2 9 Rc4+ etc.

3 Kf1! d3 (3 ... g2+ 4 Kg1! d3 5 Re8 etc.) 4 Rf2+! Drawn.

Indeed, after 4 ... Ke3 5 h×g3 f×g3 6 Rf8 g2+ 7 Kg1 d2 8 Rd8 Ke2 9 Re8+ the result becomes quite obvious.

Horvath (*Informator* No.34) thought that Black could have won by 1 ... d3, to divert the king from its journey to f1, e.g. 2 Kxd3 f4 3 Kd2 g3 4 Ke1 g2 5 Rf2+ Ke3 6 Re2+

The Pawns are stronger than the Rook, but—Draw

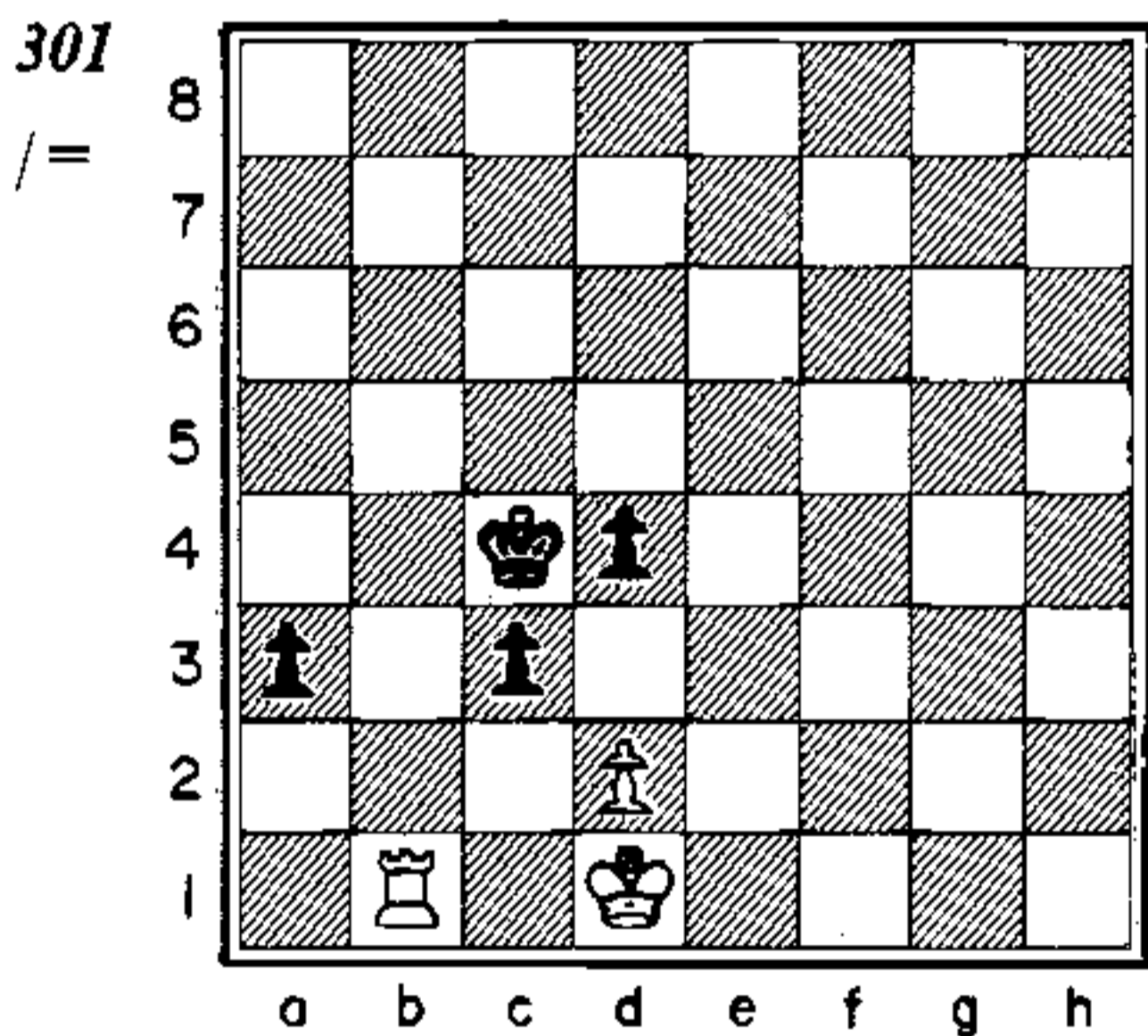
Kd3 7 Rd2+ Kc3 8 R × g2 h × g2 9 Kf2 f3 10 h4 Kd4 etc.

But by declining the sacrifice with 2 Re1!, White nevertheless maintains the balance, e.g. 2... f4 3 Rf1+ Ke4 (3... Kg2 4 R × f4) 4 Rg1 g3 5 h × g3 h2 6 Re1+, or 2... Kg2 3 Ke3! K × h2 4 Kf2, and the game ends in the stalemate of the black king, which at h2 is trapped, or, finally, 2... Kf2 3 Ra1 f4 4 K × d3 g3 5 Ke4!, and Black can only lose.

It is worth noting that stalemating possibilities in this ending, such as those seen in the previous example, are by no means a rarity.

You will remember, for example, the study by Prokes (299) where due to zugzwang White lost. But if this position is moved one file to the left, White can draw by an already familiar rook sacrifice.

Prokes, 1942



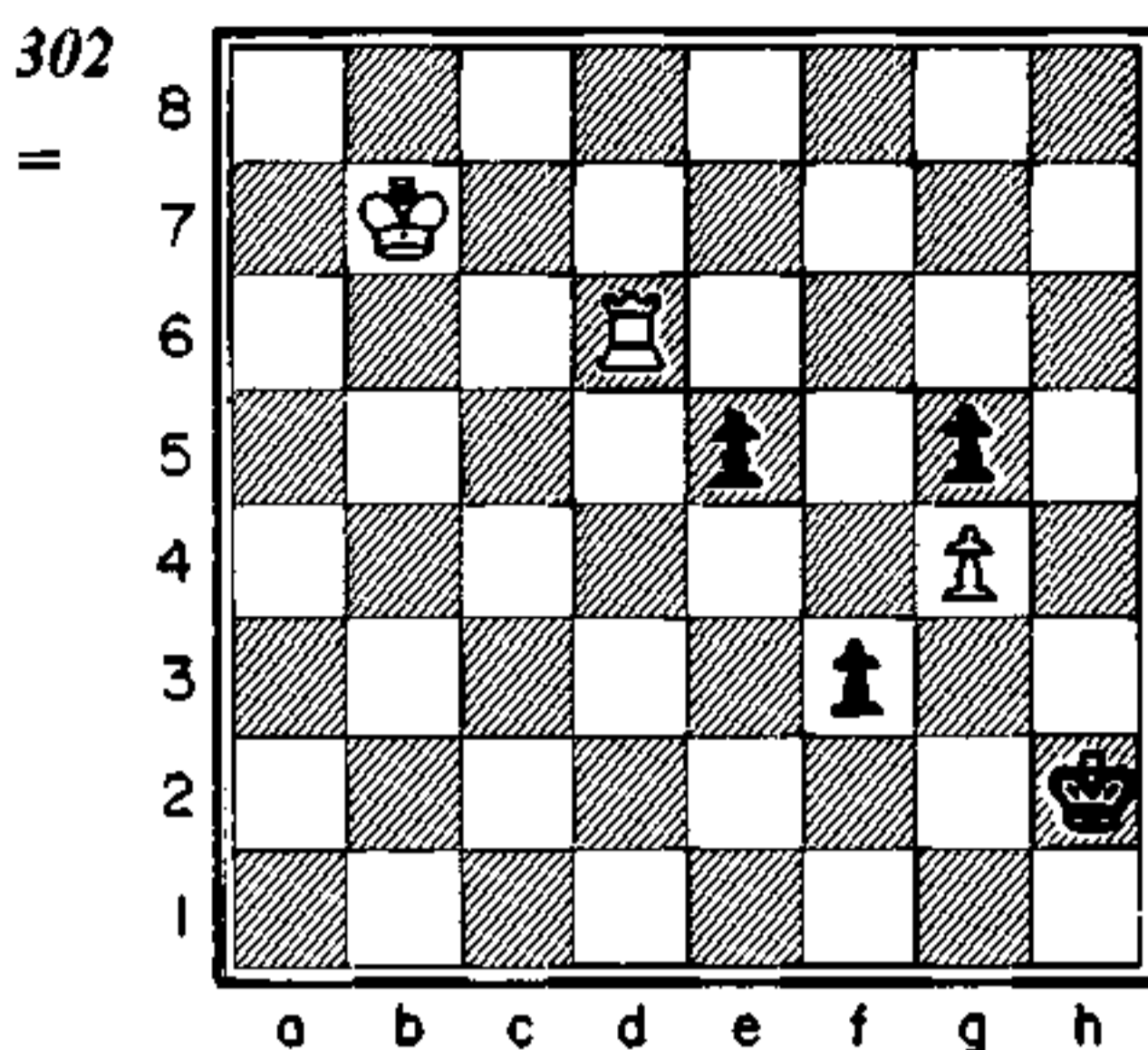
301. 1... c2+ 2 K × c2 d3+ 3 Kd1! a2 4 Ra1 Kb3 5 Ke1! (5 Kc1 Ka3 and Black wins) 5... Kb2 6 Kd1! K × a1 7 Kc1—stalemate.

And now two more examples, where the battle with the pawns ends in stalemate.

302. How can White stop the pawns? If 1 Rf6, then 1... Kg2 2 Kc6 e4 3 Kd5 e3, and Black wins. Therefore the king immediately starts chasing the pawns.

1 Kc6 e4.

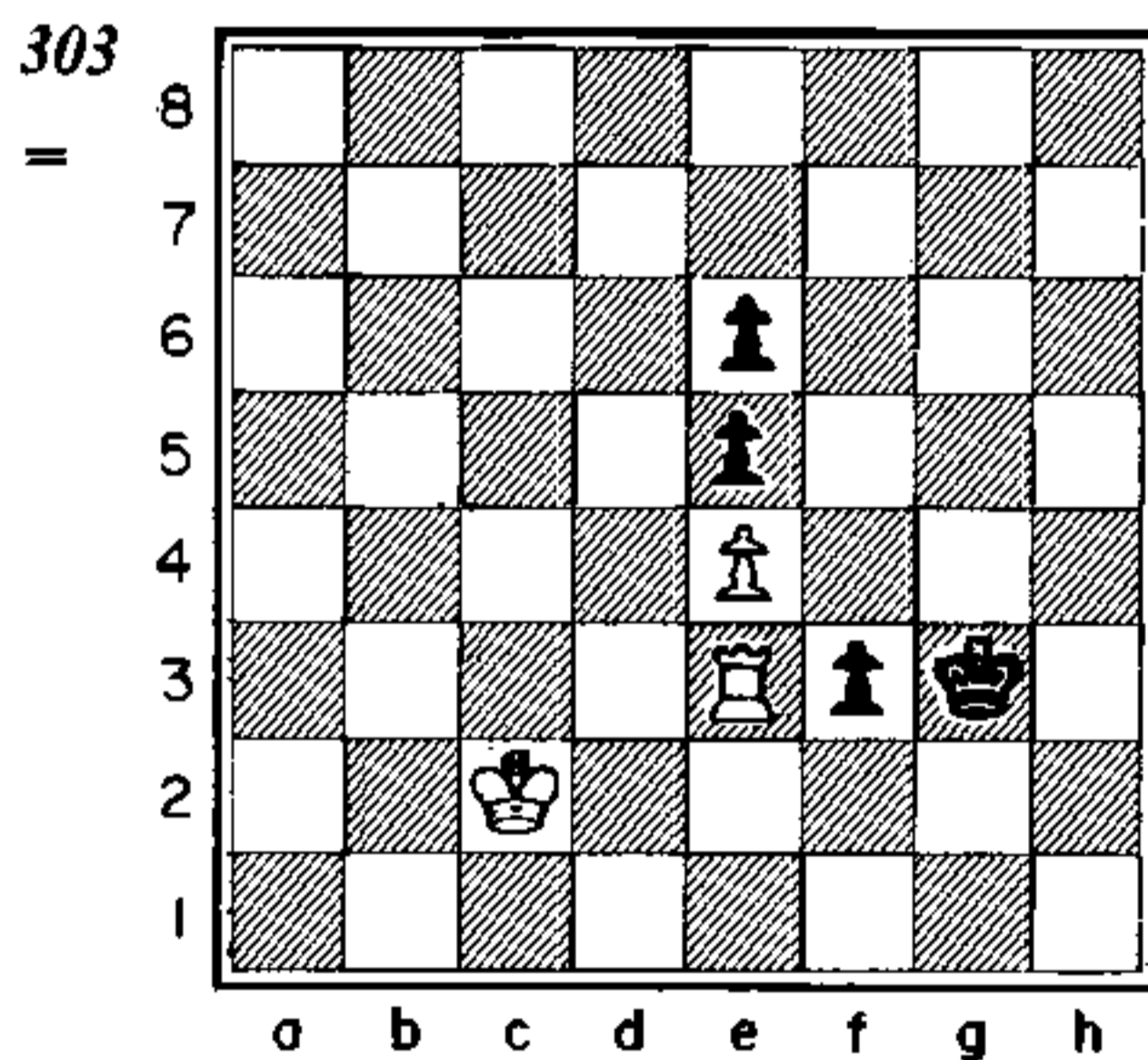
V. & M. Platov, 1925



Of course, not 1... f2 2 Rf6 Kg2 3 Kd5, when Black can only lose.

3 Kd5 e3 3 Ke4 e2 4 K × f3 (but not 4 Rd2? Kg3) 4... e1=Q 5 Rh6+ Kg1 6 Rh1+! K × h1—stalemate.

Peckover, 1957

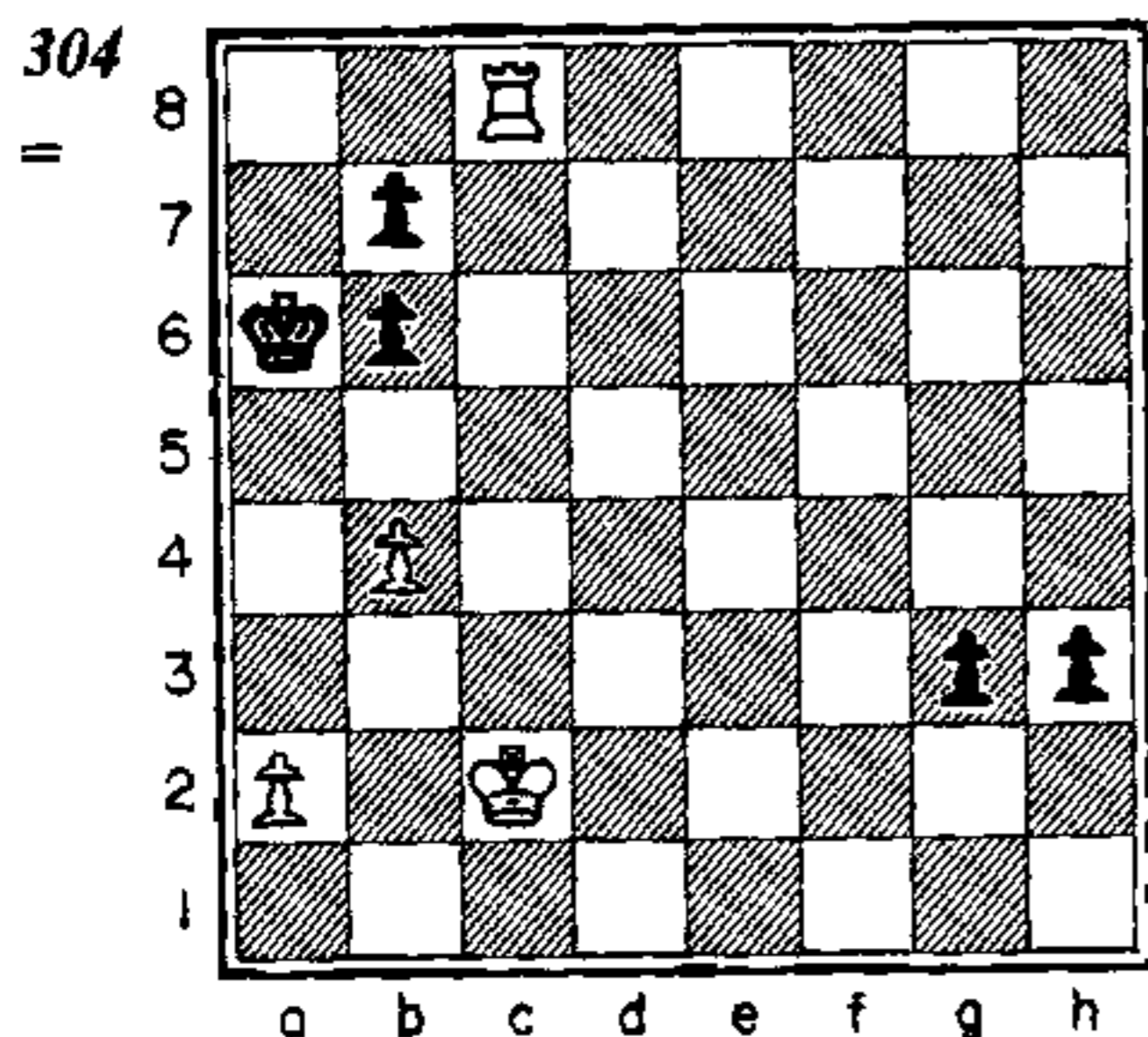


303. For the pawn White must give up his rook, and it appears that this will result in a lost pawn ending, e.g. 1 Re1 f2 2 Ra1 Kg2 3 Kd3 f1=Q+ 4 R × f1 K × f1, and Black wins.

But White finds a surprising possibility: 1 Rd3! Kg2 2 Rd2+ f2 3 Kd3! Kg1 4 Rd1+! f1=Q+ 5 Ke3! Q × d1 (5... Kg2 6 R × f1 K × f1 7 Kf3 with a draw)—stalemate.

Rook and Pawns against Pawns

Wotawa, 1960



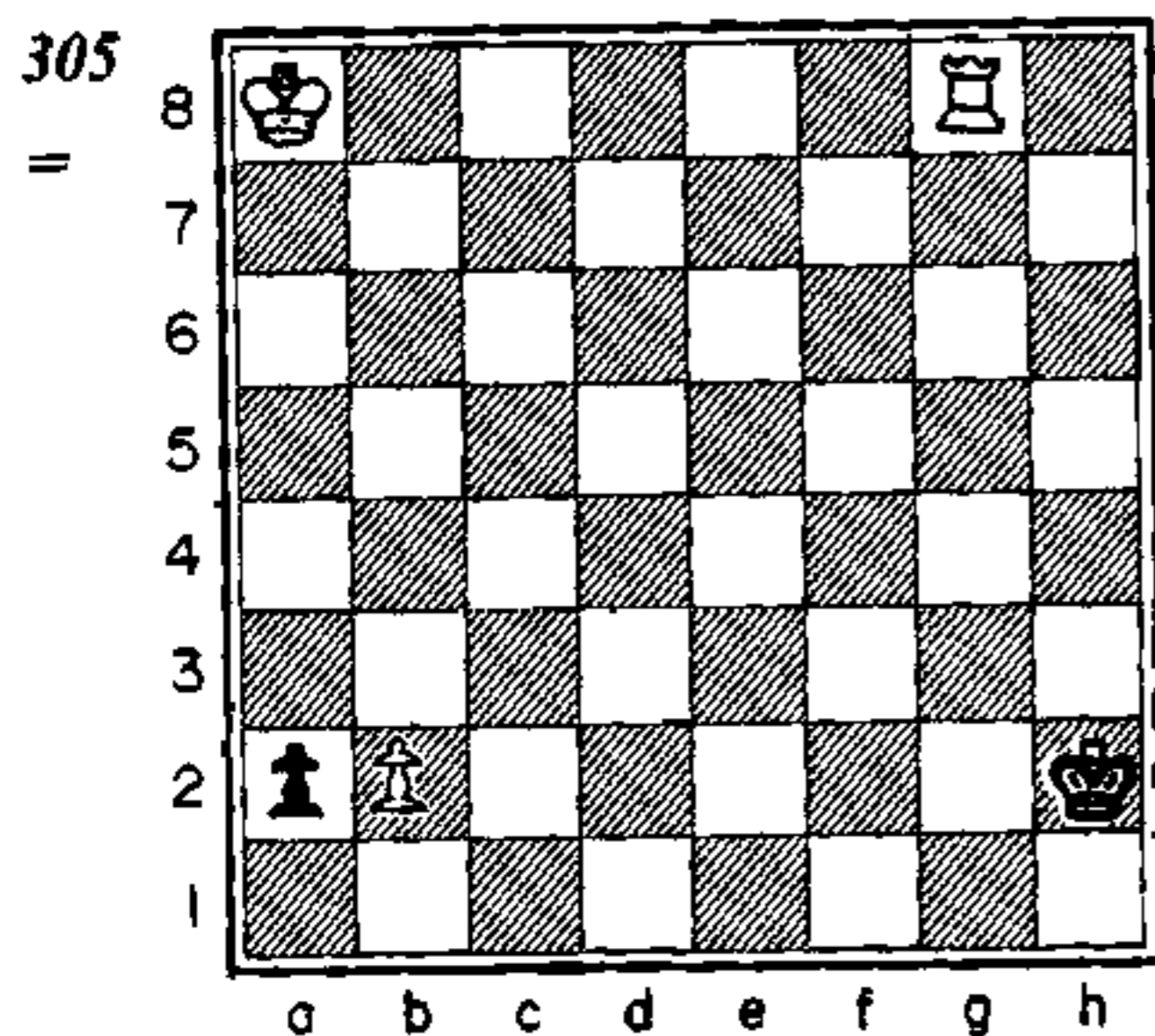
304. White saves the game by using mating threats: 1 **Ra8+** **Kb5** 2 **Rc8!** **Kx b4**.

If 2 ... **Ka4**, then 3 **Kc3** **h2** 4 **Kc4!** **Ka3** 5 **Kc3** **Kx a2** 6 **Kc2** **Ka3** 7 **Kc3** etc.

3 **a3+** **Ka4** (of course, not 3 ... **Kx a3?** 4 **Rc3+**) 4 **Ra8+** **Kb5** 5 **Rc8!** **h2** 6 **Kb3** **Ka6** 7 **Ra8+** **Kb5** 8 **Rc8**, with a draw by repetition of moves.

In the following example Black tries to use the opponent's pawn as a shelter for his king.

Kalandadze, 1958



305. 1 **Rh8+** **Kg2** 2 **Rg8+** **Kf2** 3 **Rf8+** **Ke2** 4 **Re8+** **Kd2** 5 **Rd8+** **Kc2** 6 **Rc8+** **Kb1**.

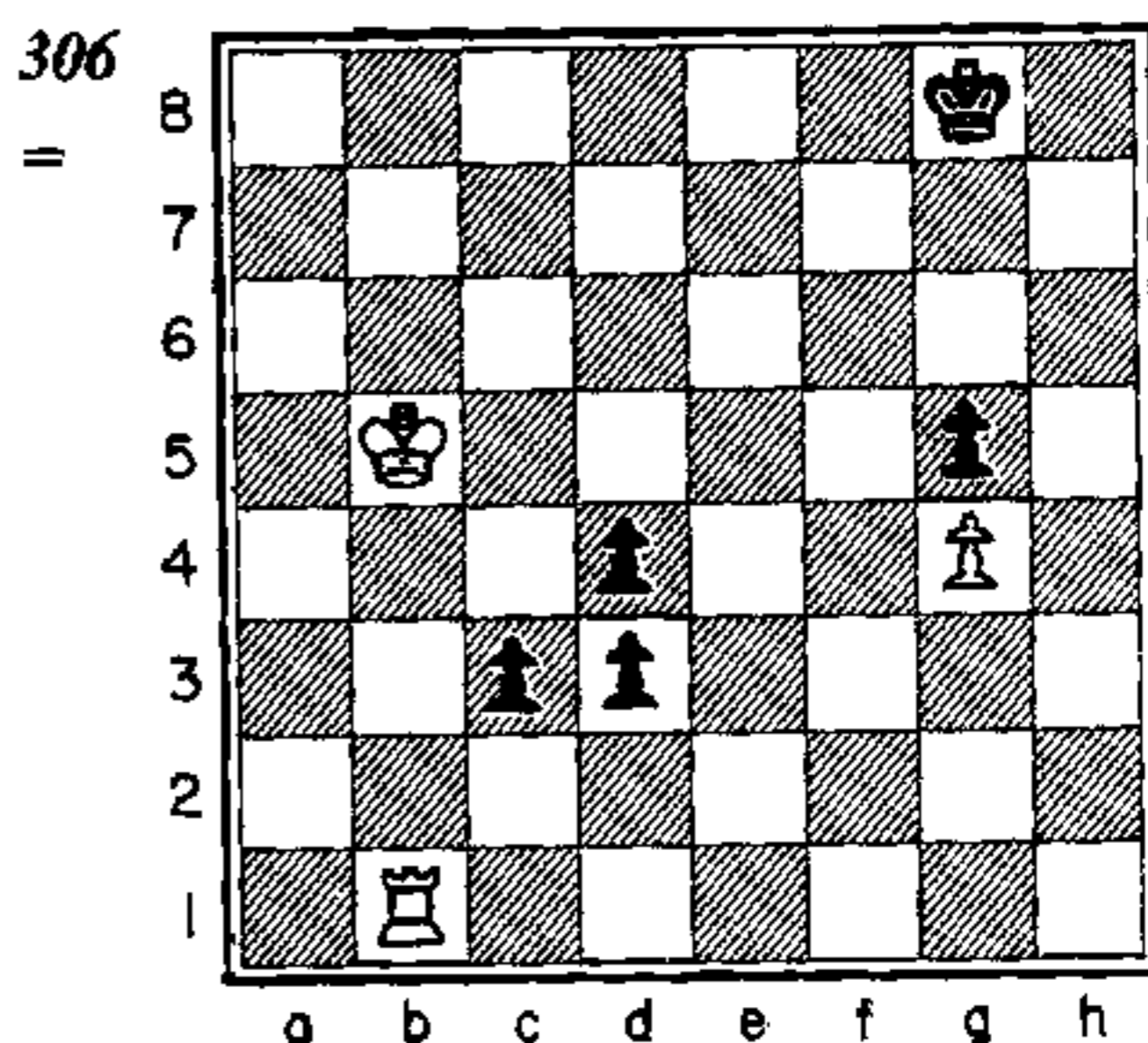
Without the white pawn it would be a clear

draw: 6 ... **Kb2** 7 **Rb8+** **Ka3** 8 **Rb7** **a1=Q** 9 **Ra7+**. But cannot Black be forced to eliminate this pawn?

7 **Rc7!** **a1=Q+** 8 **Ra7** **Qx b2** 9 **Rb7**. Draw.

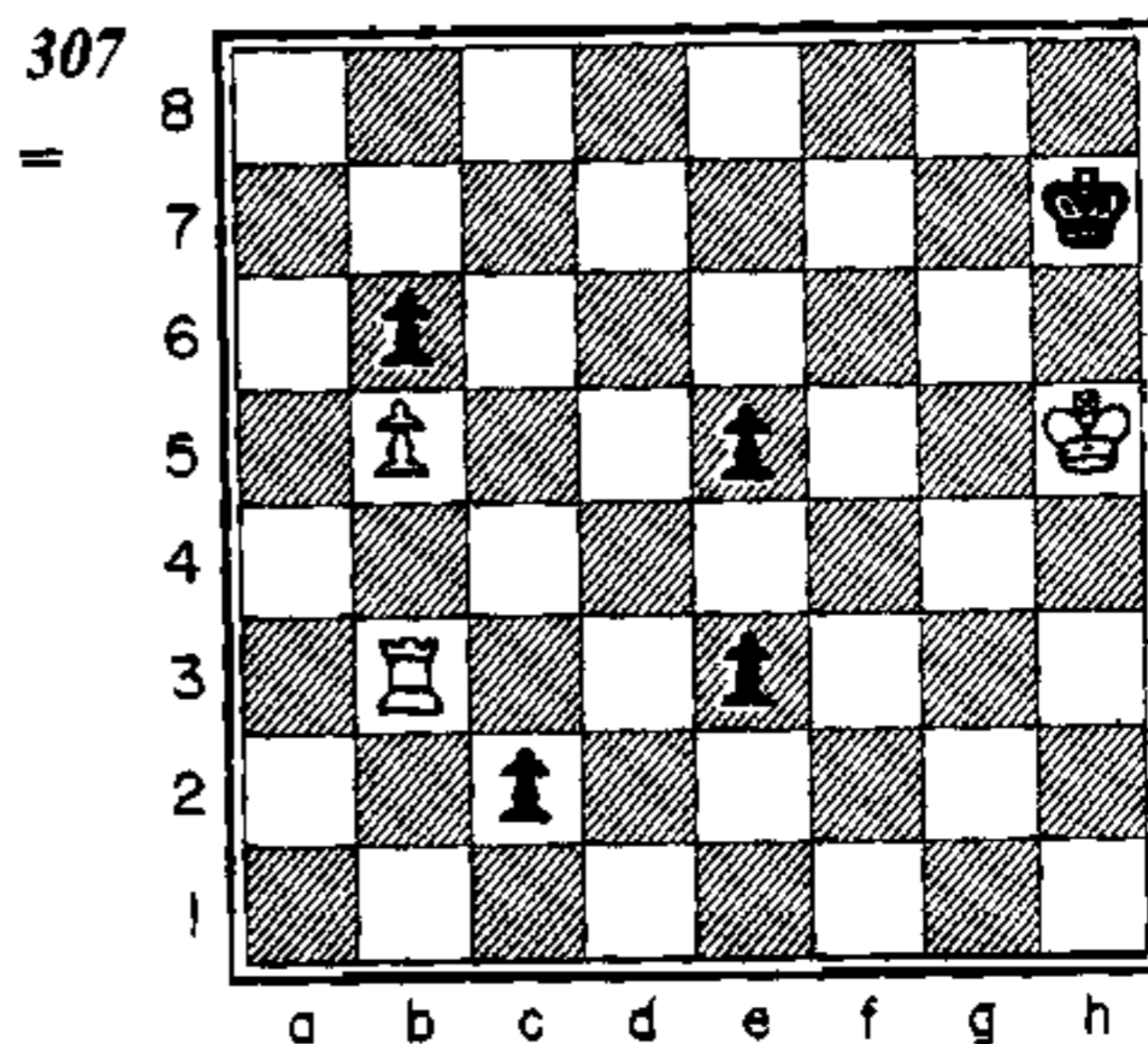
In the following examples, where the king cannot support the rook in its battle with the pawns, a draw is gained by perpetual check.

Weenink, 1927



306. 1 **Kc6** **c2** 2 **Re1** **d2** 3 **Re8+** **Kf7** 4 **Kd7**, and the rook gives perpetual check at e6, e7 and e8. Had Black replied 1 ... **d2**, there would have followed 2 **Kd7** **c2** 3 **Rb8+** **Kf7** 4 **Re8** with the same result.

Kubbel, 1938



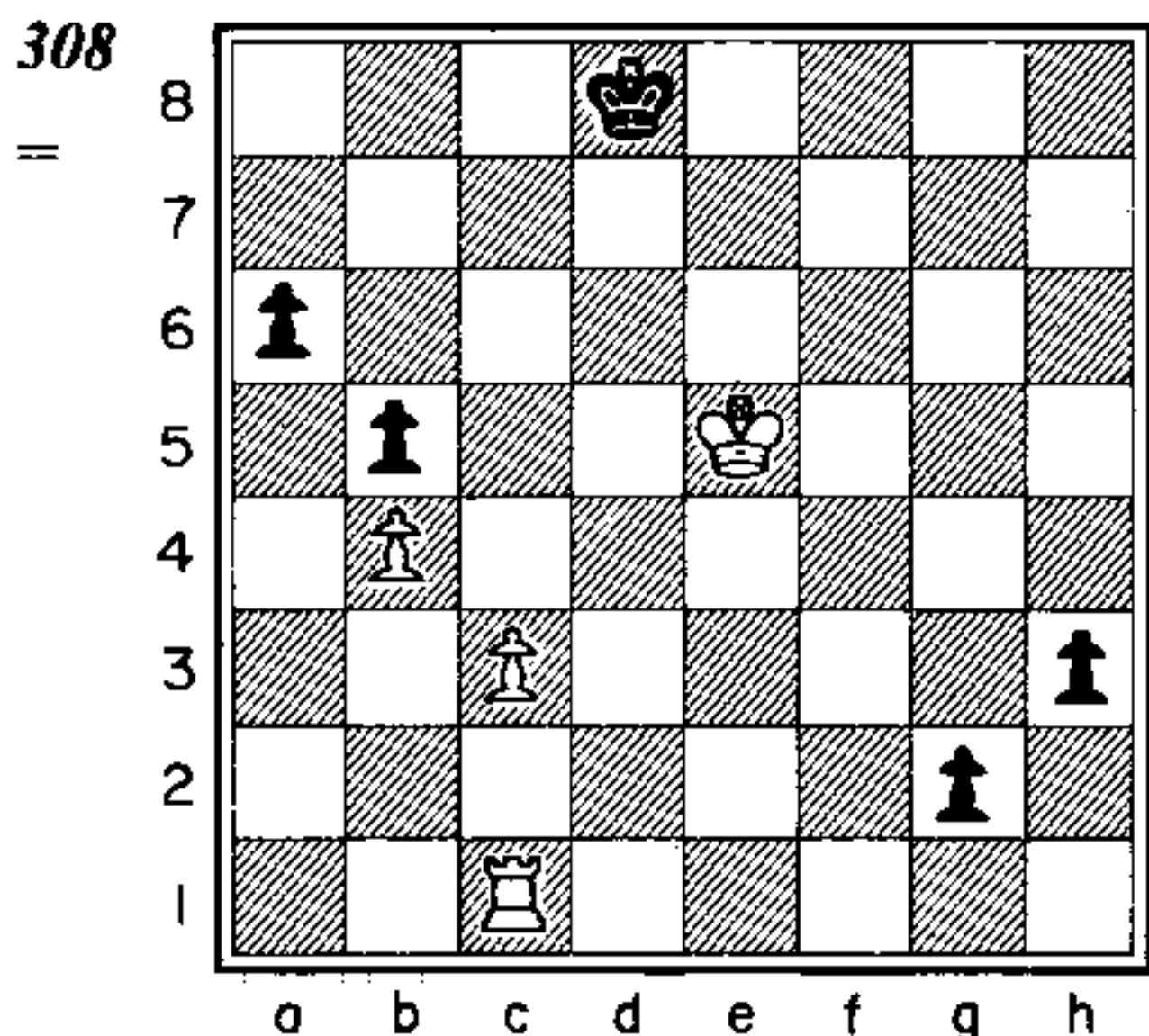
The Pawns are stronger than the Rook, but—Draw

307. After **1 Rc3 e2 2 Rc7+ Kg8** White begins an attack on the opponent's king: **3 Kg6 Kf8 4 Kf6 Ke8 5 Ke6 Kd8.**

Black moves his king away with gain of tempo, and it appears that the game must end in his favour, but ...

6 Rxc2! e1=Q 7 Rg2! (7 Rh2? Qe4), with perpetual check at g8 and g7.

Prokes, 1950

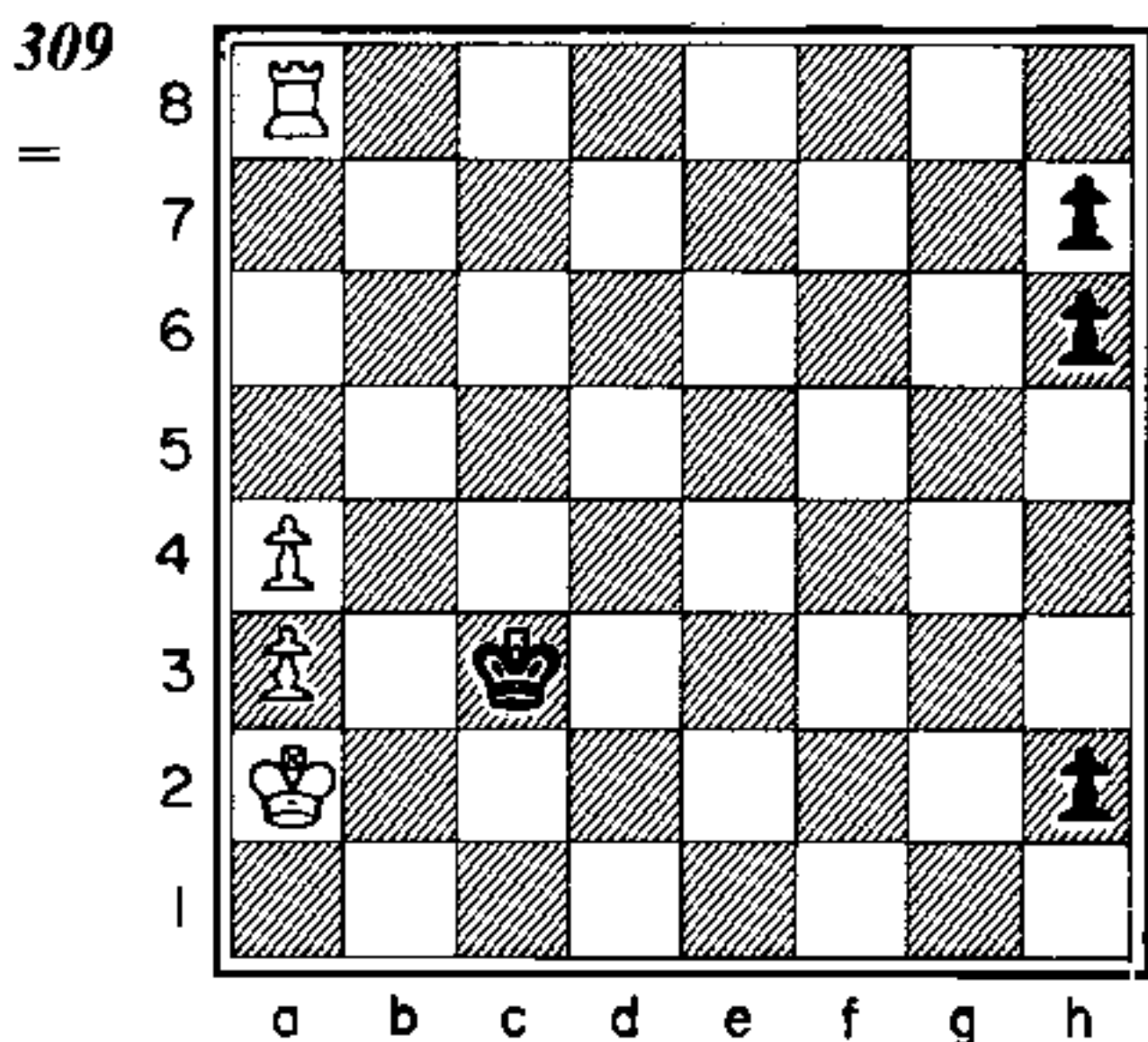


308. **1 Kf6! h2 2 Rd1+ Kc7.**

If **2 ... Ke8 3 Re1+ Kf8**, the 'perpetual pursuit' begins: **4 Rd1 Kg8 5 Rd8+ Kh7 6 Rd7+ Kh6 7 Rd8 Kh5 8 Kf5 etc.**

3 Ke7 g1=Q 4 Rd7+ Kc6 5 Rd6+. Draw.

Zakhodyakin, 1947



309. How is White to stop the h2 pawn?

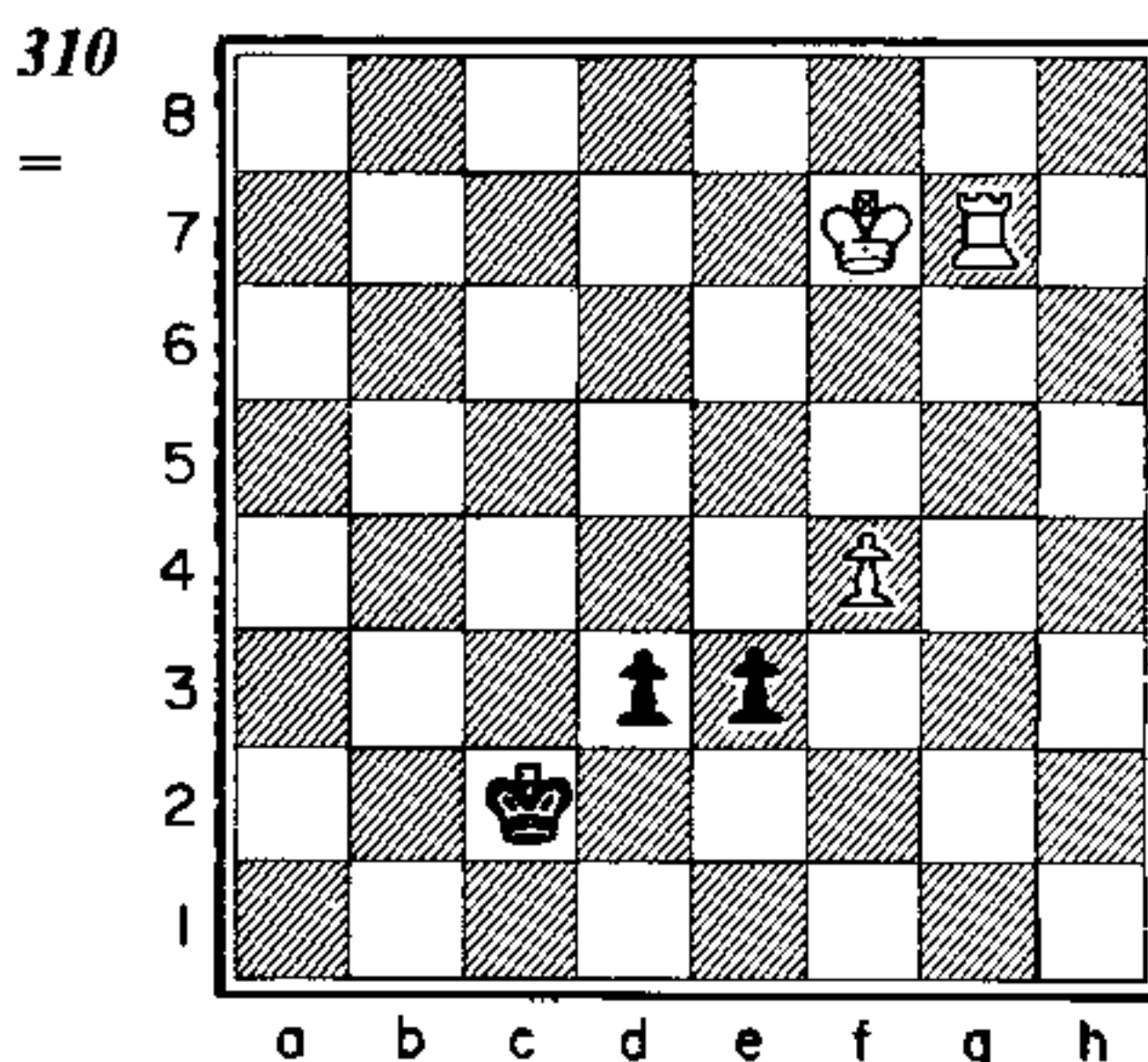
1 Rc8+ Kd2! (naturally, Black does not allow the rook onto the 1st rank) **2 Rd8+ Ke2 3 Re8+ Kf2 4 Rf8+ Kg2.**

The 'final' checks have died out. After **5 Rg8+ Kh3** a new queen appears. But White can exploit the fact that, with the black king at g2, the queen will be restricted.

5 Rb8! h1=Q 6 Rb1! Qh5 7 Rb2+ Kf3 8 Rb3+ Ke4 9 Rb4+. There is nowhere for the black king to escape the rook's pursuit, since the 5th rank is inaccessible to it.

In conclusion, here are three examples of how the rook manages to save the draw, in spite of the opponent's strong passed pawns.

Chekhover, 1945



310. The black pawns cannot be stopped, and White's pawn is hopelessly far back, while in addition his own king is in the way. And yet there is a way to draw.

1 Kf8!! d2.

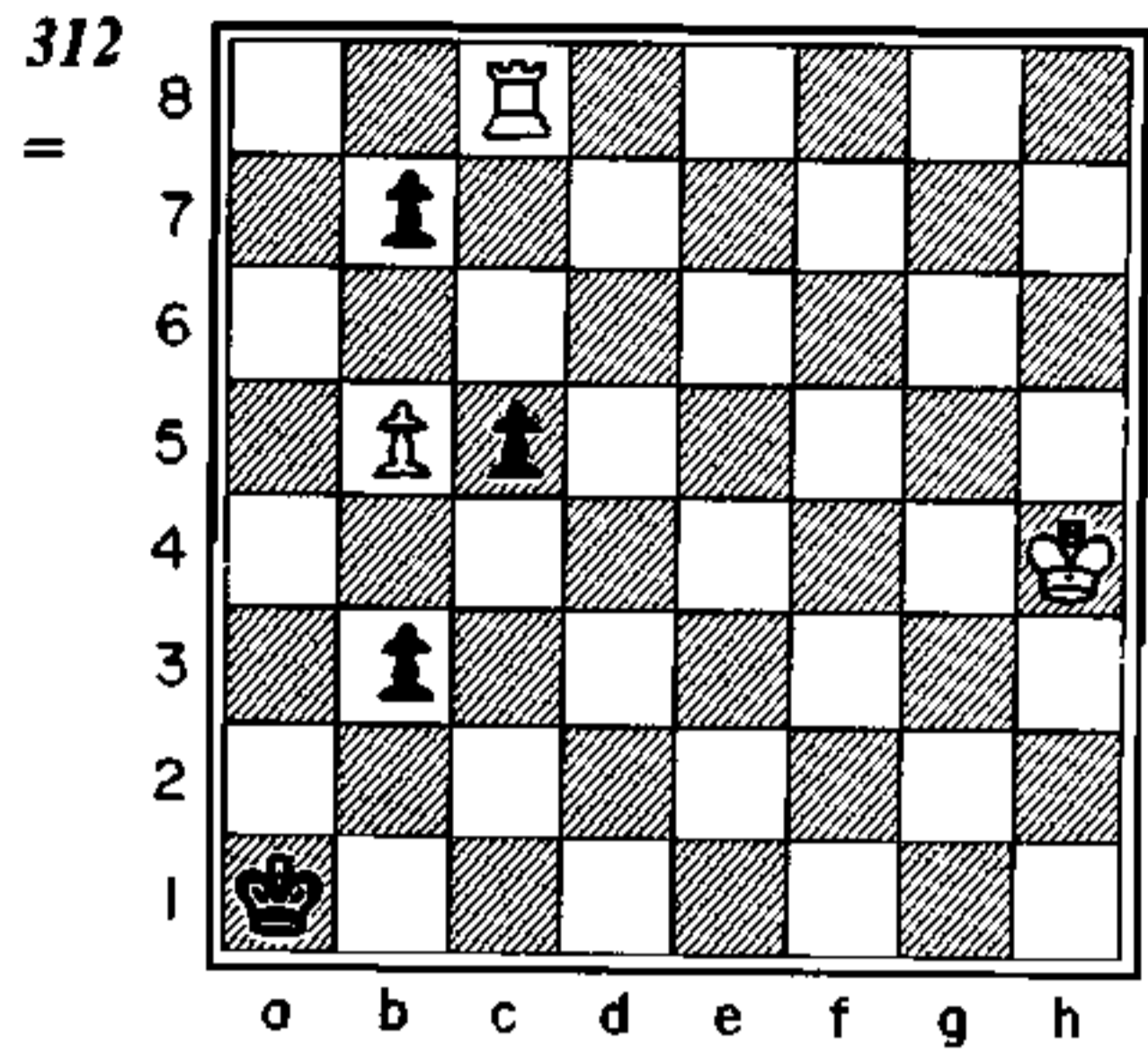
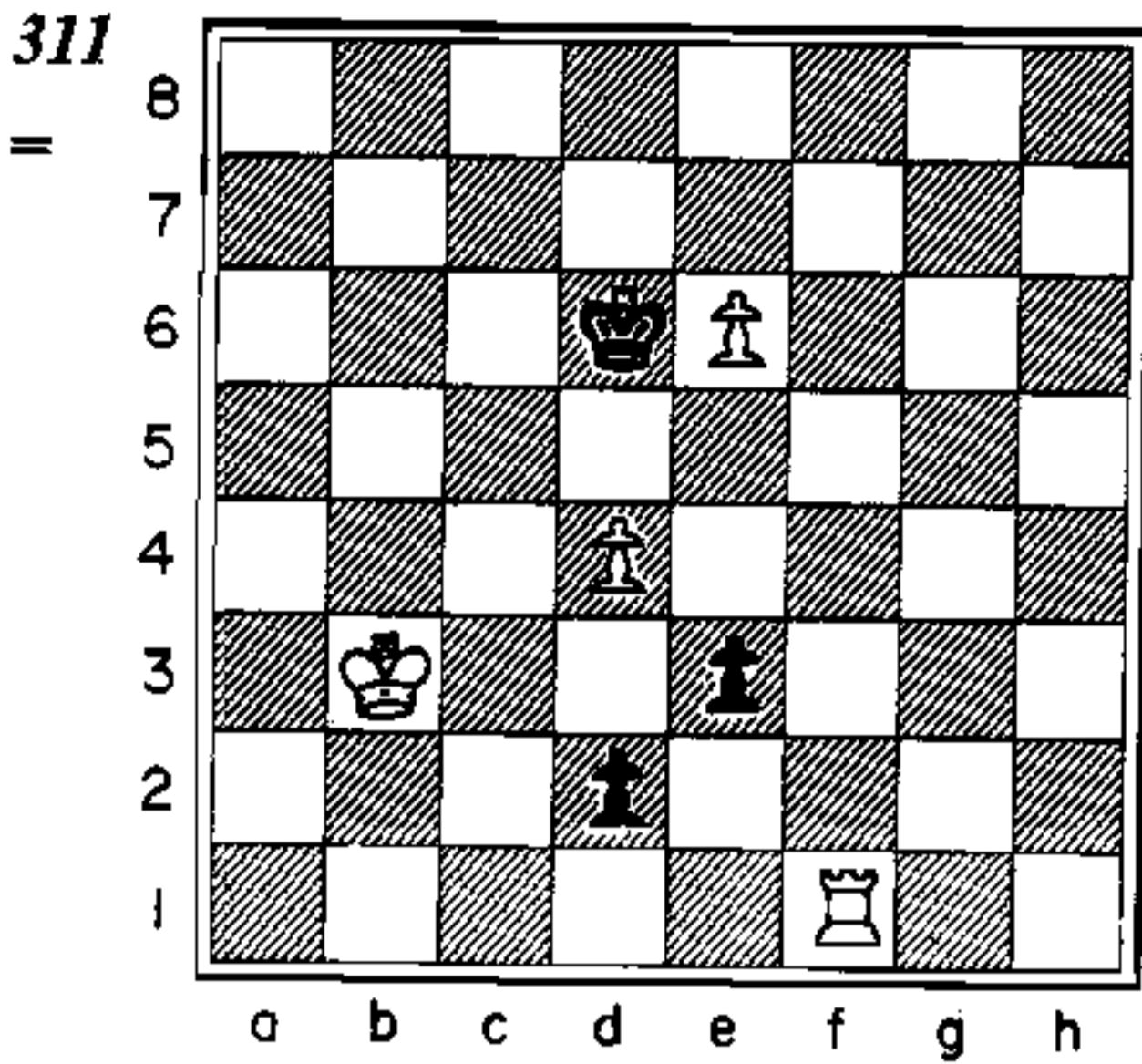
If **1 ... e2**, then **2 Re7 Kc3 3 f5 d2 4 Rxe2 d1=Q 5 f6! Qxe2 6 f7**, and White is just in time.

2 Rd7 e2 3 Rxd2+ Kxd2 4 f5 e1=Q 5 f6. Due to the unfortunate position of his king, Black does not have a queen check, and the white pawn manages to reach f7. Therefore—draw.

Rook and Pawns against Pawns

Prokes, 1941

Grigoriev, 1931



311. Here, thanks to a rook sacrifice, White manages to eliminate the opponent's dangerous pawns.

1 e7! K × e7.

If 1 ... e2, then 2 e8 = Q e × f1 = Q 3 Qd8 + Ke6 4 Qe8+, or 3 ... Kc6 4 d5+ Kc5 5 Qa5+ Qb5+ 6 Q × b5+ K × b5 7 Kc2.

2 Kc3 e2 3 Rf7+! K × f7 4 K × d2 and 5 K × e2. Draw.

If the rook has to be given up for a pawn, it is very important that the resulting pawn ending be correctly assessed.

312. It appears that the straightforward 1 R × c5 b2 2 b6 b1 = Q 3 Ra5+ should lead to a draw, but after 3 ... Qa2 4 R × a2+ K × a2 Black wins easily. Correct is a different move order, by which the black king is forced to occupy a2.

1 b6! b2 2 Ra8+ Kb1 3 Rc8 Ka2 4 R × c5 b1 = Q 5 Ra5+ Kb2 6 Rb5+ Kc2 7 R × b1 K × b1, and here by 8 Kg3! Kc2 9 Kf2! Kd3 10 Ke1! White avoids the 'shoulder-charge', and reaches b4 in time.

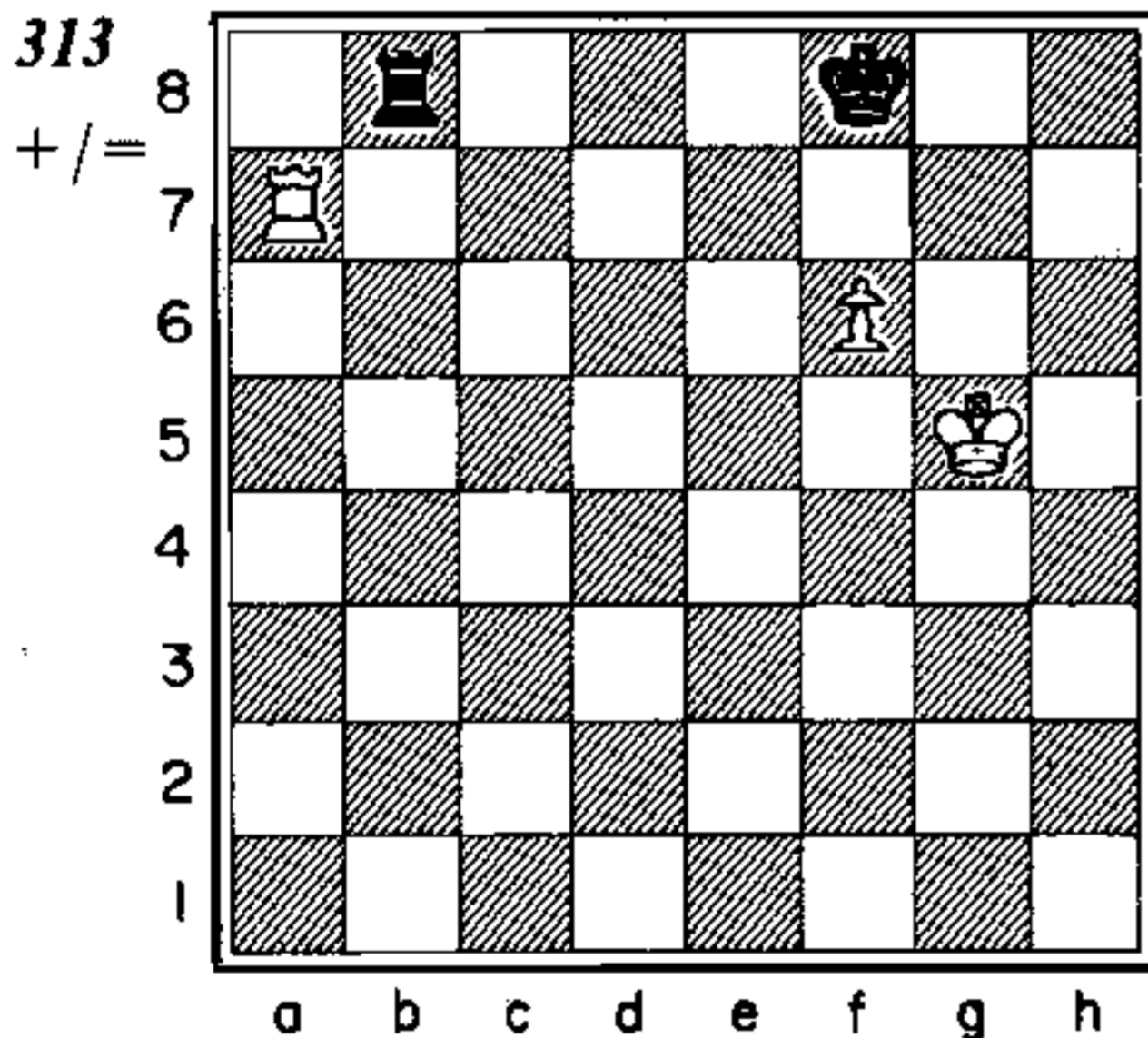
PART II

Rook against Rook (with Pawns)

5. Rook and Pawn against Rook (except rook's pawn)

5.1 BASIC METHODS OF ATTACK AND DEFENCE

The king most effectively prevents the advance of the pawn by standing in its path. Therefore we will begin our analysis with positions where the king is in front of the pawn.



313. This position demonstrates an attempt at passive defence: the king stops the pawn, and the rook guards the king against attack from the side. But if it is White to move he easily overcomes his opponent's resistance: **1 Kg6**.

Note the coordination of White's king and pawn: the king supports the pawn, and the pawn in turn covers the king against attacks from the side. Black's rook can no longer leave the 8th rank to attack the king from the rear, and therefore he is obliged to wait.

1 ... Rd8 2 Rh7 Kg8 3 f7+ Kf8 4 Rh8+ Ke7 5 Rxd8 and wins.

Had the pawn been a knight's pawn,

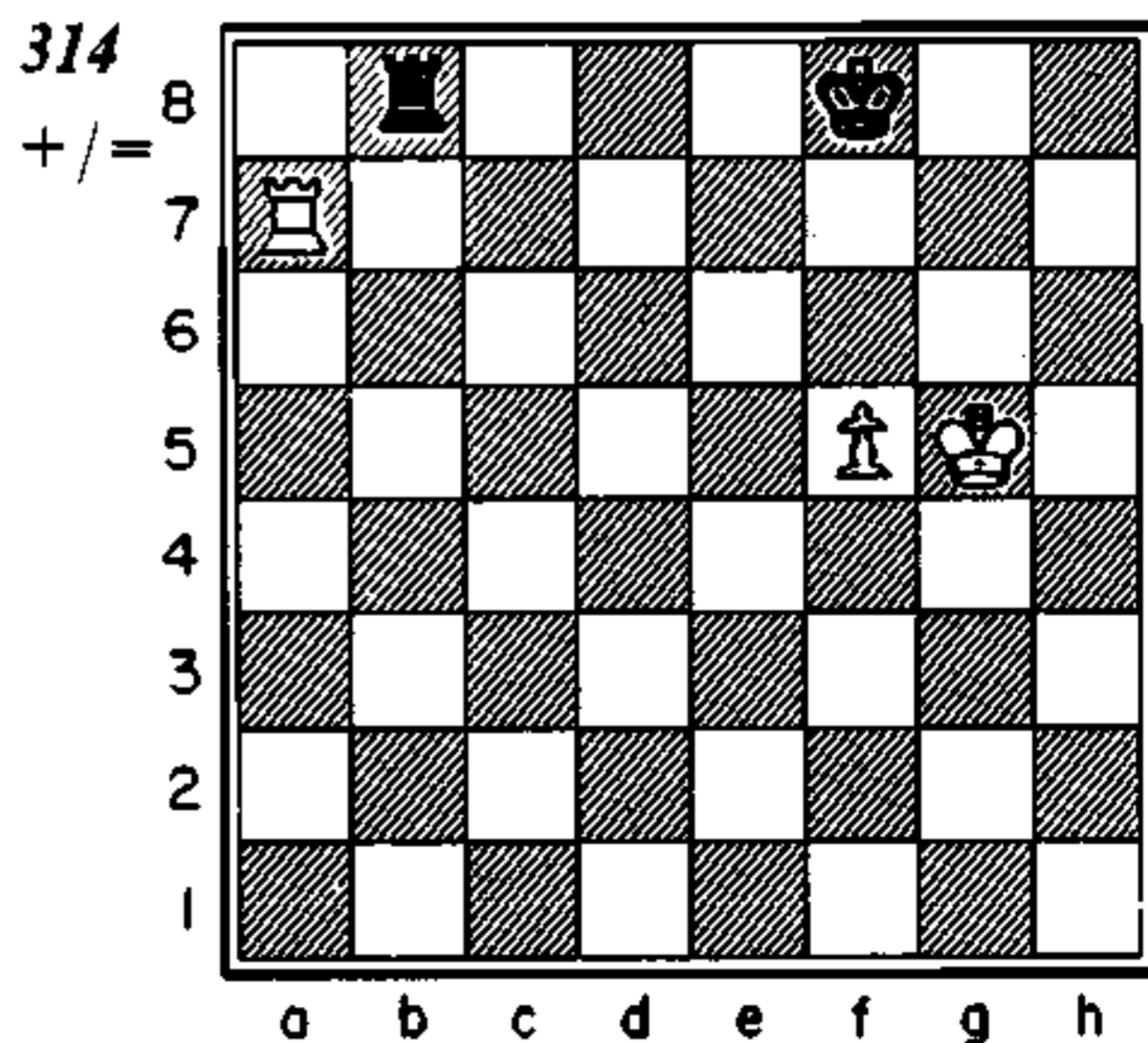
White's winning manoeuvre would not have been possible, and the game would have ended in a draw.

The assessment also changes if it is Black to move. In the first instance he must neutralize the threat of the king going to g6. On this square the king is defended against attack by the rook from the side, but open from the rear. The correct move is the immediate switching of the rook to the opponent's rear: **1 ... Rb1!**

Strictly speaking, any rook move between b1 and b4 leads to a draw, but, as a rule, in rook endings the rook should be deployed as far away from the opponent's king as possible.

Now there is nothing that White can do: playing his king to g6 is pointless. The rook begins checking, and to defend against this 'bombardment' the king has to descend to the 2nd rank, which, of course, does not help. The attempt to block the checks with the rook leads to a drawn pawn ending.

Let us now replace the white pawn at f5.



Rook and Pawn against Rook

314. The situation is similar to the previous one. If it is White to move, he plays **1 Kg6**, transposing into the previous example: **1 ... Rb6+ 2 f6 Rb8 3 Rh7** etc. Black is also too late to begin an attack from the rear: **1 ... Rb1 2 Ra8+ Ke7 3 f6+ Ke6 4 Re8+ Kd7 5 f7**, and the pawn queens.

But if it is Black to move, he has only one way, but a sufficient one, of preventing the invasion of the king—by occupying the 6th rank with his rook: **1 ... Rb6!** White has nothing better than to reply **2 f6**, again threatening to advance his king, but Black immediately switches to the attack from the rear—**2 ... Rb1!**, gaining a draw.

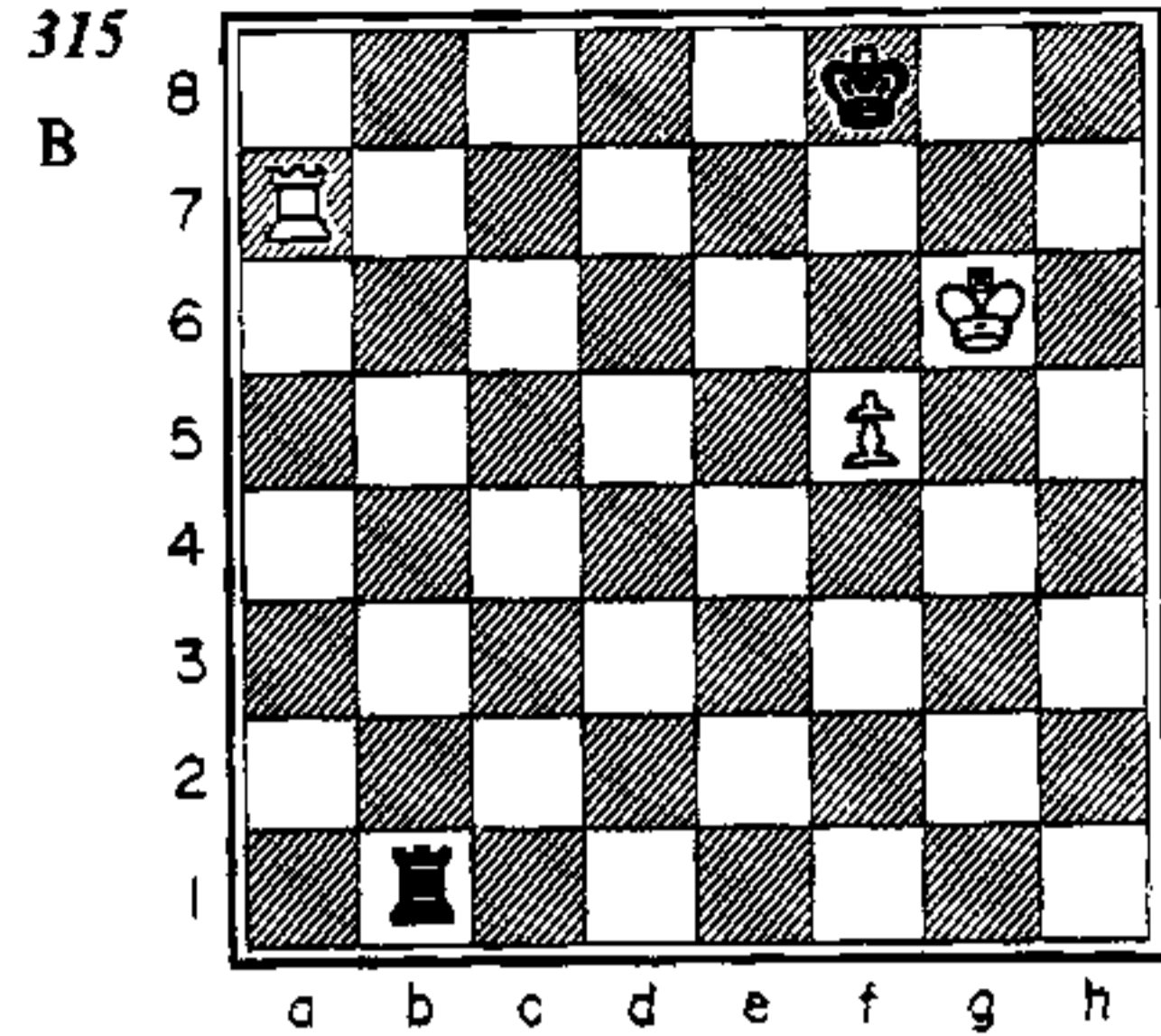
This method of defence, discovered back in the 18th century by the great French player Philidor, is a basic one in such positions. Its essence is that *the king is deployed in front of the pawn, and the rook prevents the opponent's king from advancing. Then, if the pawn advances ahead of the opponent's king, the rook immediately begins attacking it from the rear.*

Philidor thought that in position 314 Black could draw only by **1 ... Rb6**, and that the attempt to attack from the rear—**1 ... Rb1** would lose.* But Karstedt showed that this is not so, and later analysis by Berger, Chéron and Rabinovich basically confirmed his conclusions.

We will analyse the position after **1 ... Rb1 2 Kg6** (315).

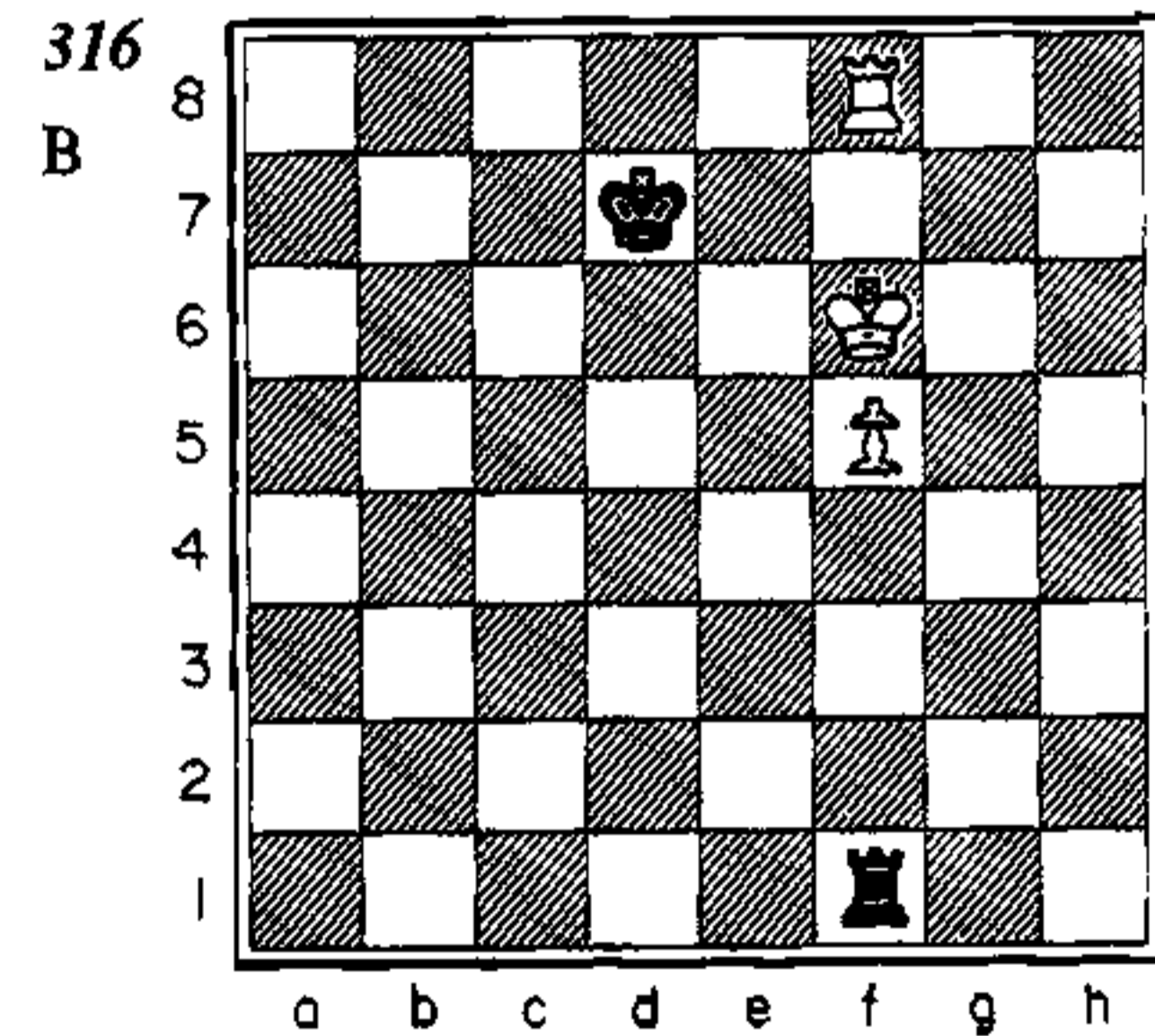
315. We already know that the attack from the side loses: **2 ... Rb6+ 3 f6 Rb8 4 Rh7** etc., and meanwhile White is threatening to queen his pawn by force with **3 Ra8+ Ke7 4 f6+ Kd7 5 f7**. The best way to defend against this threat is by **2 ... Rf1!** If now White replies **3 f6**, Black begins attacking from the rear, while after **3 Ra8+ Ke7** the pawn cannot advance. Therefore White plays **3 Kf6!**, threatening mate and forcing the opponent's king to abandon the square in front of the pawn.

* Philidor examined the position with a central pawn, but this makes no fundamental difference.



Which way should the black king now move—to the left, or to the right, into the corner? Let us first suppose that it goes to the left: **3 ... Ke8 4 Ra8+ Kd7**.

White has achieved a certain success: the opponent's king is no longer preventing the advance of the pawn, and only his own king is in the way. But if he immediately plays **5 Kg6**, after **5 ... Ke7!** all the same the pawn cannot move. Its advance must be prepared, and to this aim he plays **5 Rf8!** (316).

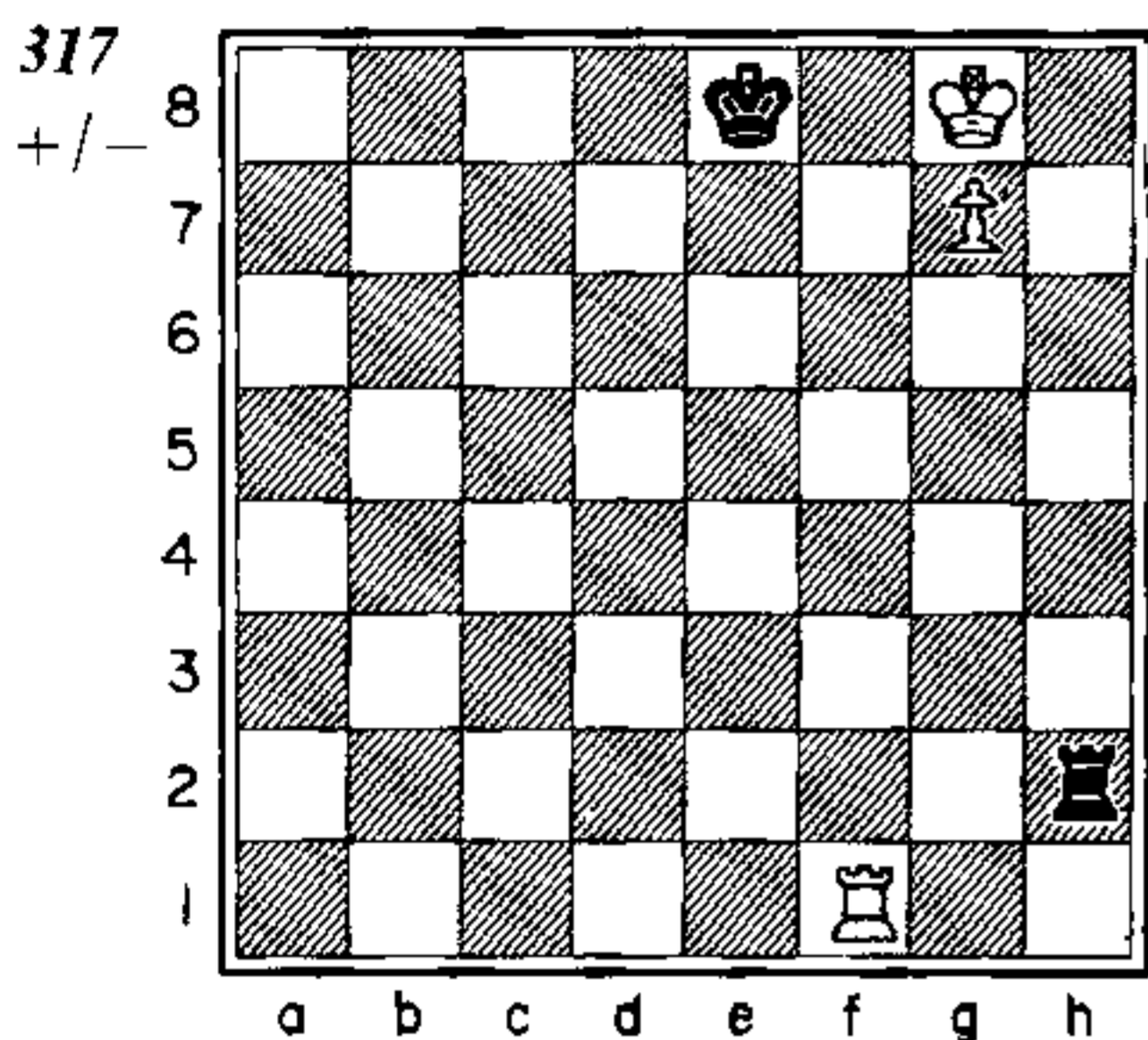


316. Black has no active possibilities, so he can only wait.

5 ... Rf2 6 Kg7 Ke7 7 f6+ Kd7 8 Ra8 (not **8 f7 Rg2+ 9 Kf6 Rf2+ 10 Kg6 Rg2+ 11 Kh5 Ke7** with a draw) **8 ... Rg2+ 9 Kf8 Rf2 10 f7 Rg2** (318).

Here is the last line of defence. Black's king is cut off from the pawn, and the entire weight of the defence lies on the rook, which tries not to allow the opponent's king out from in front of the pawn. But White can easily overcome this resistance.

To understand how this is done, we suggest that you make the acquaintance of one of the most ancient theoretical positions in rook endings, which frequently is incorrectly attributed to Lucena (1497).

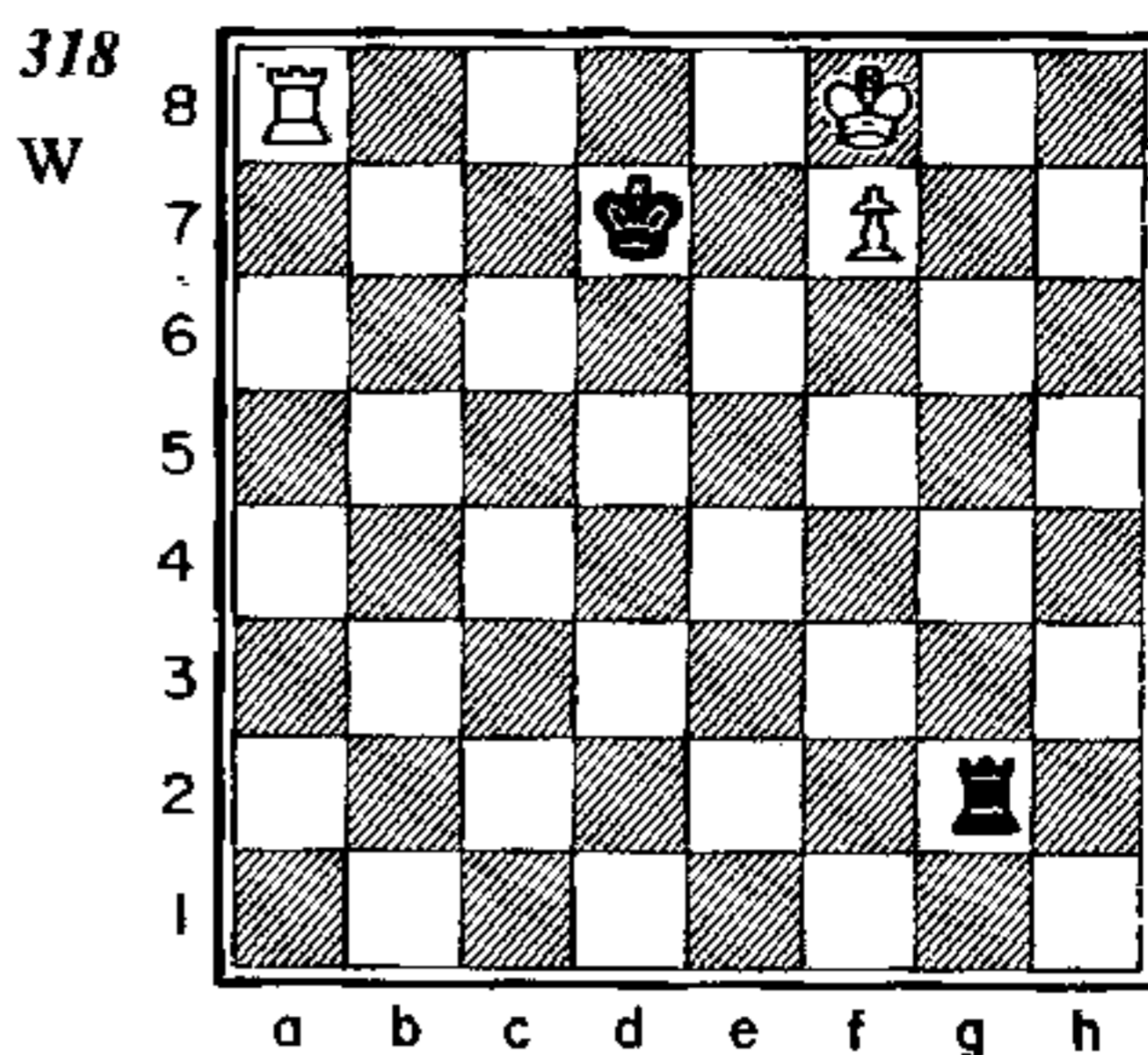


317. In fact this position was published later, in 1634, by the Italian Alessandro Salvio in his book, where he points out that it occurred in a game by a certain maestro, Scipione Genovino. Later Berger (1890) attributed it to the Spaniard Lucena, and this set the example for it to spread around the world.

In principle this position differs only slightly from that which arose in our analysis. Salvio considers it only with Black to move, and gives the following way to win: 1 ... Rh3 2 Rf4 Rh1 3 Re4+ Kd7 4 Kf7 Rf1+ 5 Kg6 Rg1+ 6 Kf6 Rf1+ 7 Kg5 Rg1+ 8 Rg4 etc.

It should be added that after 1 ... Rh4, depriving the rook of f4, there would have followed 2 Re1+ Kd7 3 Kf7 Rf4+ 4 Kg6 Rg4+ 5 Kf6 Rg2 6 Re5 and 7 Rg5. This procedure bears the name of 'building a bridge'.

Let us now return to our position.



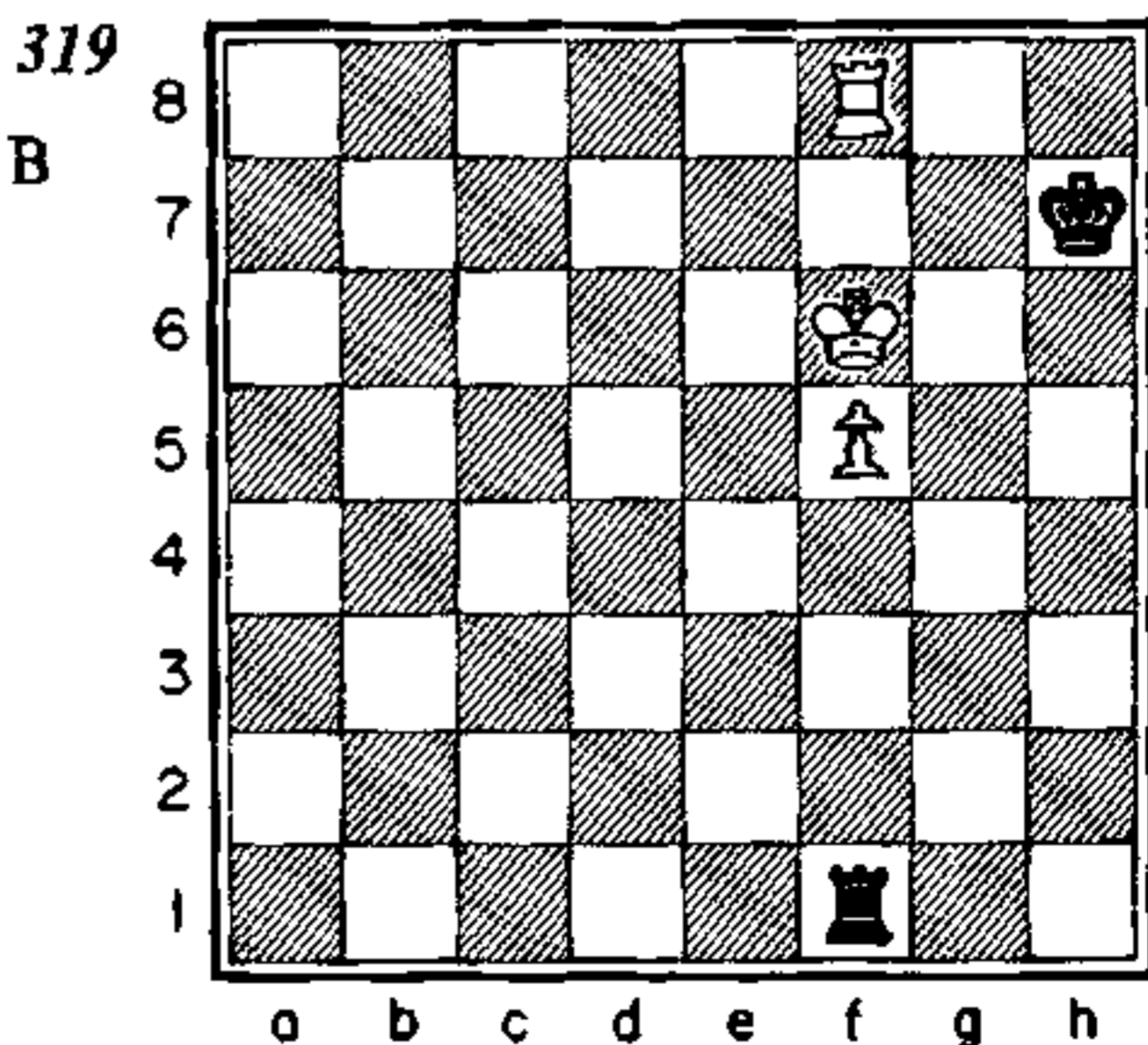
318. From our analysis of the previous position it follows that White wins most simply by 11 Ra4!, preparing in advance to build a bridge, e.g. 11 ... Rg1 12 Rd4+ Kc6 13 Ke7 etc. But there is also another possibility: Ra4-h4-h8-g8, driving the rook off the g-file and opening a way for the king.

Thus for the moment we have not managed to refute Philidor's conclusion. But we have considered only moving the king to the left, and it could also have gone to the right—into the corner.

Let us return once again to the position after 3 Kf6, and examine the reply 3 ... Kg8!

This move does indeed deserve an exclamation mark; why, you will later see for yourself.

4 Ra8+ Kh7 5 Rf8! (319).



319. White is ready to play 6 Ke7 and

Rook and Pawn against Rook

advance his pawn, but his king is quite unprotected against an attack from the left side. Black can exploit this factor by **5 ... Ra1!** Now **6 Ke7** does not achieve anything, since either Black drives the king away from the pawn by checking, or, if the king hides at **g5**, he switches to Philidor's position.

To cover against the checks White has to play **6 Re8**, but in reply Black returns his rook—**6 ... Rf1!** In this case White can no longer win. On **7 Re7+** there follows **7 ... Kg8**, while if **7 Ke6 Kg7**, and against waiting moves by the rook Black can also wait, for example by playing **7 ... Rf2**.

This rook manoeuvre (f1-a1-f1), first pointed out by Karstedt in 1897, refuted Philidor's conclusion and demonstrated a new dynamic defensive possibility in such positions.

It is useful to compare position 319 with position 318. In the first of these Black's king is badly placed, preventing his own rook from attacking the opponent from the side. In the second position the black pieces are coordinated, and White is unable to win. The decisive factor here is the correct move by the black king: moving to the left loses, while moving to the right leads to a draw.

Relative to the f-pawn, the board can be divided into two sides—the short side (f8-h8) and the long side (f8-a8). In example 318 the black king was on the long side, and in example 319 on the short side.

Our analysis has shown that, if the weaker side's king is forced off the pawn's queening square, for a successful defence it must move to the short side.

Thus for the moment we have established two basic defensive systems. In one, Philidor's, the king occupies the square in front of the pawn, while the rook operates first from the side, not allowing the opponent's king to move ahead of the pawn, and then, when the pawn advances, it switches to an attack from the rear.

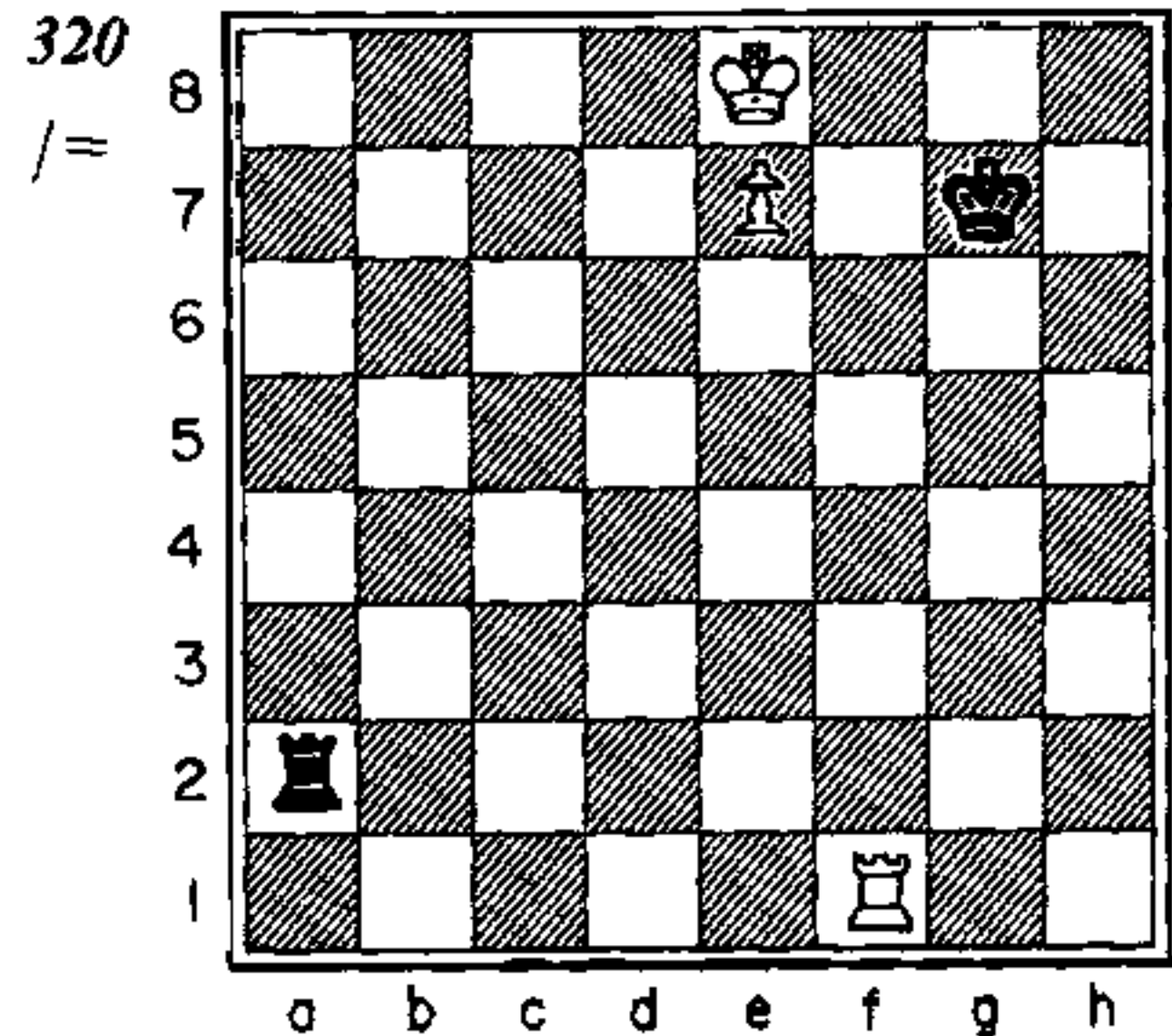
In the second defensive system, Karstedt's, the king is to one side, but an essential feature

is an attack by the rook first from the side, and then from the rear, which prevents the pawn from advancing.

5.2 PAWN ON THE 7TH RANK

We will consider possibilities of employing the second system of defence for various placings of the pieces, and with the pawn on the 7th rank. We will begin our analysis with a position in which the black rook is extremely actively placed, and the attack from the side leads to a draw.

Grigoriev, 1937



320. 1 ... Ra8+ 2 Kd7 Ra7+ 3 Kd6 Ra6+ 4 Kd5 Ra5+ 5 Kc6 Ra6+. Now **6 Kb7** is met by **6 ... Re6**, and other king moves by further checks.

It is important to note that the white rook was unable to defend its king against attack from the side. Had it been at **d1**, after **1 ... Ra8+ 2 Kd7 Ra7+ (2 ... Kf7 3 Rf1+)** **3 Ke6 Ra6+ 4 Rd6 Ra8 5 Rd8** the pawn would have queened.

This example demonstrates clearly the strength of the attack from the side. It is very important that the distance between the black rook and the pawn here is 3 files.

Had the distance been less, the attack would have proved ineffective. To see this, it

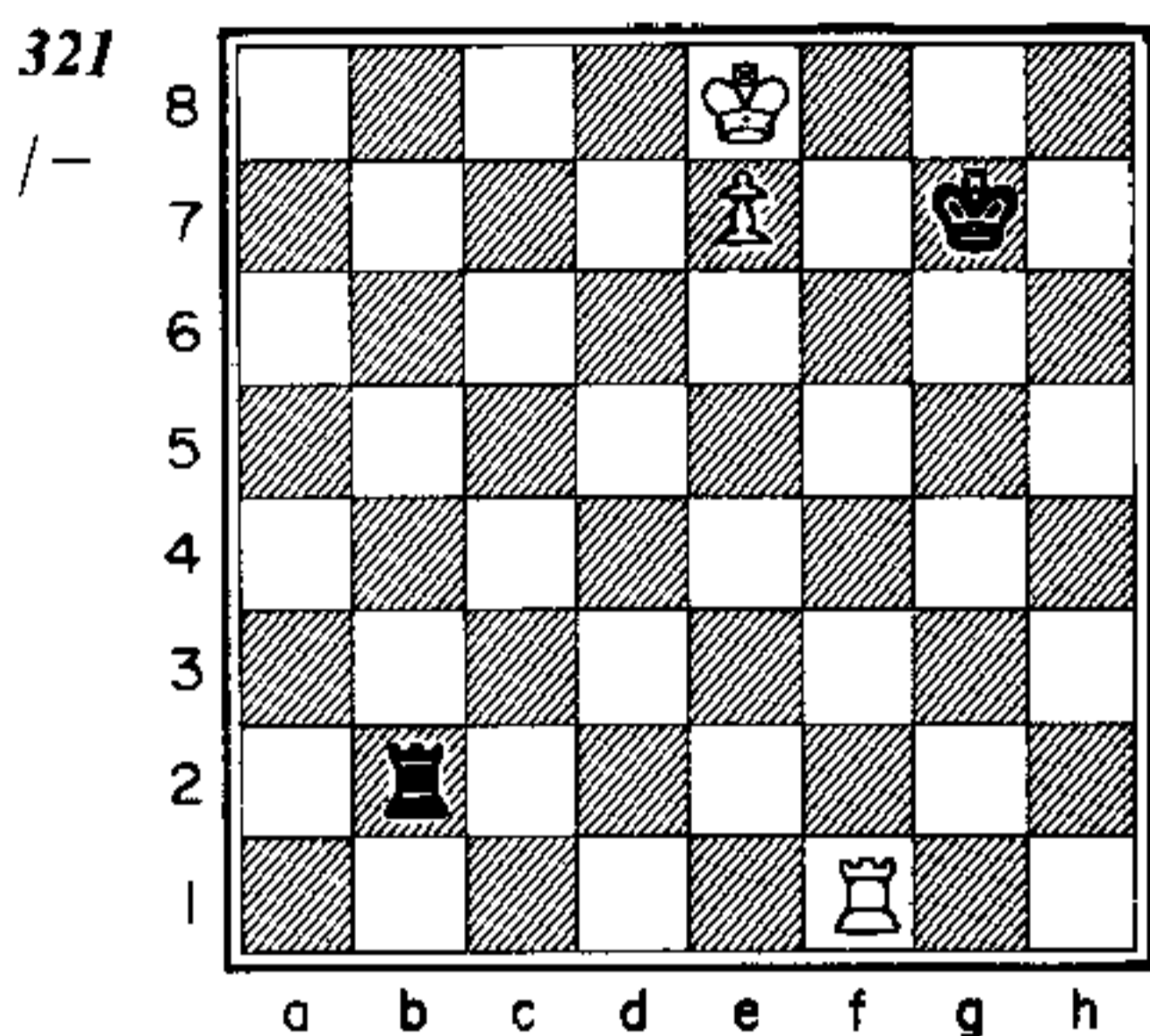
Pawn on the 7th Rank

is sufficient to move the rook to **b2**. In this case there will be only 2 files between the pawn and the rook, and the assessment of the ending changes.

therefore White wins: 1 ... **Rh8** + 2 **Kf7 Rh7** + 3 **Kf6 Rh8** 4 **Kg7 Ra8** 5 **Kf7** etc.

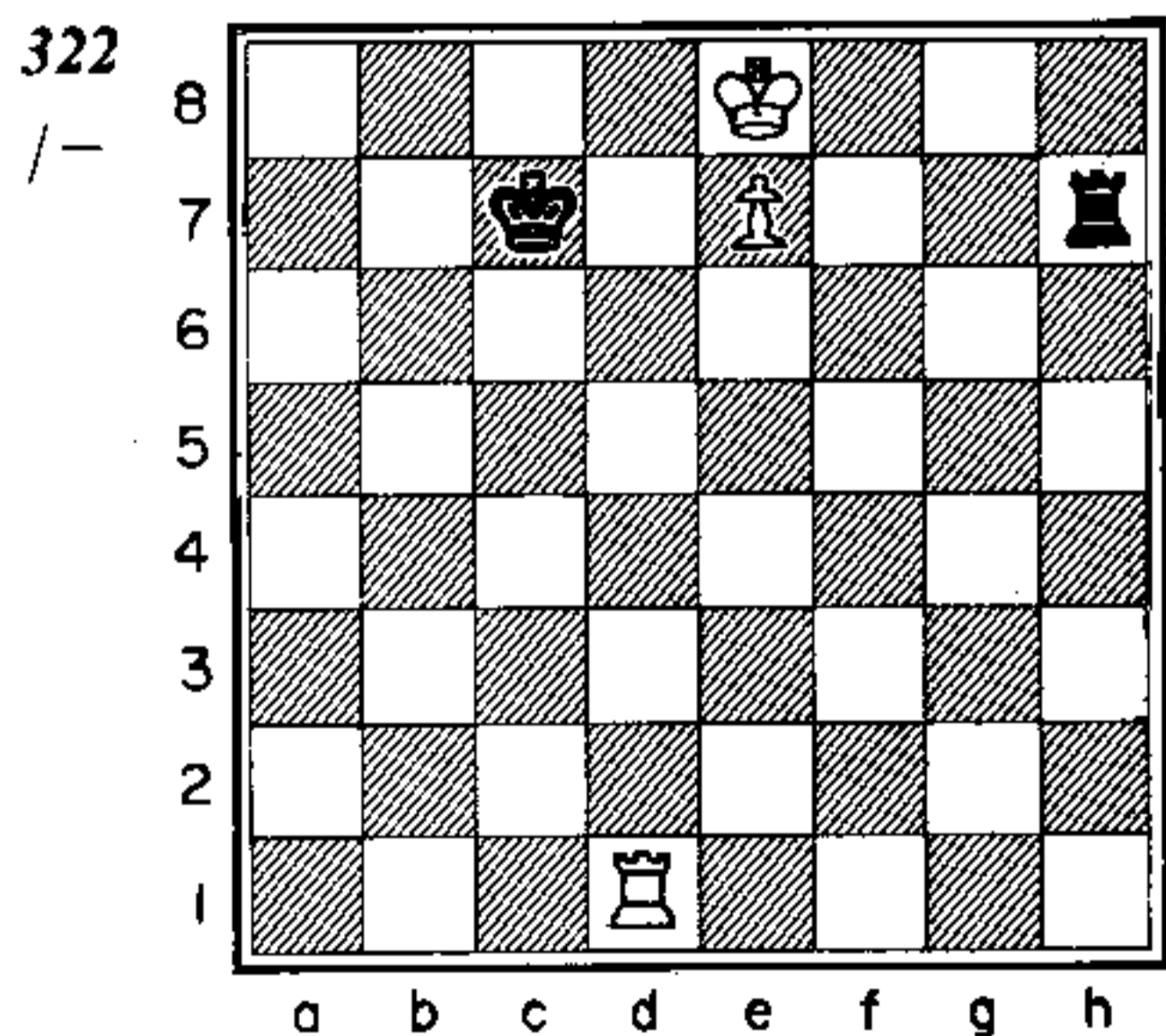
A draw in such situations is possible only if the white rook is obviously badly placed, for example at **g7**.

Grigoriev, 1937

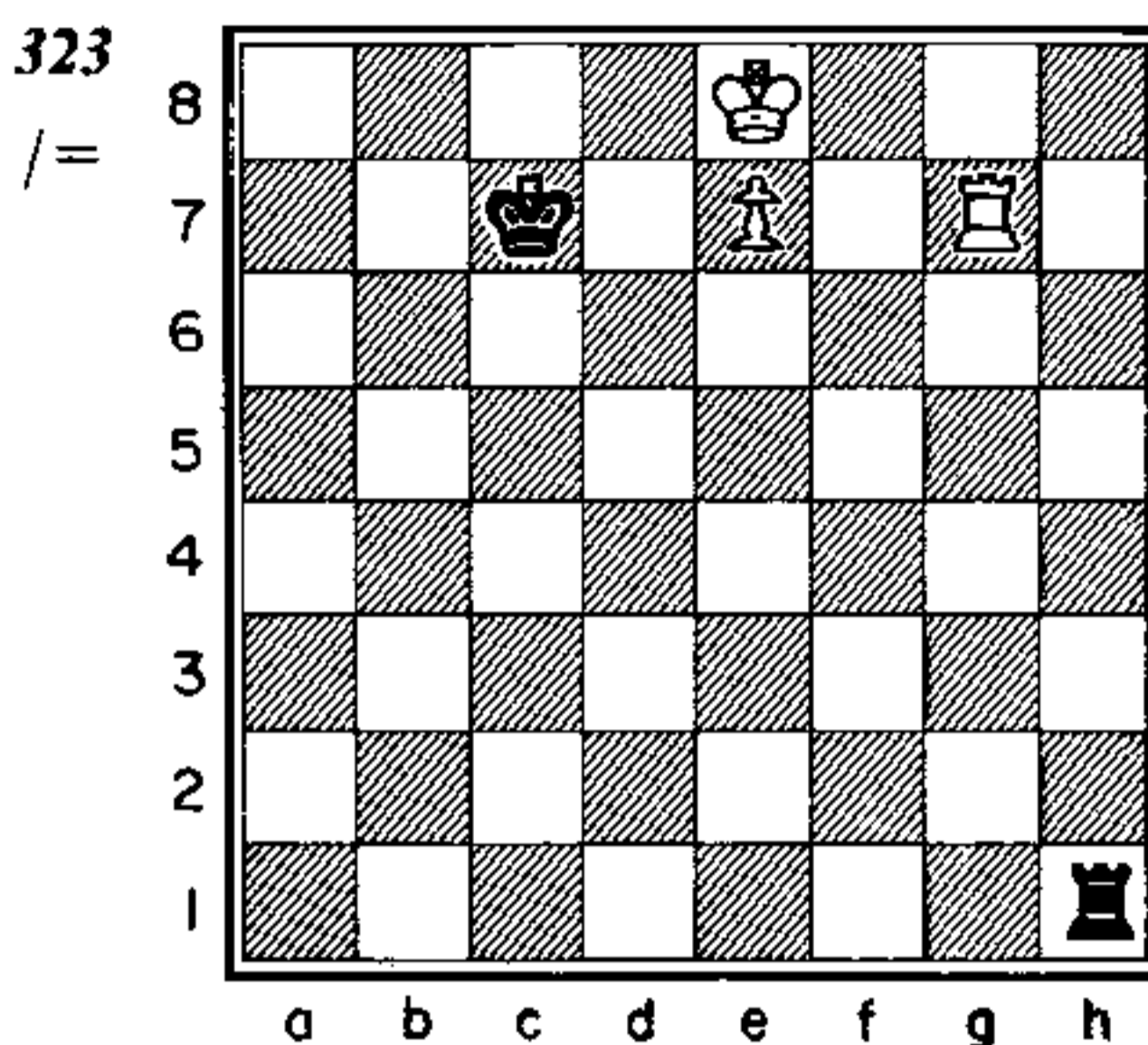


321. 1 ... **Rb8** + 2 **Kd7 Rb7** + 3 **Kd6 Rb8** (3 ... **Rb6** + 4 **Kc7 Re6** 5 **Kd7**) 4 **Kc7 Ra8** 5 **Ra1**! (in this way White immediately concludes the game) 5 ... **Rh8** 6 **Kd7** and wins.

In this example Black lost because he was unable to maintain his rook in its long-range position.

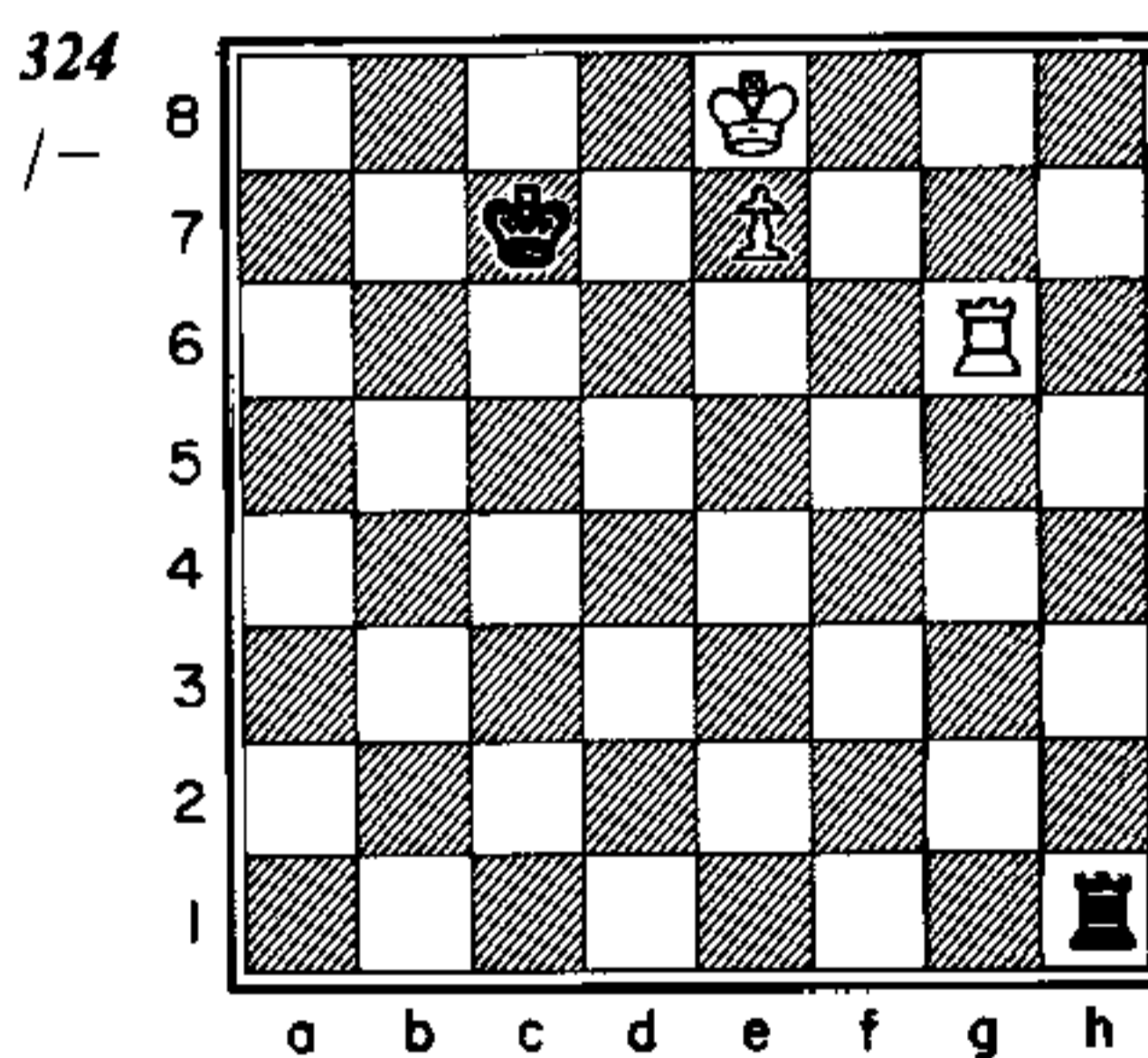


322. Here too the rook occupies an insufficiently long-range position (the distance between the rook and the pawn is 2 files), and



323. After 1 ... **Rh8** + 2 **Kf7 Kd7** White is unable to do anything.

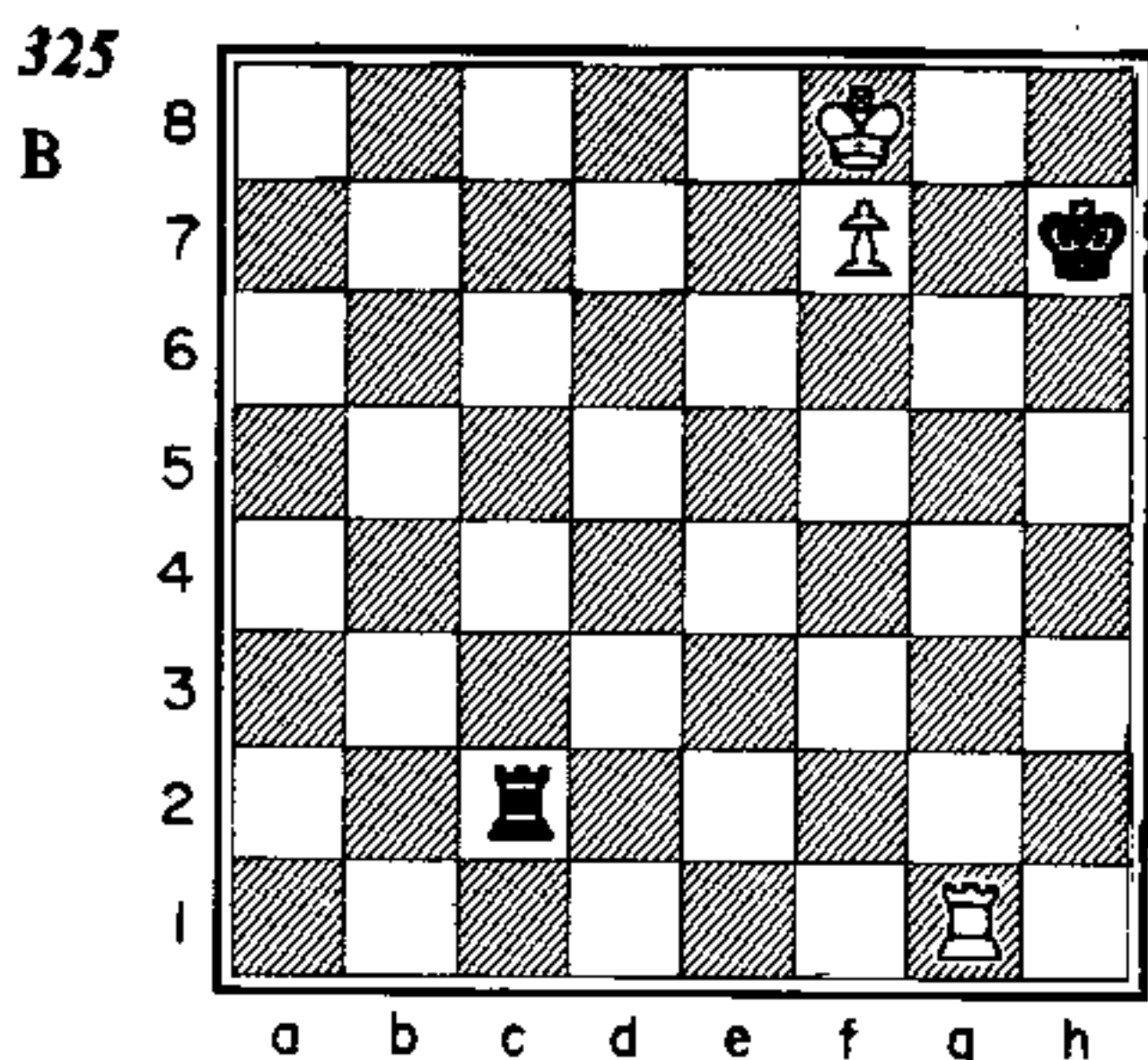
But with his rook at **g6** White is able to win.



324. After 1 ... **Rh8** + 2 **Kf7 Kd7** White wins by 3 **Rh6**! (not 3 **Rg1 Rh7** + 4 **Kf8 Rh8** + 5 **Kg7 Re8** 6 **Kf6 Rxe7** 7 **Rd1** + **Ke8**) 3 ... **Re8** 4 **Re6** etc.

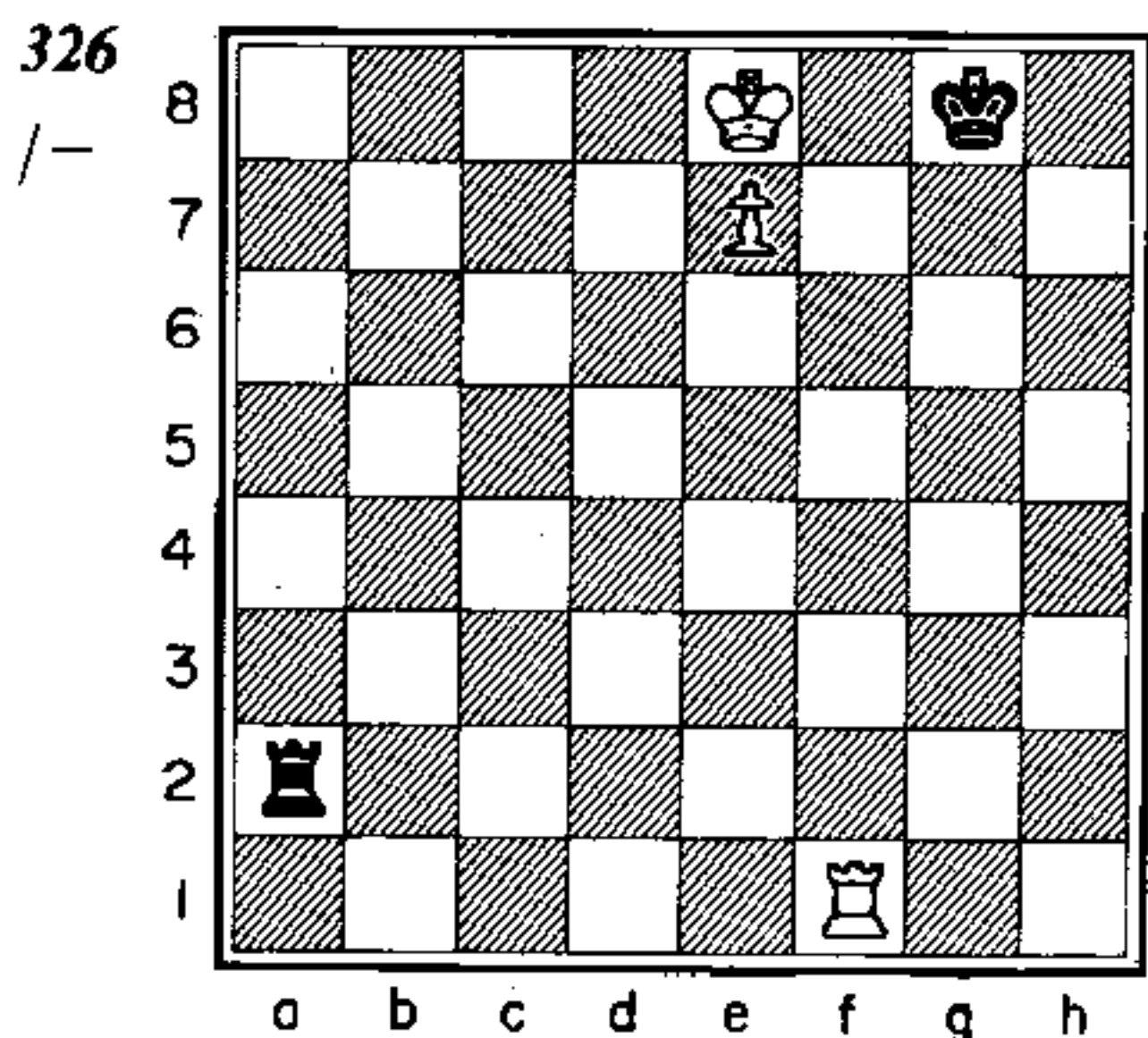
But what is the assessment of the following position, obtained by moving position 321 one file to the right?

Rook and Pawn against Rook



325. The distance between the pawn and rook is only 2 files, and it might seem that White can exploit this factor. Let us see: 1 ... **Rc8** + 2 **Ke7 Rc7** + 3 **Ke6 Rc8** 4 **Kd7 Ra8** 5 **Ra1 Rb8!**, and the game ends in a draw. The black rook has sufficient space to maintain its long range.

When defending by the side attack, it is important that the weaker side's king should be on the 7th, and not the 8th rank. For example, in position 320 let us replace the king at **g8**.



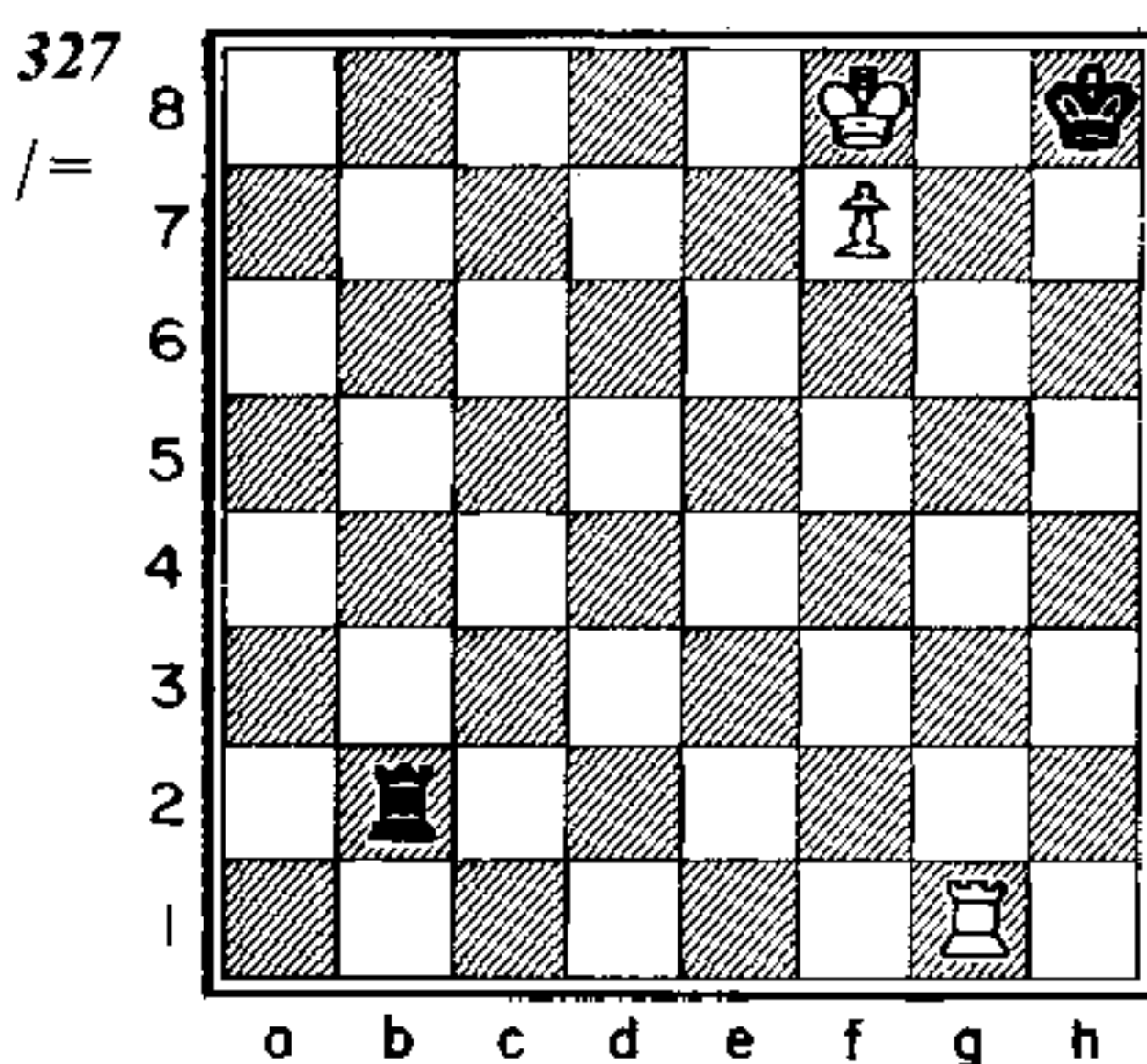
326. In such a situation, where White has the additional threat of **Rf8** +, the side attack no longer helps.

1 ... **Ra8** + 2 **Kd7 Ra7** + 3 **Kd6 Ra6** + 4 **Kc5 Ra8** (there is nothing else: if 4 ... **Ra5** +

5 **Kc6**, or 4 ... **Re6** 5 **Rf8** +) 5 **Kc6!** **Kg7** 6 **Ra1! Rb8** 7 **Kc7**, and White wins.

Incidentally, White could also have won in a different way—by moving his king to the right: 1 ... **Ra8** + 2 **Kd7 Ra7** + 3 **Ke6 Ra6** + 4 **Ke5! Ra5** + 5 **Kf6 Ra6** + 6 **Kg5 Ra5** + 7 **Kg6 Ra6** + 8 **Rf6 Ra8** 9 **Rd6** etc.

It is interesting to note that, if position 326 is moved one file to the right, Black acquires a saving possibility, associated with the proximity of the side of the board.



327. After 1 ... **Rb8** + 2 **Ke7 Rb7** + 3 **Kf6 Rb6** + 4 **Ke5 Rb5** +! 5 **Kd6 Rb8** 6 **Re1 Kg7** 7 **Re8 Rb6** + White cannot achieve anything. However, moving the king to the right is also unsuccessful: 3 **Kf6 Rb6** + 4 **Kf5 Rb5** + 5 **Kg6 Rb6** + 6 **Kh5 Rb5** +! (avoiding the trap 6 ... **Rh6** +? 7 **Kg5! Rg6** + 8 **Kf5!**, winning) 7 **Kb6 Rb6** + 8 **Rg6 R × g6** + 9 **K × g6**—stalemate.

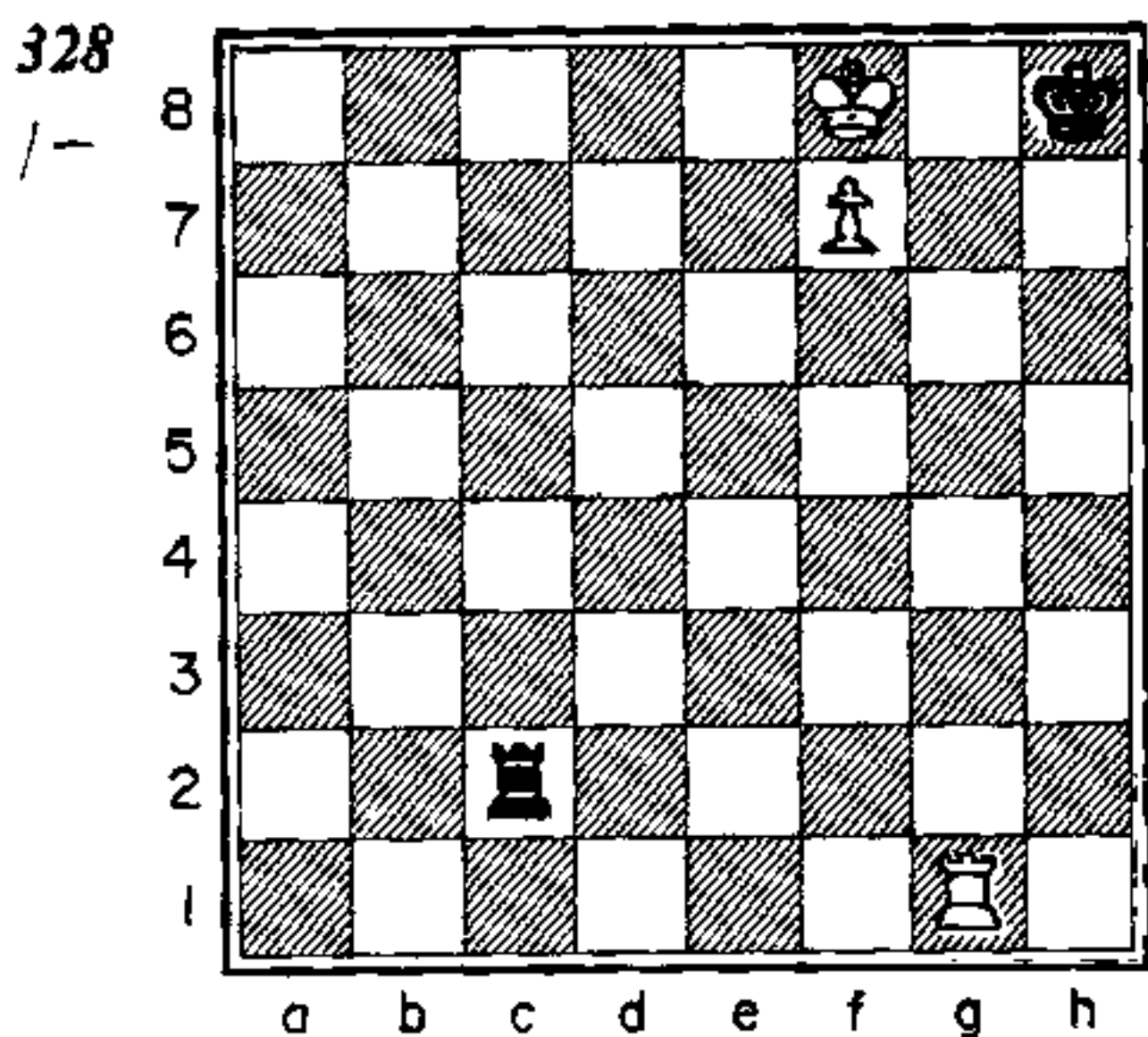
But had the rook been less well placed—on the c-file, White would have won.

328. 1 ... **Rc8** + 2 **Ke7 Rc7** + 3 **Kf6!** (3 **Ke6 Rc8**) 3 ... **Rc6** + 4 **Ke5 Rc5** +.

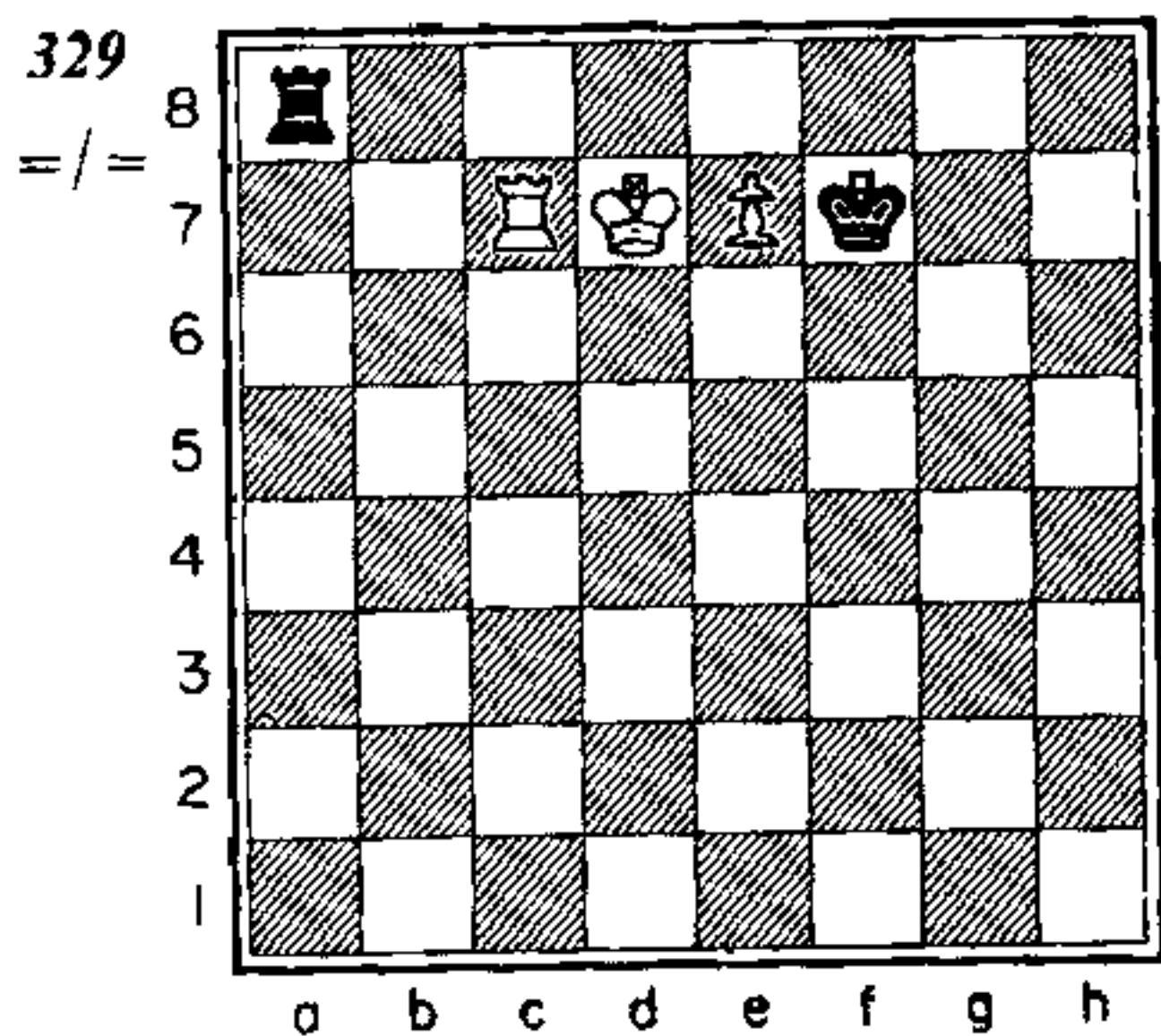
No better is 4 ... **Rc8** 5 **Rg6!** **Kh7** 6 **Rc6!** **Ra8** 7 **Kf6** followed by **Re6**—e8.

5 **Kd6 Rc8** 6 **Re1! Rf8** (6 ... **Kg7** 7 **Re8**) 7 **Re8 Kg7** 8 **R × f8 K × f8** 9 **Ke6** etc. In this example the black rook was unable to maintain its long range.

Kopayev, 1953



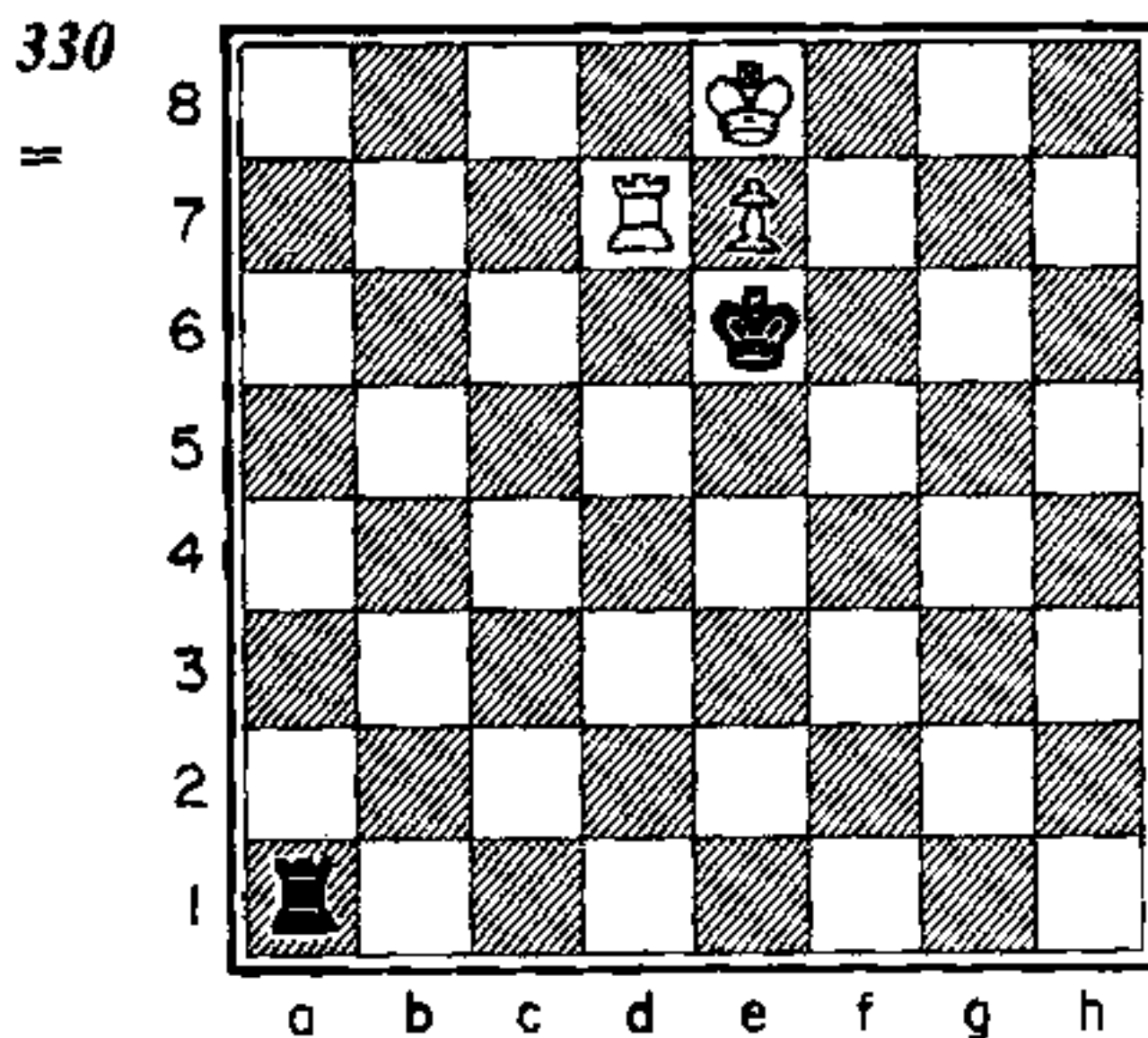
An important drawn position, similar to example 323, arises with Black to move if the white rook in example 320 is at c7, e.g. 1 ... **Ra8** + 2 **Kd7 Kf7!** (329), and White is powerless to do anything.



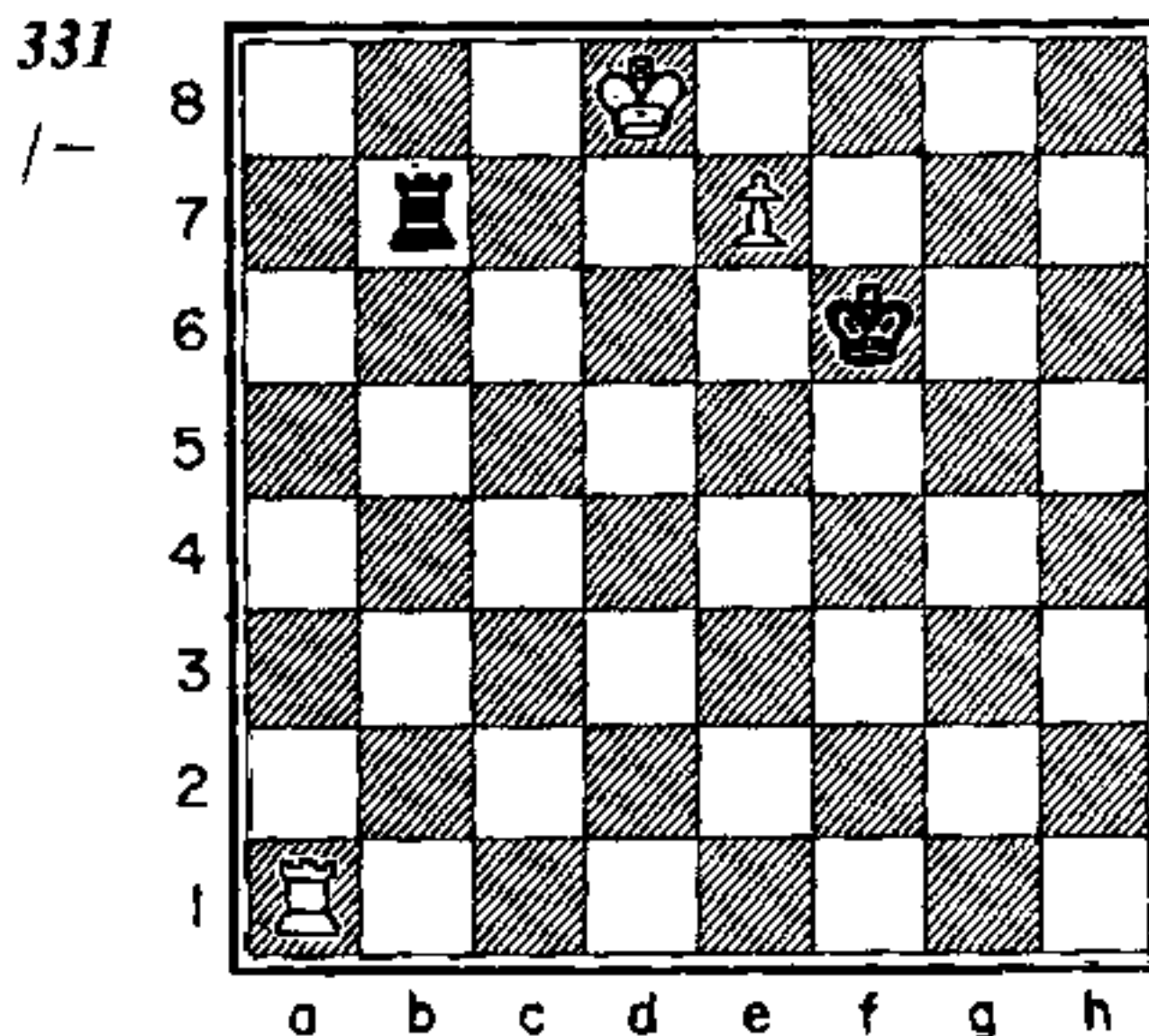
329. This position proves useful in the analysis of examples with the pawn on the 6th rank.

And now two more subsidiary positions, which will also be needed in our analysis of examples with the pawn on the 6th rank.

330. White cannot do anything due to the unfortunate position of his rook at d7. If, for



example, 1 **Kf8**, then 1 ... **Rf1** +, and the king has to go back.



331. Black cannot take the pawn in view of a check from the rear, winning his rook. But if 1 ... **Rb8** + 2 **Kc7 Re8**, then 3 **Kd6! Rb8** 4 **Rf1** + **Kg7**, with the familiar finish 5 **Kc7 Ra8** 6 **Ra1! Rb8** 7 **Kd7** and wins.

We will now analyse a number of examples with different king placings—both close to the pawn, and far away from it.

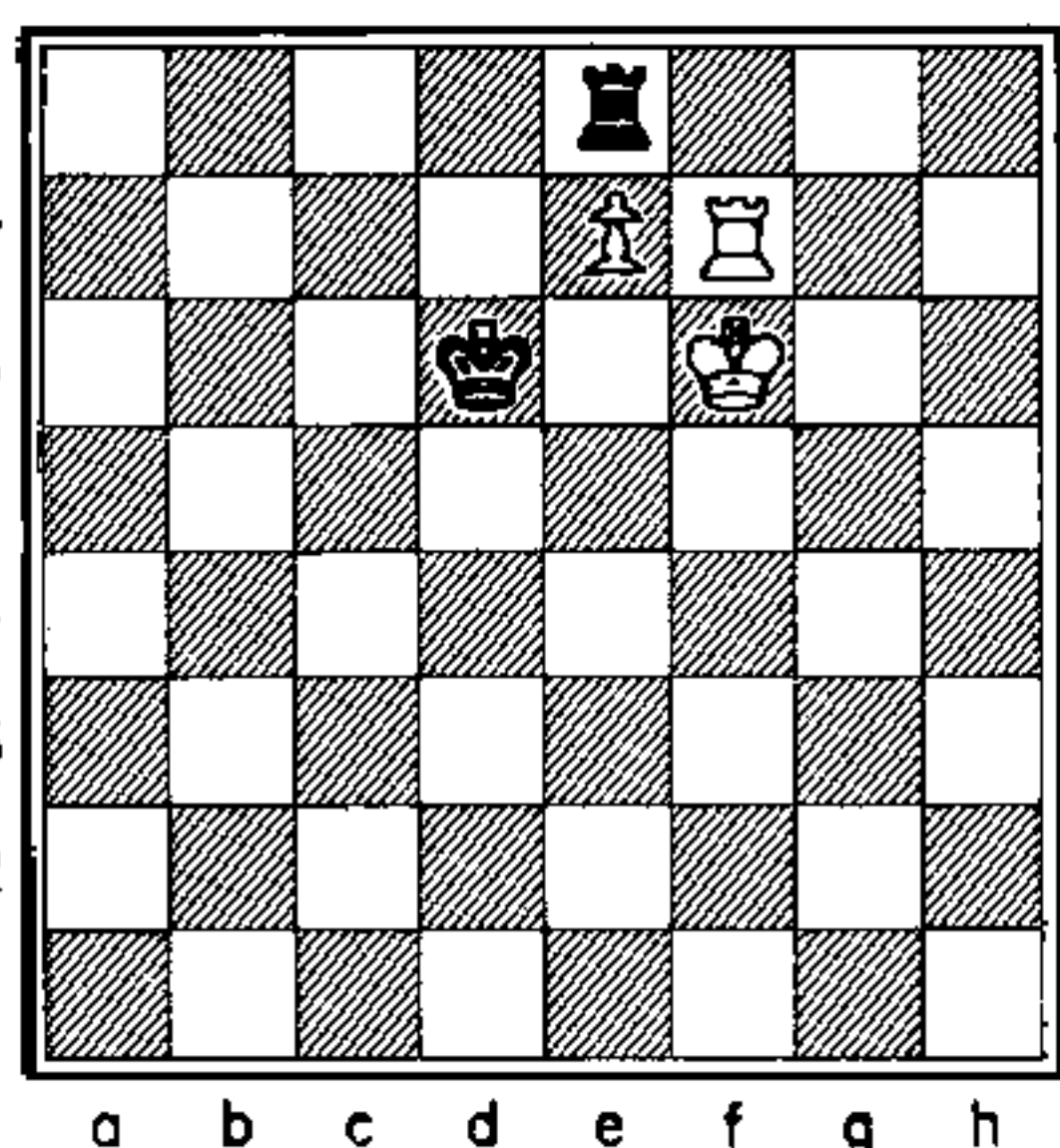
332. White has to switch his rook to attack the opponent's king from the rear. But 1 **Rh7? Kd7** 2 **Rh1 Rxe7** 3 **Rd1** + **Ke8** does not win, and 2 **Rg7** is too late: 2 ... **Rh8** 3 **Rg1** (3 **Kf7 Re8**) 3 ... **Rh6** + 4 **Kf7 Rh7** + 5 **Kf8 Rh8** + 6 **Kg7 Rh2** etc.

1 **Rg7! Kd7.**

Rook and Pawn against Rook

332

+/-



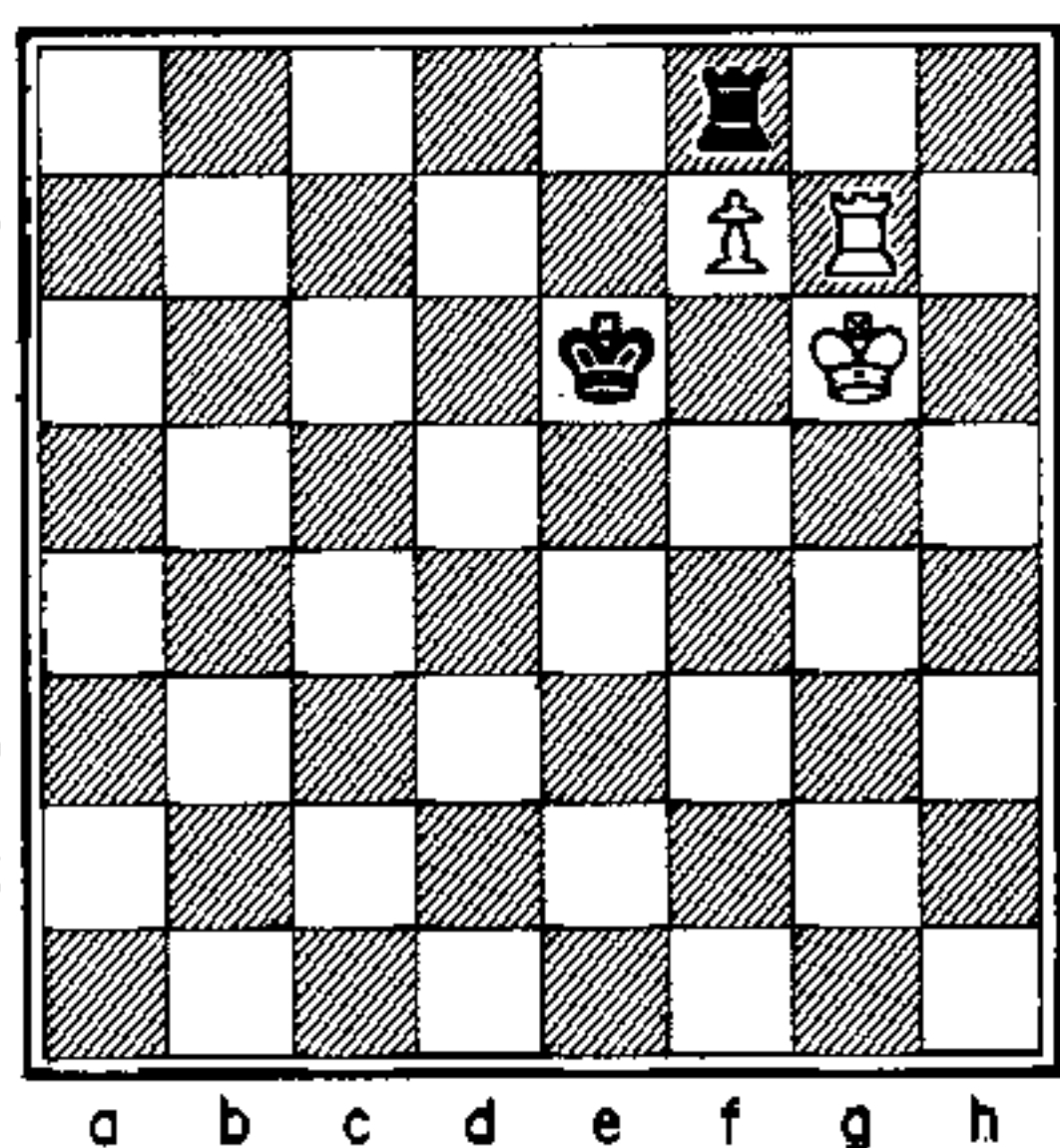
If 1 ... Rh8, then 2 Rg1! Rh6+ 3 Kf7 Rh7+ 4 Kf8 Rh8+ 5 Kg7 Re8 6 Kf6! and wins.

2 Rh7 Kd6 (2 ... Rg8 3 Rh1 etc. is not dangerous) 3 Rh1, and, since the pawn cannot be captured due to the check from d1, White wins easily by driving away the king.

With Black to move, 1 ... Rh8 or 1 ... Kd7 is decisively met by 2 Rh7! Let us now move the position one file to the right.

333

=/-



333. This is a position of mutual zugzwang. If it is White to move, after 1 Rh7 Ke7 2 Rh1 Black can play 2 ... Rxe7. Therefore White cannot improve his position.

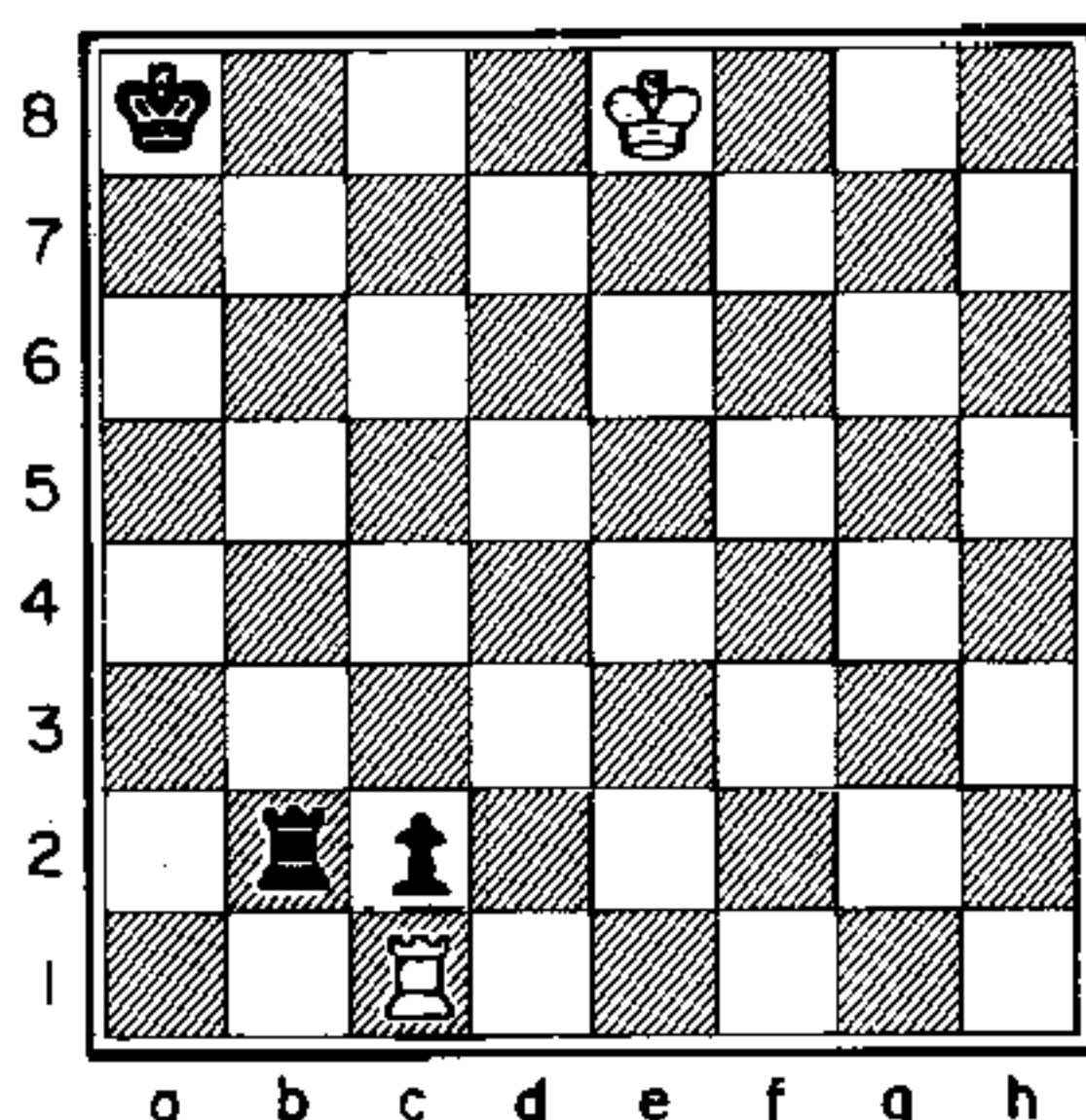
On the contrary, with Black to move 1 ... Ke7 is met by 2 Rh7 Ke6 3 Rh1 etc.

Knowing position 333, it is not difficult to solve the following study.

Vancura, 1926

334

=



334. In approaching the pawn with his king, White must obtain the previous position with Black to move. Therefore he loses after 1 Kd7? Kb7 2 Kd6 Kb6 3 Kd5 Kb5 4 Kd4 Kb4 5 Kd3 Kb3, when it is White to move.

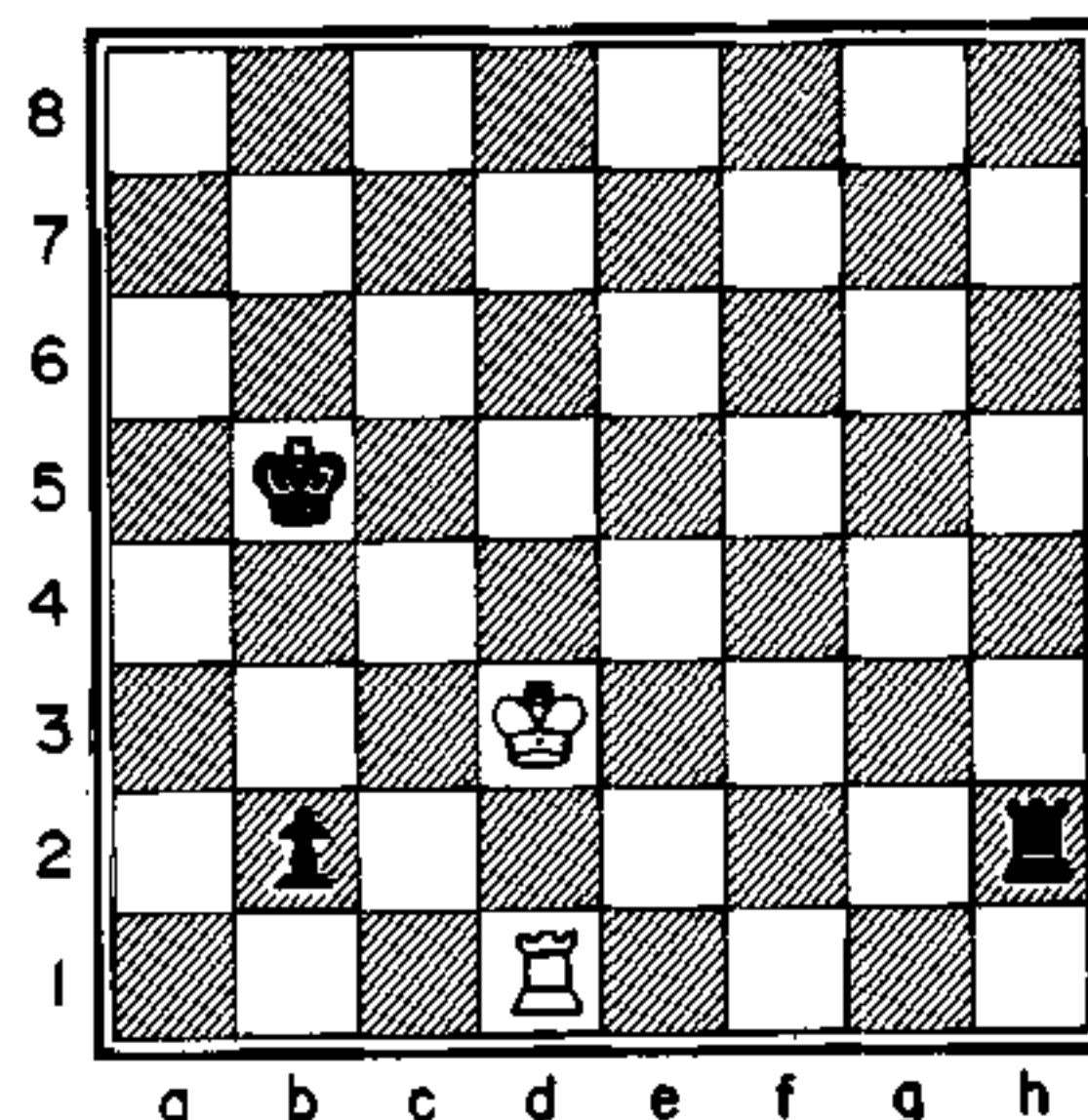
1 Ke7!! Ka7 (if 1 ... Kb7 2 Kd7!) 2 Ke6 Ka6 3 Ke5 Ka5 4 Ke4 Ka4 5 Ke3 Ka3 6 Kd2! Kb3 7 Kd3, and Black is in zugzwang. Therefore—draw.

In conclusion, here are a few endgame studies.

Kasparian, 1953

335

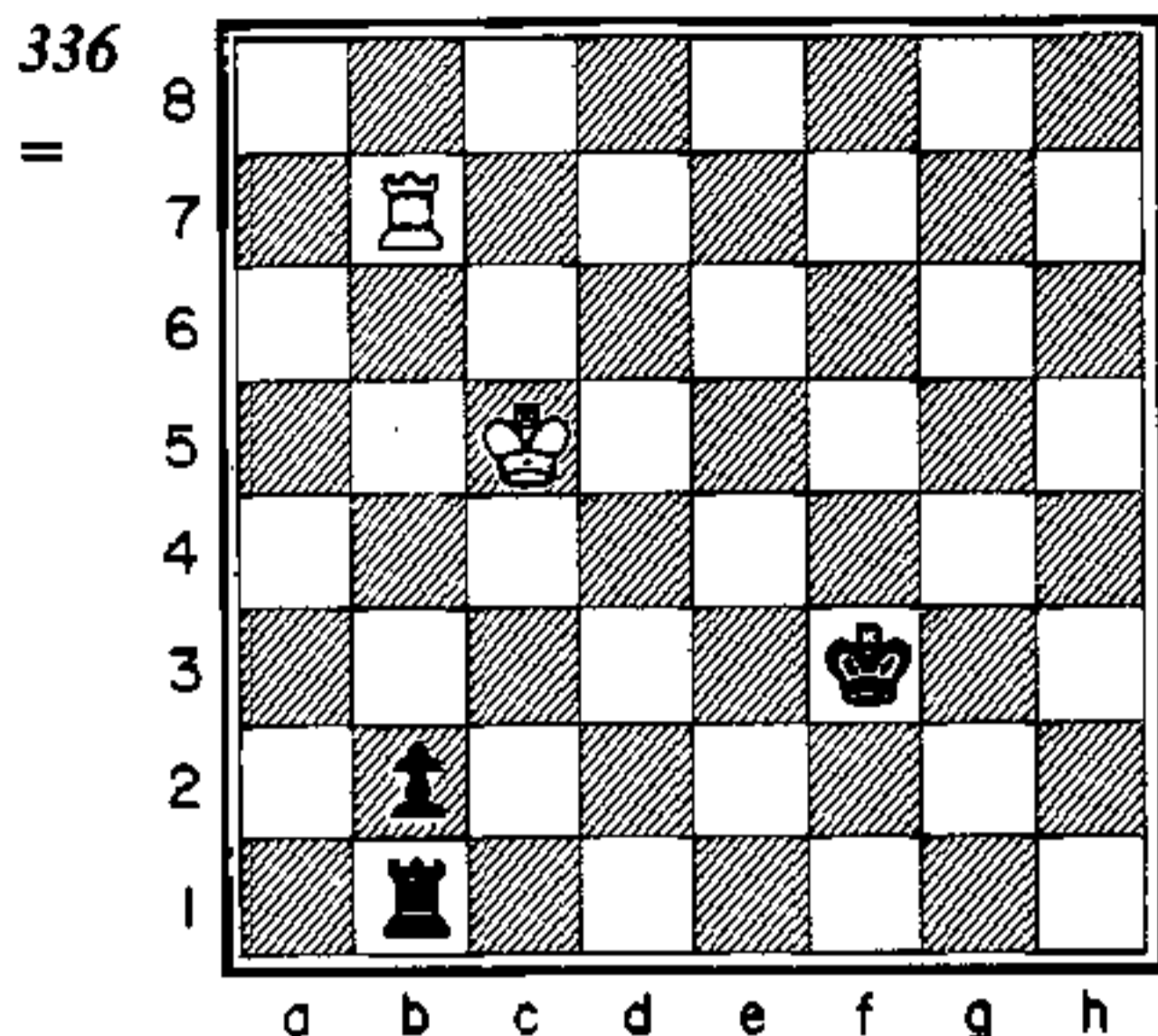
=



335. After 1 Kc3 Ka4 the only way to draw is by 2 Rd7! b1=N+! 3 Kc4 Rc2+ 4 Kd5 etc.

Pawn on the 7th Rank

Isenegger, 1954



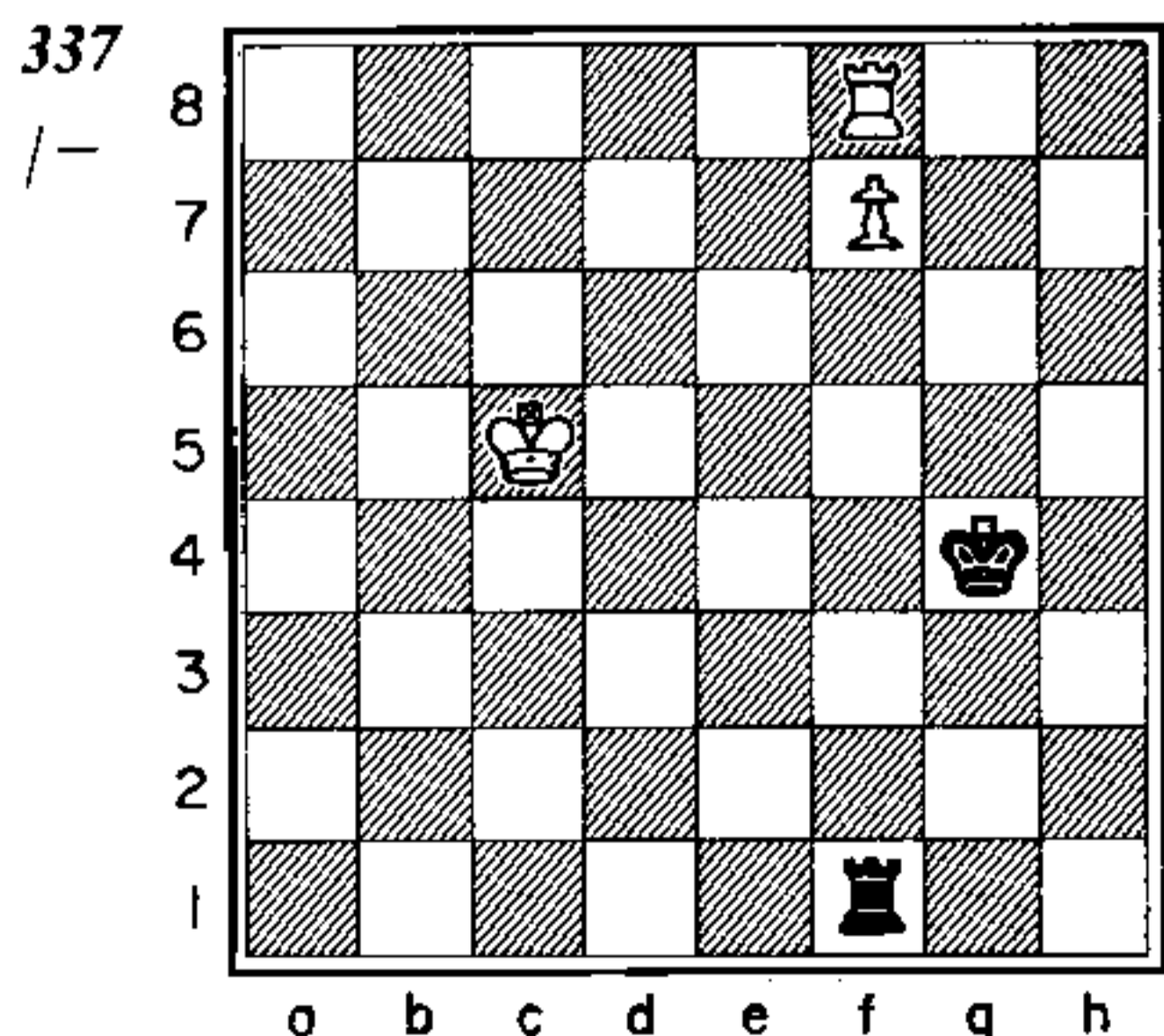
336. 1 ... Rcl+ is threatened, but White manages just in time to hide his king in the 'shadow' of the pawn.

1 Rb3+ Ke2 2 Kb6! Kd2 3 Rb5! with a draw, since the black rook cannot move out from in front of the pawn: on 3 ... Kc2 White checks until the king moves away from the pawn, and then the rook returns to its post.

On the 2nd move White loses after both 2 Kb4? Kd2 3 Rh3 (3 Ka3 Kc2) 3 ... Rd1 4 Rh2+ Kc1, and 2 Kb5? Kd1! 3 Rb4 (3 Kb4 Kd2!) 3 ... Kd2 4 Rd4+ Ke3! 5 Rb4 Kd3!, when White is in zugzwang.

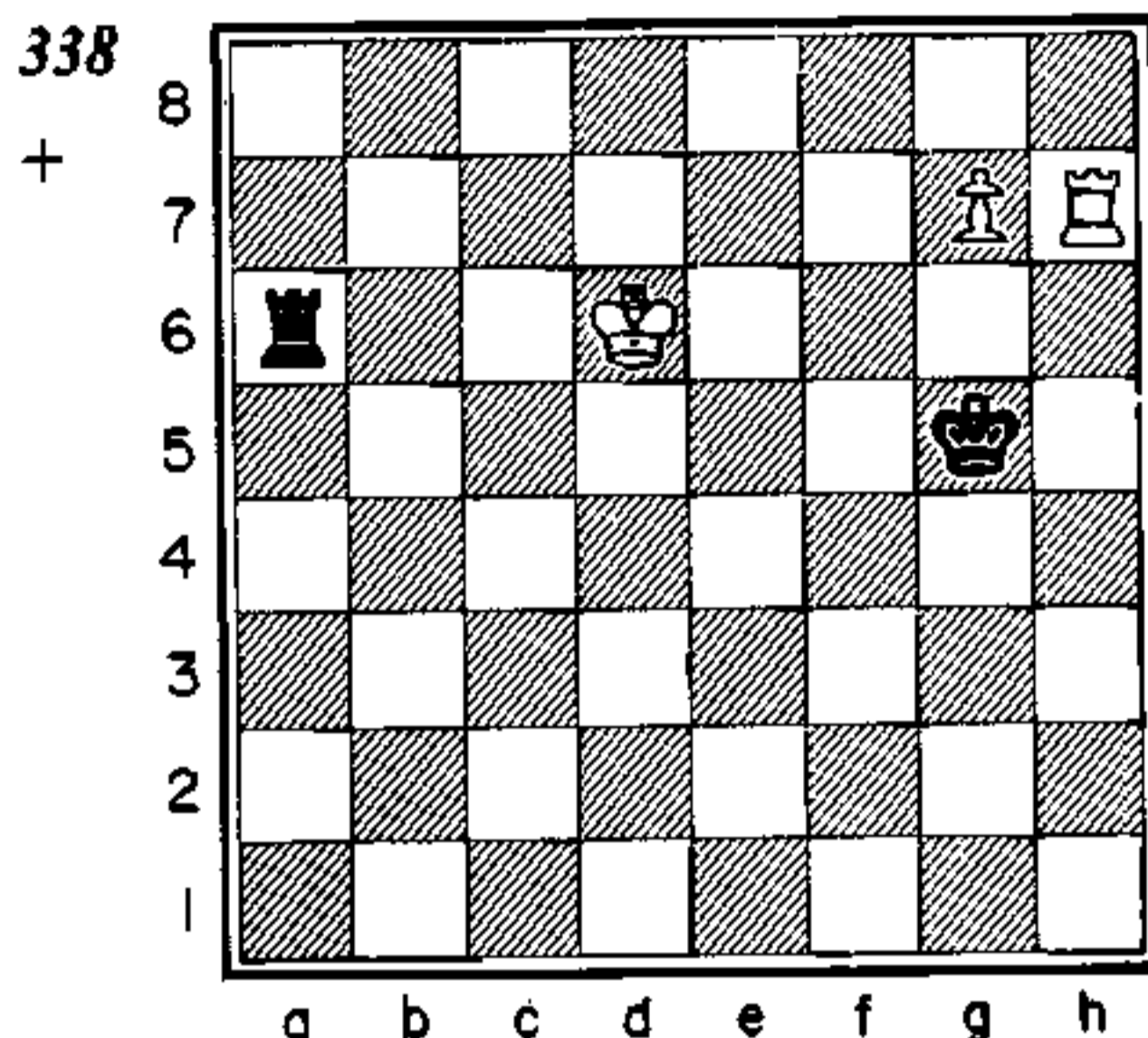
In the next two examples White wins in similar fashion, by creating a zugzwang position.

Mandler, 1952



337. After 1 ... Rf5+ 2 Kd6 Black has to reply 2 ... Kf4, since he immediately loses after 2 ... Kf3 3 Ke6. But now comes 3 Kd7! Rd5+ 4 Kc6 Rf5 5 Kd6, and Black is in zugzwang.

Chess Player's Chronicle, 1878



338. Where should the white king make for? If, for example, 1 Ke7, then 1 ... Ra7+, and it has to go back, while after 1 Ke5 Rg6 White is in zugzwang.

The way to win is by 1 Kd5! Rg6 2 Ke5, when it is Black who is in zugzwang. 2 ... Kg4 is met by 3 Rh1! Kf3 4 Rf1+ Kg2 5 Rf7 Kg3 6 Kf5 etc.

We will now examine some studies which strikingly demonstrate the methods of play when both kings are a long way from the pawn. Strictly speaking, in the initial positions the pawn is still on the 6th rank, but on the very first move it advances to the 7th.

339. 1 d7 Rd5.

There is nothing better. After 1 ... Rg8 2 Rc7 Rd8 3 Kg2 White wins by approaching the pawn with his king.

2 Kg2.

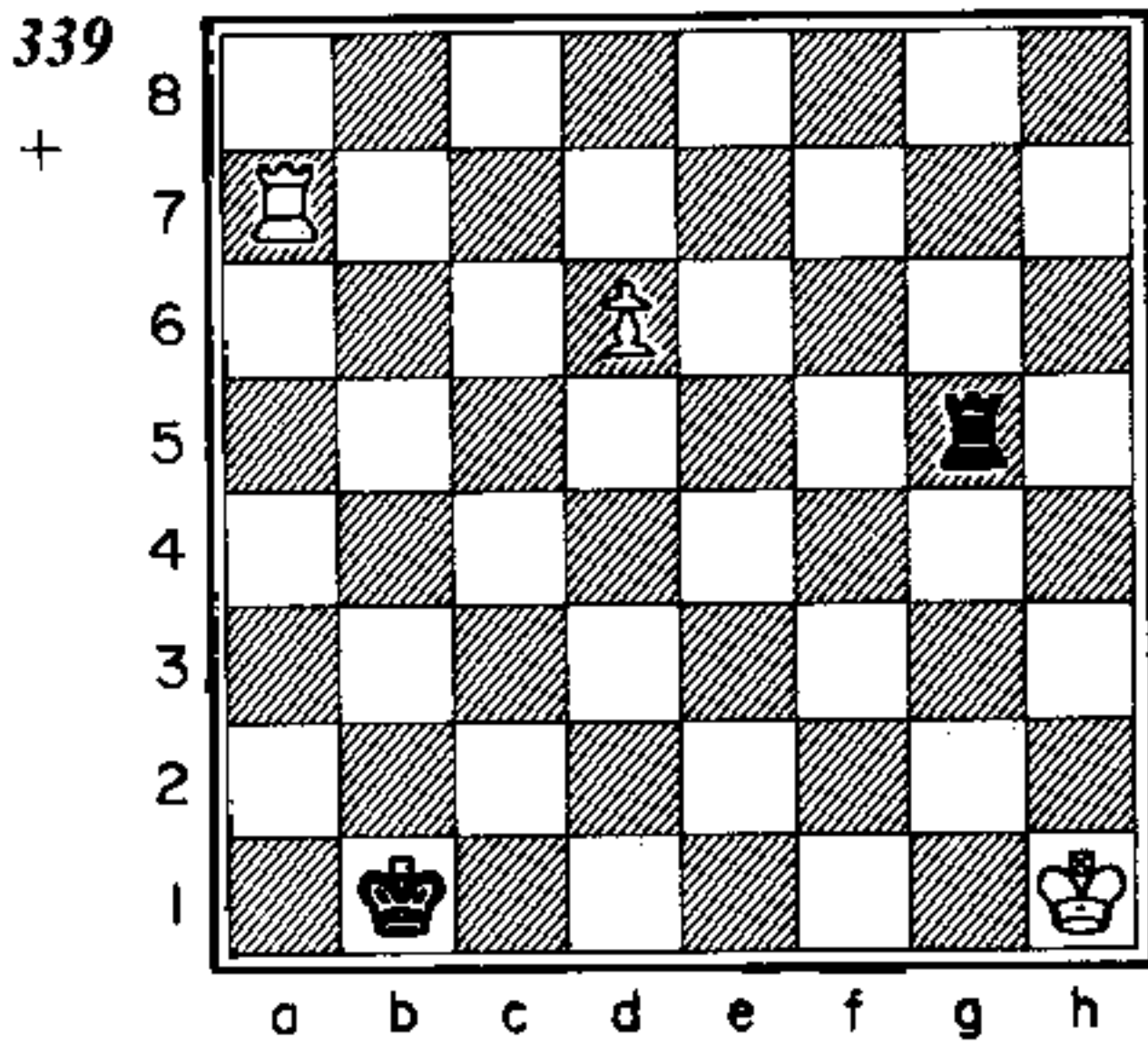
The attempt to cut off the king does not succeed: 2 Rc7 Rd2!, and Black in turn cuts off the white king.

2 ... Kc2 3 Kf3 Kd3 4 Kf4 Kd4 5 Rc7!

The only move. All others lead to a draw,

Rook and Pawn against Rook

Weenink, 1925



e.g. 5 Ra1 Kc4 6 Ra7 Kb5! 7 Ke4 Rd1 8 Ke5 Kb6.

5 ... Kd3 (of course, not 5 ... Rd6 6 Rcl and wins) 6 Rb7!

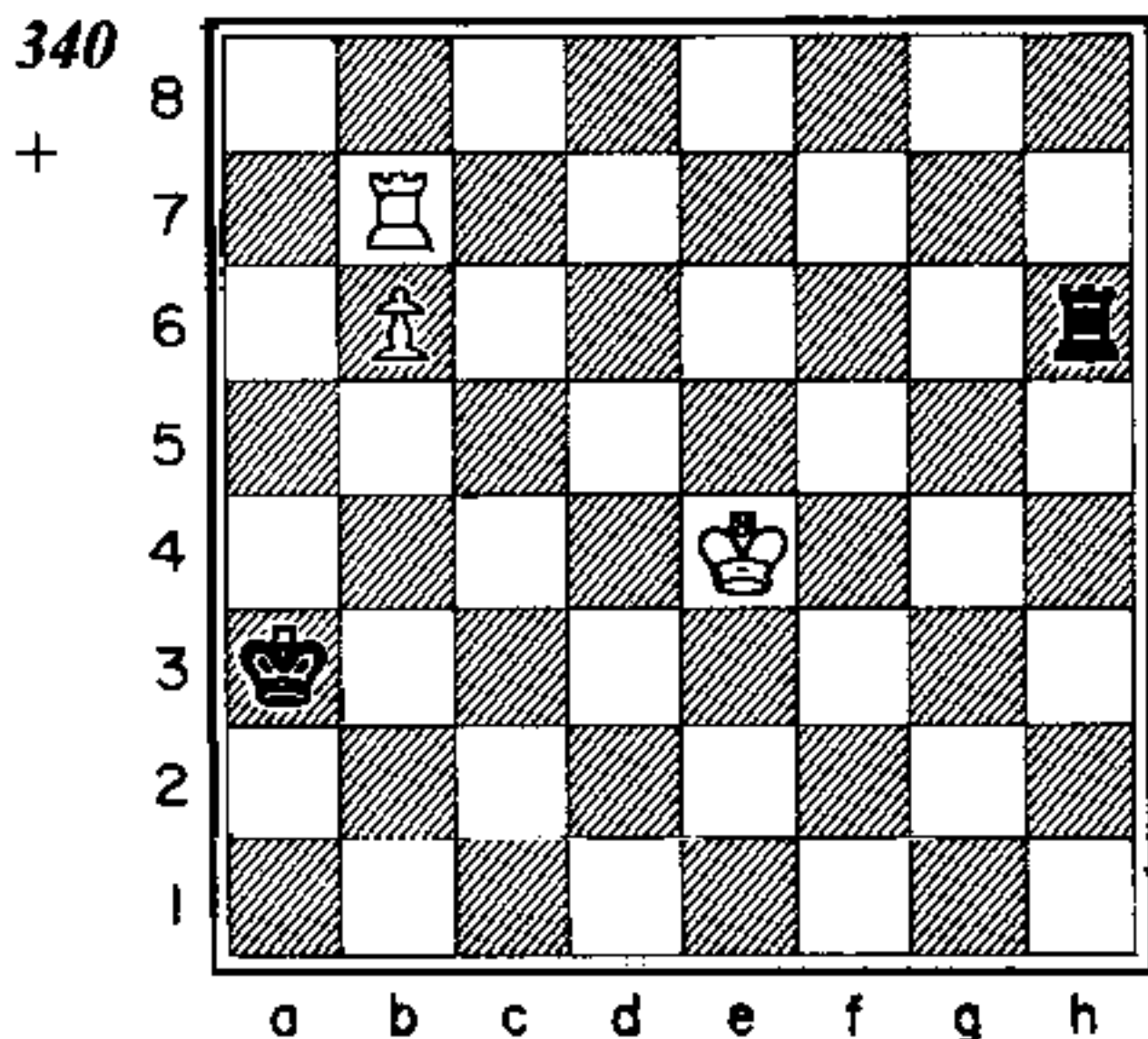
Here too White's problem is to give his opponent the move. 6 Rcl would have been premature due to 6 ... Kd2.

6 ... Kd4 (6 ... Kc4 7 Ke4 Rd1 8 Ke5 Kc5 9 Ke6 Kc6 10 Ra7 etc.) 7 Ra7! Kd3.

If 7 ... Rd6, then 8 Kf5 Kd5 9 Rc7 Kd4 10 Rcl! Ke3 11 Re1+ Kd2 12 Re7, as in the previous example.

8 Rc7 Kd4 9 Rc1!, and White wins.

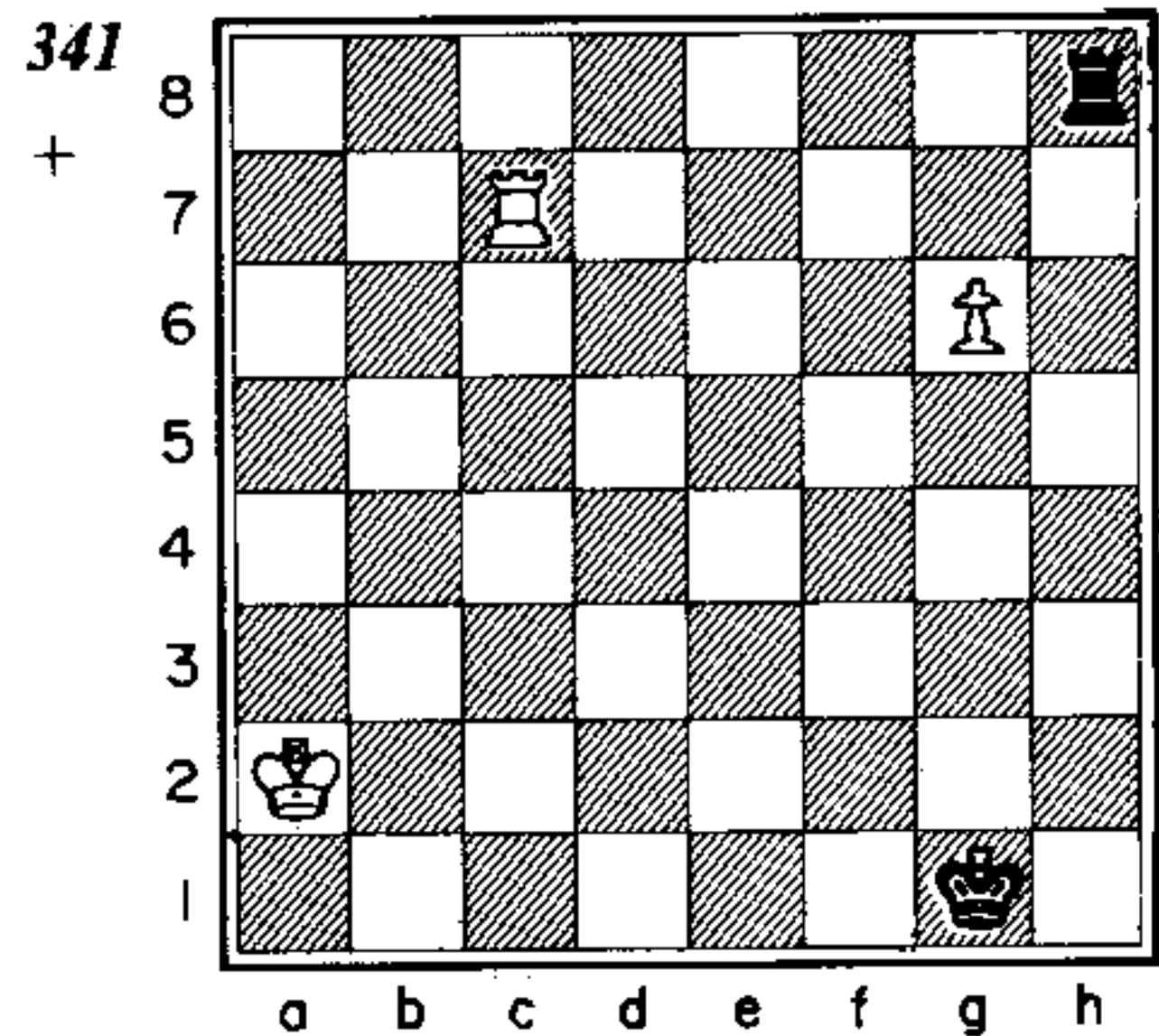
Grigoriev, 1938



340. 1 Ra7+ Kb4 2 b7 Rb6 3 Kd4! Rd6+!
The most tenacious. 3 ... Kb5 4 Kd5 Kb4 loses quickly to 5 Ra1.

4 Ke5 Rb6 5 Ra1! Kc3 6 Rc1+ Kb2 7 Rc7 Kb3 8 Kd5 Kb4 (if 8 ... Ka4 9 Kc5 Ka5, then 10 b8=Q! Rxb8 11 Ra7 mate) 9 Rc1 Ka3 10 Ra1+ Kb2 11 Ra7 and wins.

Gurgenidze, 1981



341. To win White must reach f7 with his king, but the immediate 1 Kb3? does not succeed: 1 ... Rh5! 2 g7 Rg5 3 Kc4 Kg2 4 Kd4 Kg3 5 Ke4 Kg4 6 Rf7 Kg3! (6 ... Kh5? 7 Rf5) 7 Ra7 Kg4 8 Ra1 Kh3! 9 Rh1+ Kg2 10 Rh7 Kg3 11 Rh1 Kg2 with a draw.

1 g7 Rb8!

If 1 ... Rg8, then 2 Kb3 Kg2 3 Kc4 Kg3 4 Kd5 Kg4 5 Ke6 Kg5 6 Kf7 etc. Therefore Black tries to block the path of the opponent's king.

2 Rb7!

The following line would be ineffective: 2 Rf7 Rg8 3 Kb3 Kg2 4 Kc4 Kg3 5 Kd5 Kg4 6 Ke6 Kg5, when White's own rook prevents his king from going to f7.

2 ... Rc8 3 Kb3 Kg2 4 Rc7! Rd8 5 Kc4 Kg3 6 Rd7! Re8 7 Kd5 Kg4 8 Re7! Rg8 9 Ke6 Kg5 10 Kf7, and White wins.

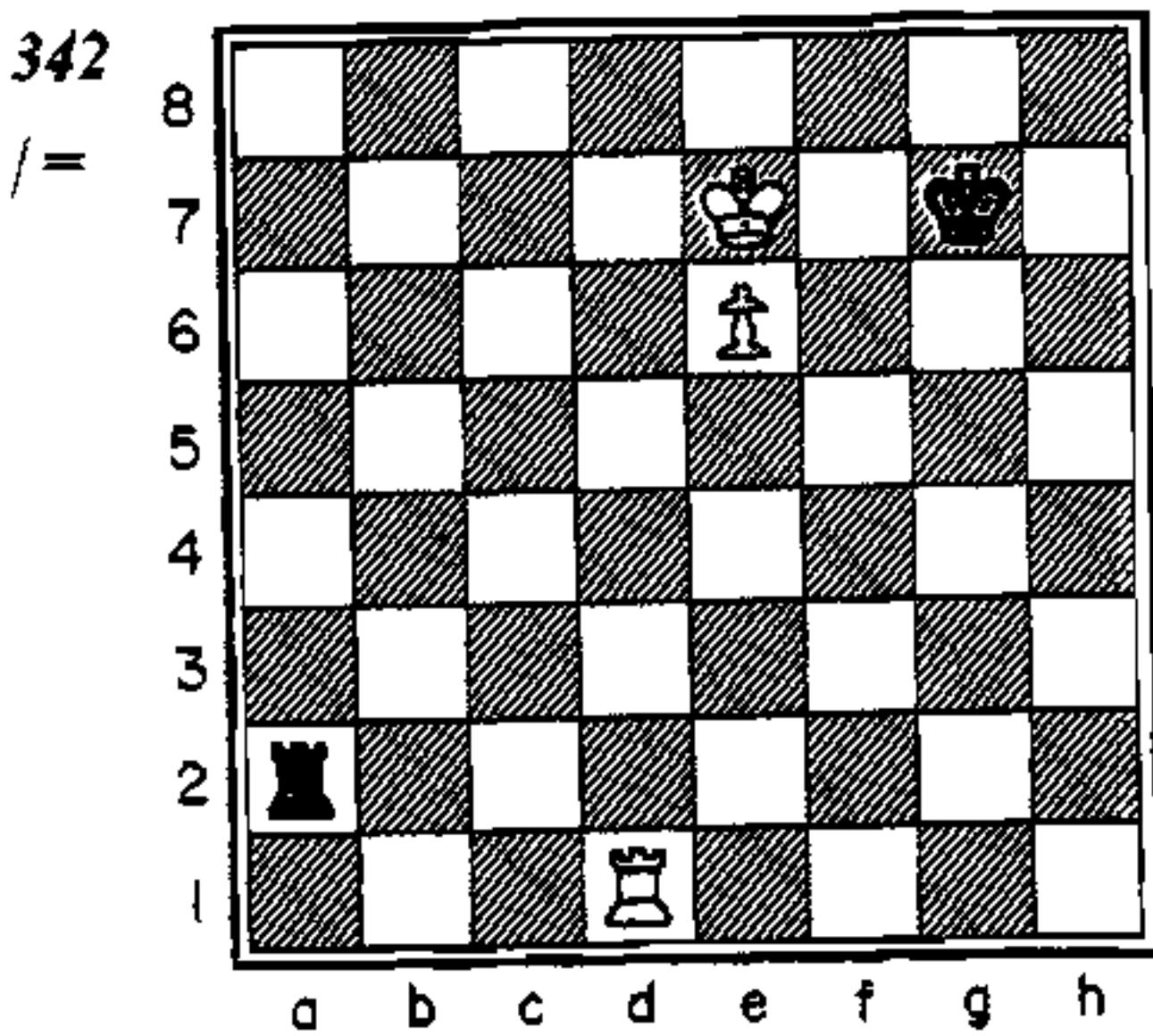
By four times offering the sacrifice of his rook, White was able to approach the pawn more quickly.

Pawn on the 6th Rank

Thus we have established the following: if the pawn is on the threshold of queening and the weaker side's king is to the side of it, the pawn usually queens. This can be prevented only in exceptional cases, by attacking with the rook from the side.

5.3 PAWN ON THE 6TH RANK

If the pawn is still on the 6th rank, the defensive chances are of course improved. Here, for example, is one of the basic drawn positions.



342. White is threatening by $Rg1+$ decisively to drive the king 2 files away, so Black is obliged to begin a counter-attack, to deprive his opponent of this possibility.

1 ... Ra7+ 2 Rd7.

If $2 Kd6$, then $2 ... Kf8$ $3 Rb1$ $Ra6+$ $4 Ke5$ $Ra2!$ (but not $2 ... Ra8$ $3 e7$ $Kf7$ $4 Rf1+$ $Kg7$ $5 Ra1!$, winning).

2 ... Ra8.

This is the most accurate, but by no means the only reply. Any move by the rook along the file is possible, except $2 ... Ra6$, when after $3 Ke8+$ $Kf6$ $4 e7$ $Ke6$ White wins by $5 Kf8$, and Black has no check on the f-file.

After, for example, $2 ... Ra2$ $3 Ke8+$ $Kf6$ $4 e7$ Black saves the game, as we have already seen (330), by $4 ... Ke6!$ $5 Kf8$ $Rf2+$ $6 Ke8$ etc. Instead of $3 Ke8+$ White can play more

cunningly— $3 Rd6!$ Now accuracy is required of Black. He loses, for example, after $3 ... Kg6$ $4 Ke8$ $Kf6$ $5 e7+$, or $3 ... Ra7+$ $4 Ke8$ $Ra8+$ $5 Rd8$ and $6 e7$. The only way to draw is by seizing the back rank: $3 ... Ra8!$ $4 Rd8$, and only now $4 ... Ra7+$ $5 Ke8$ $Kf6$.

3 Rd8 Ra7+!

But here this is the only move to draw. Black can no longer afford to wait: $3 ... Ra2$ is met by $4 Ke8$ $Kf6$ $5 e7$ $Ke6$ $6 Rb8!$

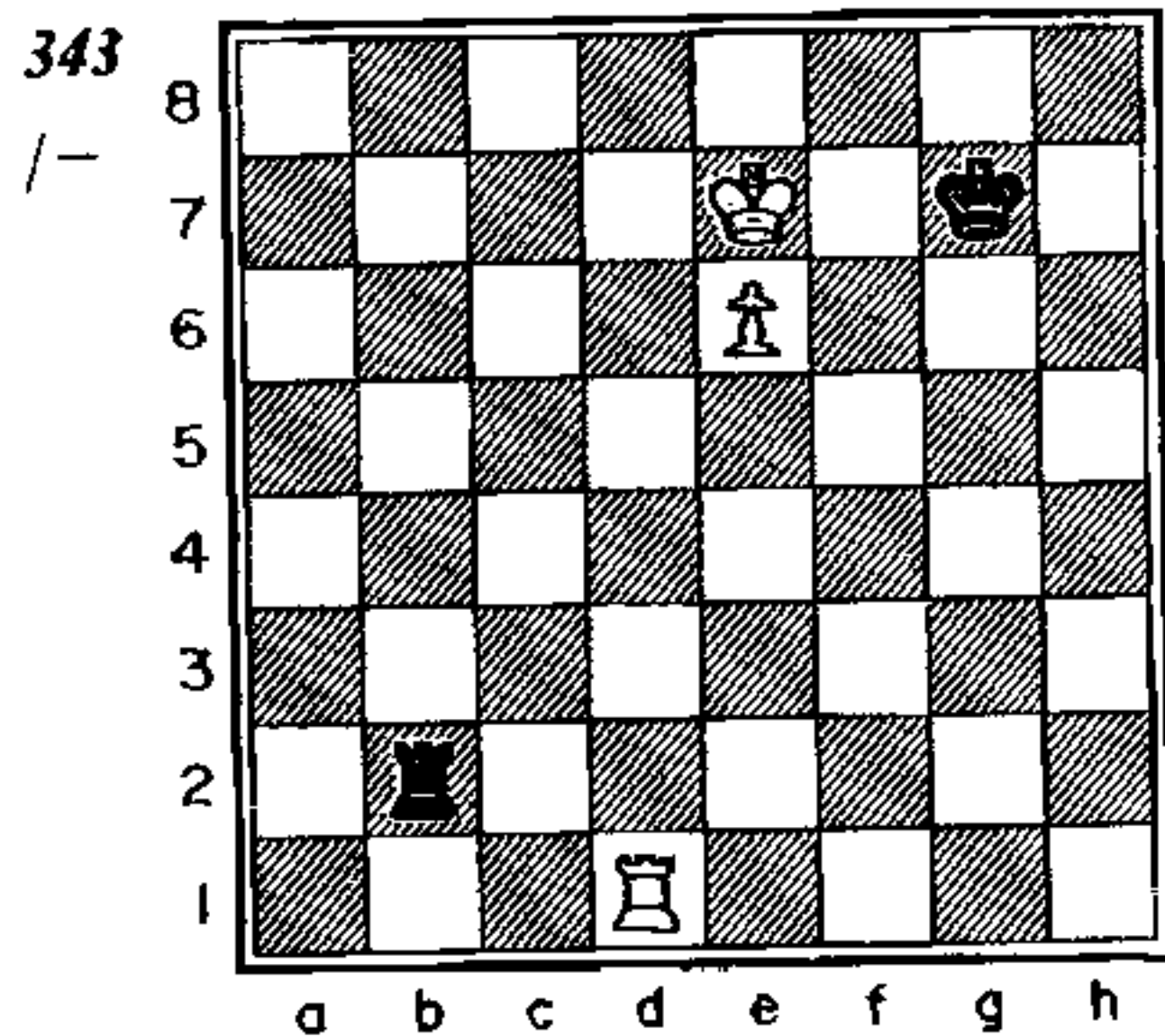
4 Kd6 Ra6+ 5 Ke5 Ra5+ 6 Rd5 Ra1 7 Kd6 Kf8. Draw.

In the main variation too White could have played $3 Rd6$, when Black's simplest reply is $3 ... Kg6!$ $4 Kd7$ $Kf6$, although $3 ... Rb8$ is also possible, since $4 Ra6$ is not dangerous in view of $4 ... Rb7+$ $5 Kd6$ $Kf6$ with a draw.

Position 342 is of great practical importance. It is very significant that Black can maintain the balance, irrespective of where the opponent's rook is placed.

We have again seen the importance of the distance between the rook and the pawn. In example 342 the distance was 3 files, and Black was able to draw. But if this distance is reduced, the result will be different. Let us move the rook, say, to b2.

Grigoriev, 1937



343. **1 ... Rb7+ 2 Rd7! Rb8.**

If $2 ... Rb1$, White can reply $3 Ra7$,

Rook and Pawn against Rook

although after 3 ... Rb8 he still has to overcome the last line of defence: 4 Kd6+! Kf6 (4 ... Kf8 5 Kd7 Re8 6 Ra1 Re7+ 7 Kd6 Rb7 8 Ra8+ Kg7 9 e7) 5 Kd7 Kg7 6 Ke7!, and we have obtained a position from the main variation. But 3 Rd8 is far simpler: 3 ... Rb7+ (3 ... Ra1 4 Ke8 Kf6 5 e7 Ra7 6 Rd6+ Kg7 7 Re6) 4 Kd6 Rb6+ 5 Kd7 Rb7+ 6 Kc6 etc.

3 Ra7 Kg6 (if 3 ... Rb1, then 4 Ra8! Rb7+ 5 Kd6 Rb6+ 6 Kd7 Rb7+ 7 Kc6 etc.) **4 Ra1! Rb7+ 5 Kd8!**

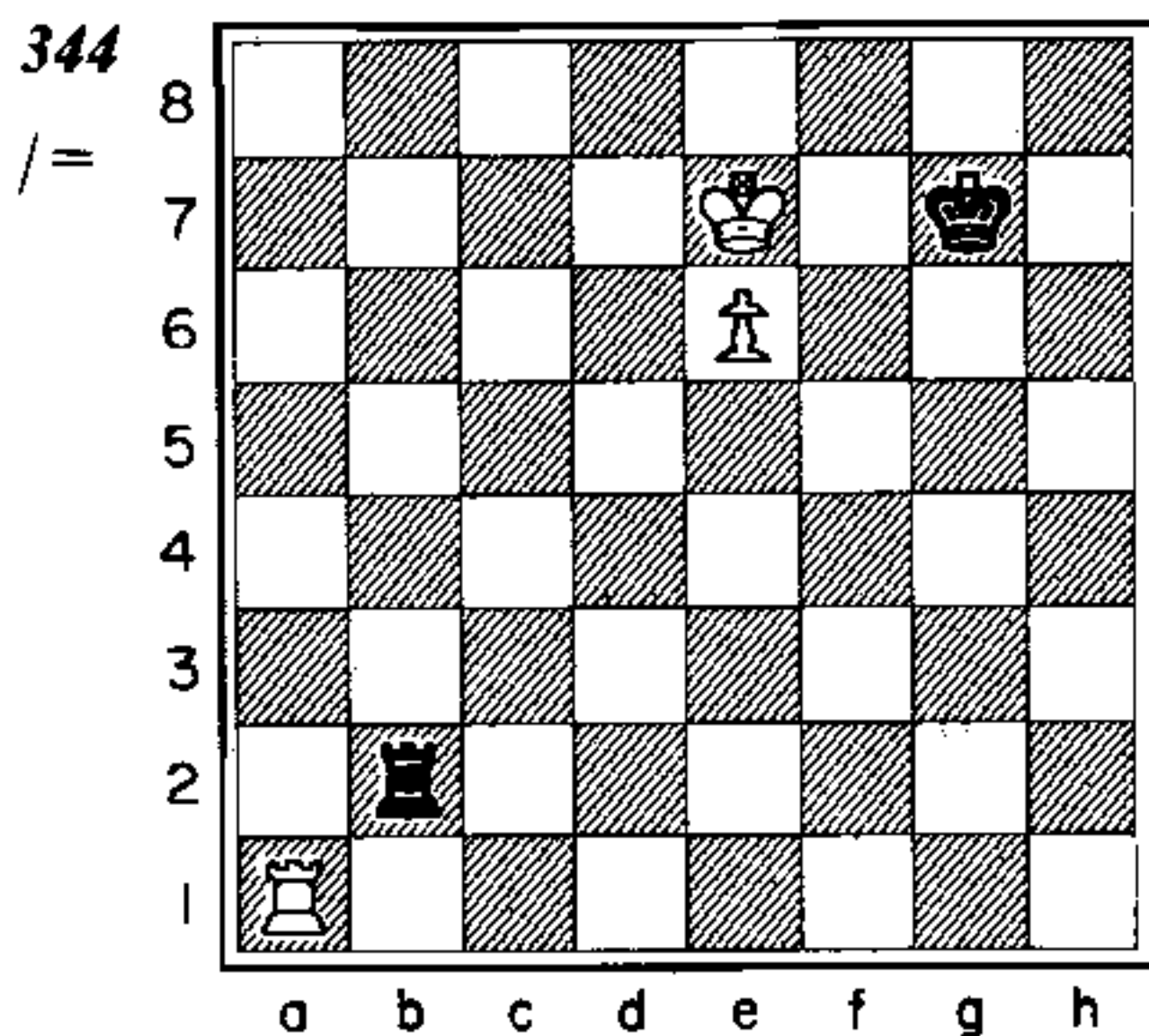
White does not fear 5 ... Kf6 in view of 6 e7!, when the pawn is immune. This instructive position has already been considered (331).

5 ... Rb8+ 6 Kc7 Rb2 7 Re1!! (now the black king does not manage to reach e8) **7 ... Rc2+ 8 Kd7 Rd2+ 9 Ke8 Ra2 10 e7** and wins.

As we see, with the black rook at b2 White was able to carry out the decisive transfer of his rook from d1–d7–a7–a1, and, with his rook well placed on the d-file, the attack from the side was not dangerous.

But had the white rook not been at d1, but less well placed—at a1, the attack from the side would again have saved the draw.

Grigoriev, 1937



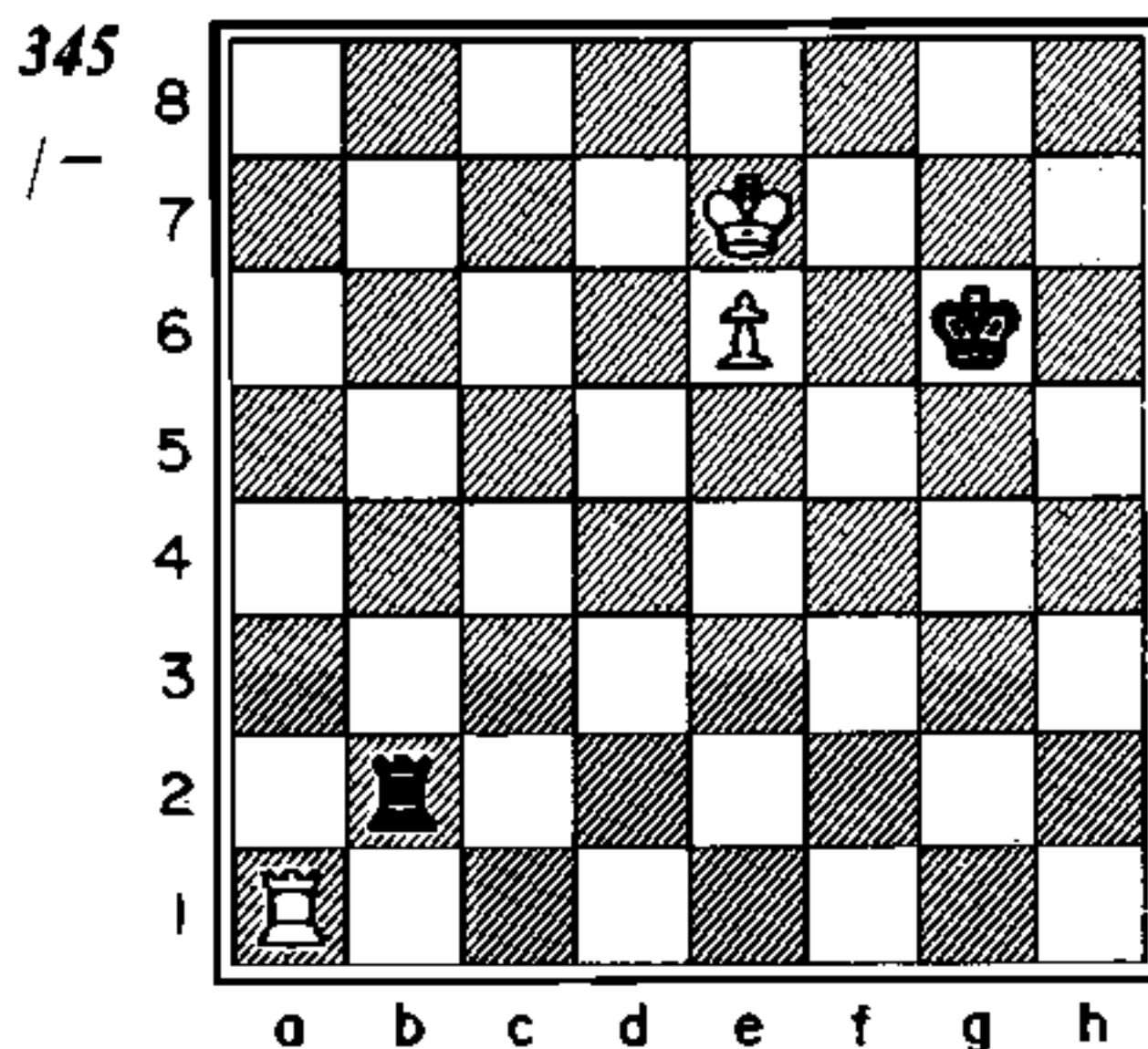
344. 1 ... Rb7+ 2 Kd6 Rb6+ 3 Kd7 Rb7+ 4 Kd8.

By checking, Black is aiming to drive the king away from the pawn, in order to improve the position of his rook. 4 Kc6 is met by 4 ... Rb2! 5 Rf1 (5 ... Kf8 was threatened) 5 ... Ra2! with a draw (320).

4 ... Rb8+! 5 Kc7 Rb2! 6 Rf1 Ra2! 7 e7 Ra7+ with a draw, as we have already seen.

The result in such endings can be influenced by the position not only of the black rook, but also the king. In example 344 let us replace the king at g6.

Grigoriev, 1937



345. The king is less well placed here, and Black is no longer able to draw.

1 ... Rb7+ 2 Kd8 Rb8+ (2 ... Kf6 3 e7) 3 Kc7 Rb2 4 Re1! (we have already seen all this in the analysis of example 343) **4 ... Rc2+ 5 Kd7 Rd2+ 6 Ke8 Ra2 7 e7** and wins.

With his king at g6 Black can draw only if the white rook is at insufficiently long range, as in the following example.

346. 1 ... Rb7+ 2 Kd8.

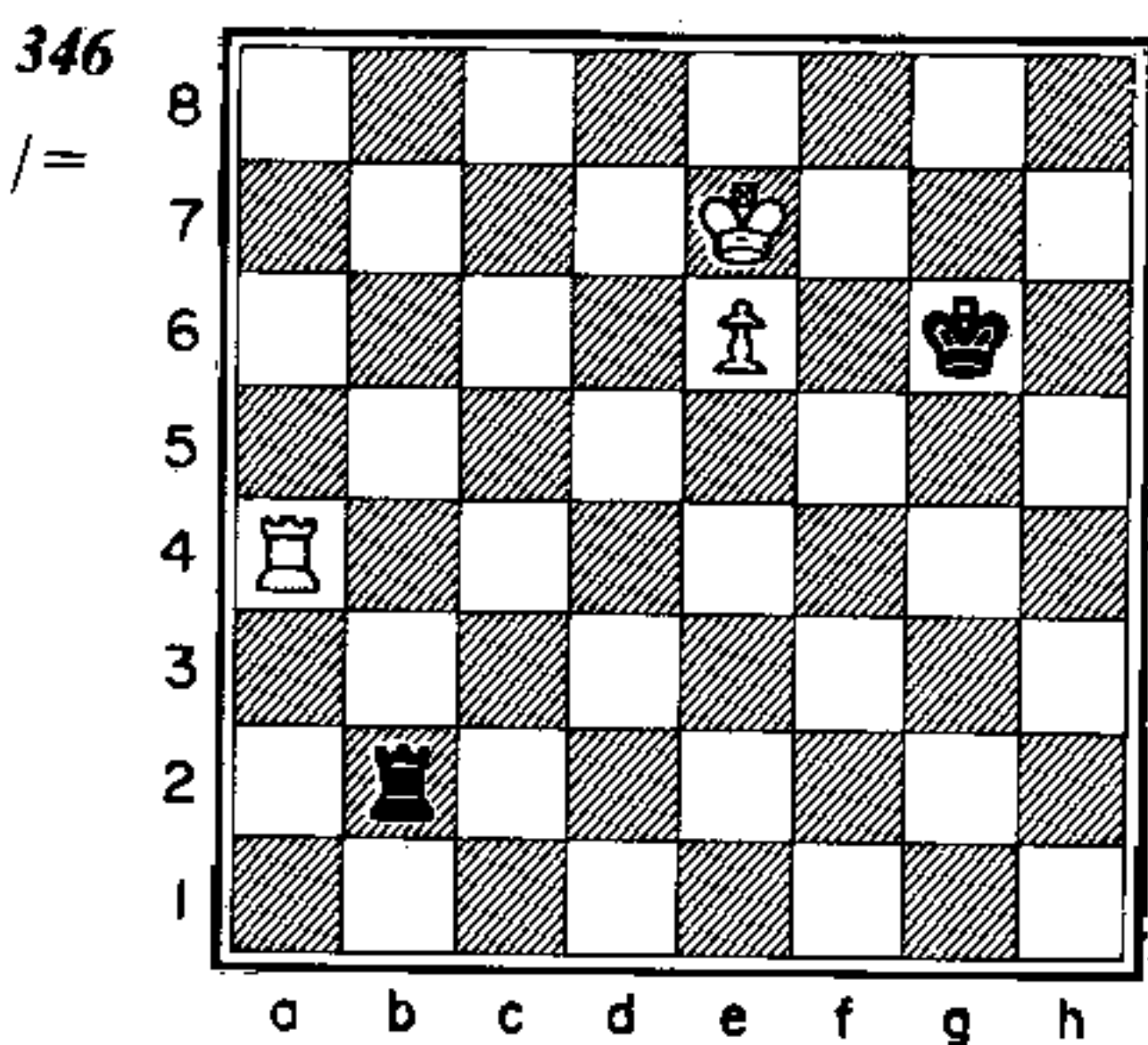
Or **2 Kd6 Rb6+ 3 Kd7 Kf6! 4 Ra1 Rb7+ 5 Kc6 Re7 6 Kd5 R×e6! 7 Rf1+ Ke7** with a draw.

2 ... Kf6 3 Re4.

White fails to win by the standard **3 e7 R×e7 4 Rf4+ Ke5(g5)**. This attack on the rook would not have been possible, had it been even one rank further away from the enemy king.

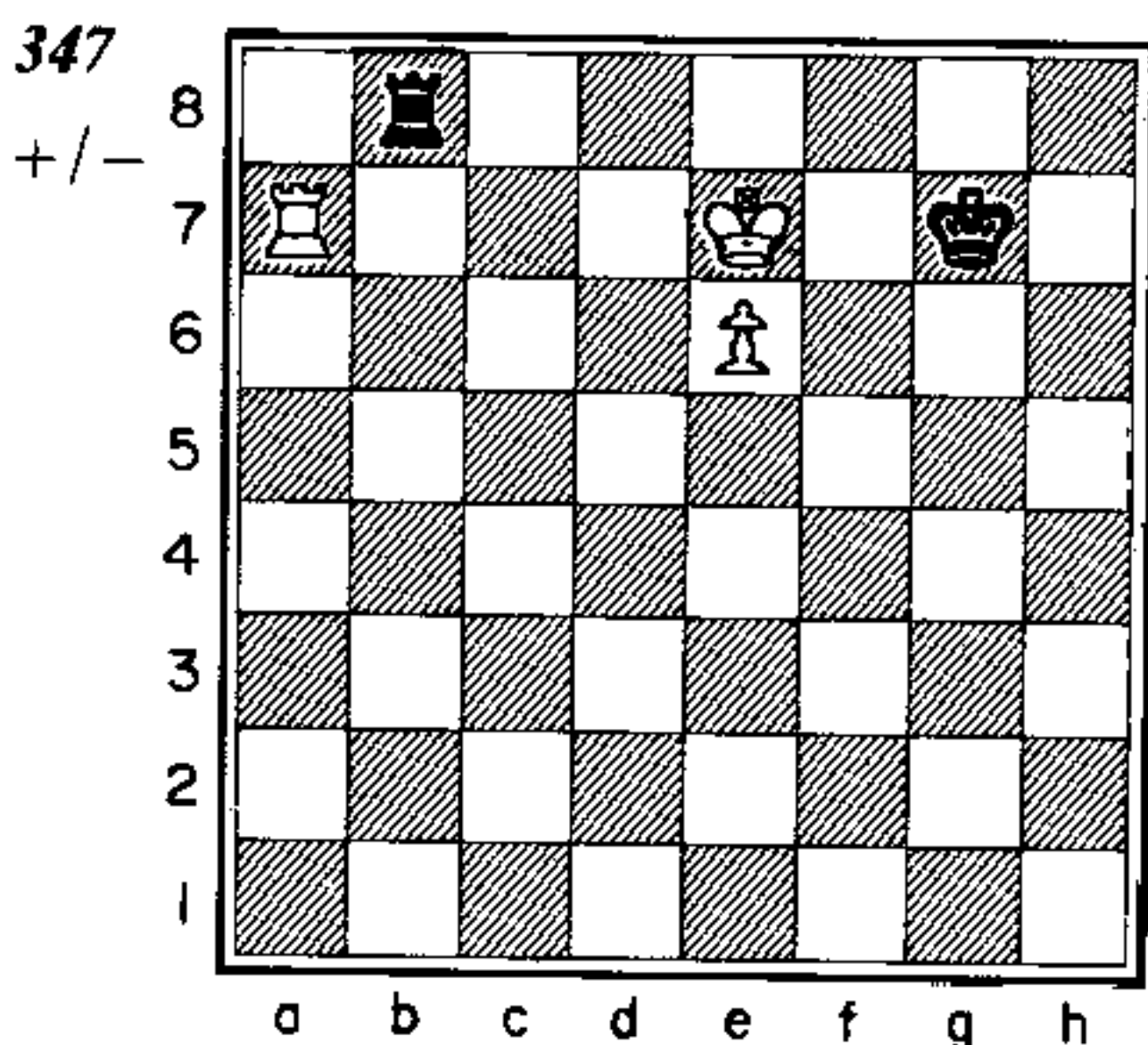
Pawn on the 6th Rank

Grigoriev, 1937



3 ... Rb8+ 4 Kc7 Ra8! The only move to draw. Bad is 4 ... Re8 5 Kd7 Re7+ 6 Kd6 Re8 7 e7, when White wins.

Of great practical importance is the following example, where the black rook has insufficient space for a successful attack from the side.



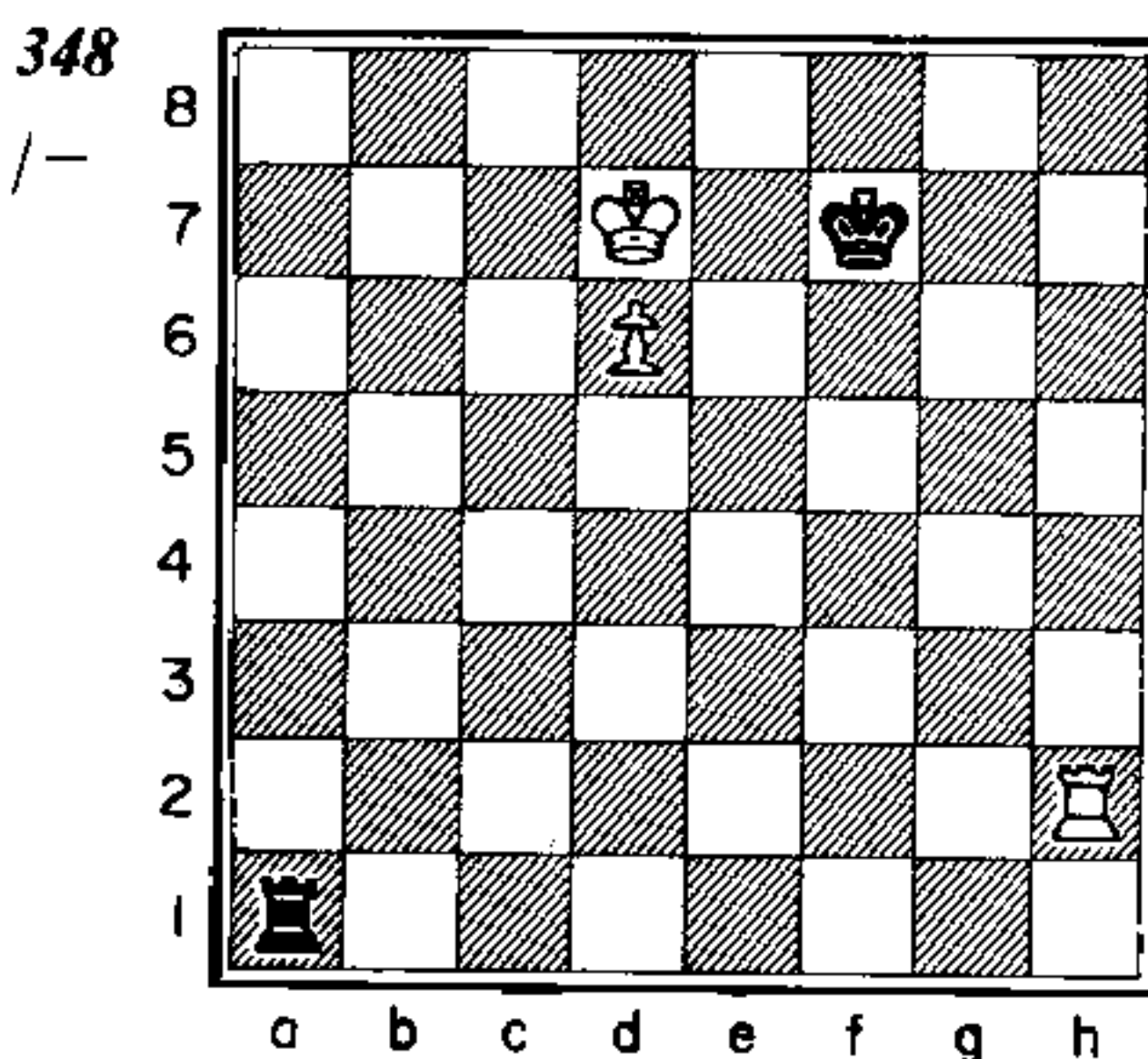
347. With the opponent to move, things are easy for White. If 1 ... Kg6, he wins by 2 Ra1 (345), while if 1 ... Rb1, then 2 Ra8 Rb7+ 3 Kd6 Rb6+ 4 Kd7 Rb7+ 5 Kc6 etc.

If it is White to play, his problem is to give his opponent the move: 1 Kd6+! Kf6.

If 1 ... Kf8, then 2 Kd7 Re8 3 Ra1 Re7+ 4 Kd6 Re8 (4 ... Rb7 5 Ra8+ Kg7 6 e7) 5 Rf1+ Kg7 6 e7 Ra8 7 Ra1!, and wins.

2 Kd7 Kg7 3 Ke7, and the problem is solved.

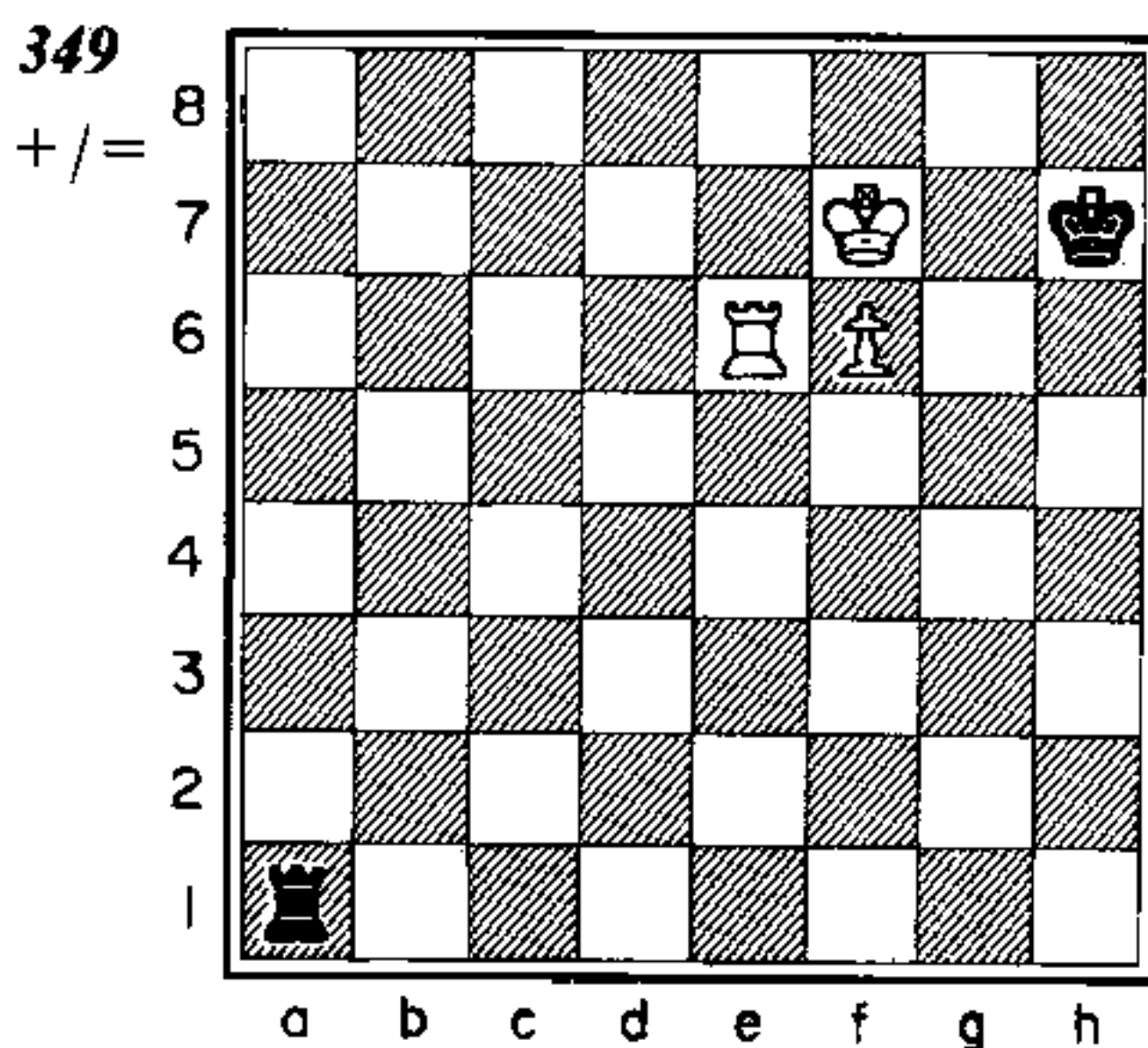
We thus come to an important conclusion: against a pawn on the 6th rank the weaker side draws by the attack from the side, if his king is on the short side and his rook not less than 3 files away from the pawn on the long side. In all other cases, provided only that the stronger side's pieces are as well placed as possible, the defence is normally unsuccessful.



348. Black is threatened with Rf2+, driving his king further away, so, as is usual in such cases, he goes onto the attack.

1 ... Ra7+ 2 Kc8 Ra8+ (as we saw earlier, 2 ... Ke6 is met by 3 d7!—331) 3 Kb7 Ra1 4 Re2! Rb1+ 5 Kc7 Rc1+ 6 Kd8 Rc3 7 d7, and the rest is well known (321).

We will now consider positions with a bishop's pawn. Here the attack from the side looks more effective, due to the greater space for the rook.

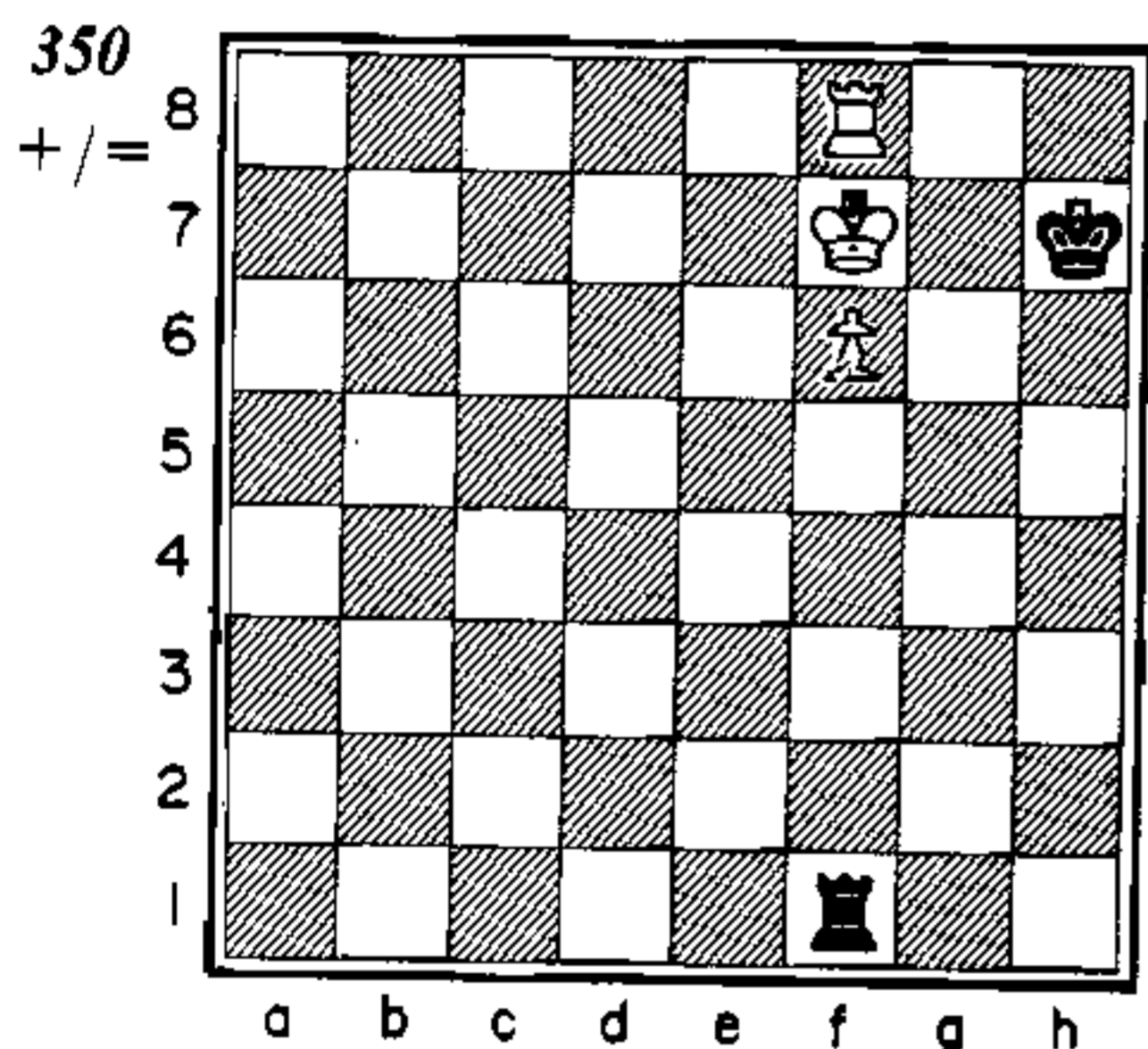


Rook and Pawn against Rook

349. Such a situation can arise in endings with f- and h-pawns. Here everything depends on the turn to move. If it is White's, he wins: **1 Kf8! Ra8+ 2 Re8 Ra6 3 f7 Ra7 4 Rd8 Rb7 5 Ke8** etc.

With Black to move, **1 ... Ra8!** is the only way to draw, not allowing the white king to step onto the 8th rank: **2 Re8 Ra7+ 3 Ke6 Ra6+ 4 Kf5 Ra5+** (all these rook checks are forced, since f6-f7 is threatened) **5 Re5 Ra8 6 Re7+ Kh6!** (6 ... Kg8? 7 Kg6) **7 Re1 Ra5+ 8 Ke6 Ra6+ 9 Kf7 Ra7+ 10 Re7 Ra8**, and White cannot achieve anything.

Rovner, 1937



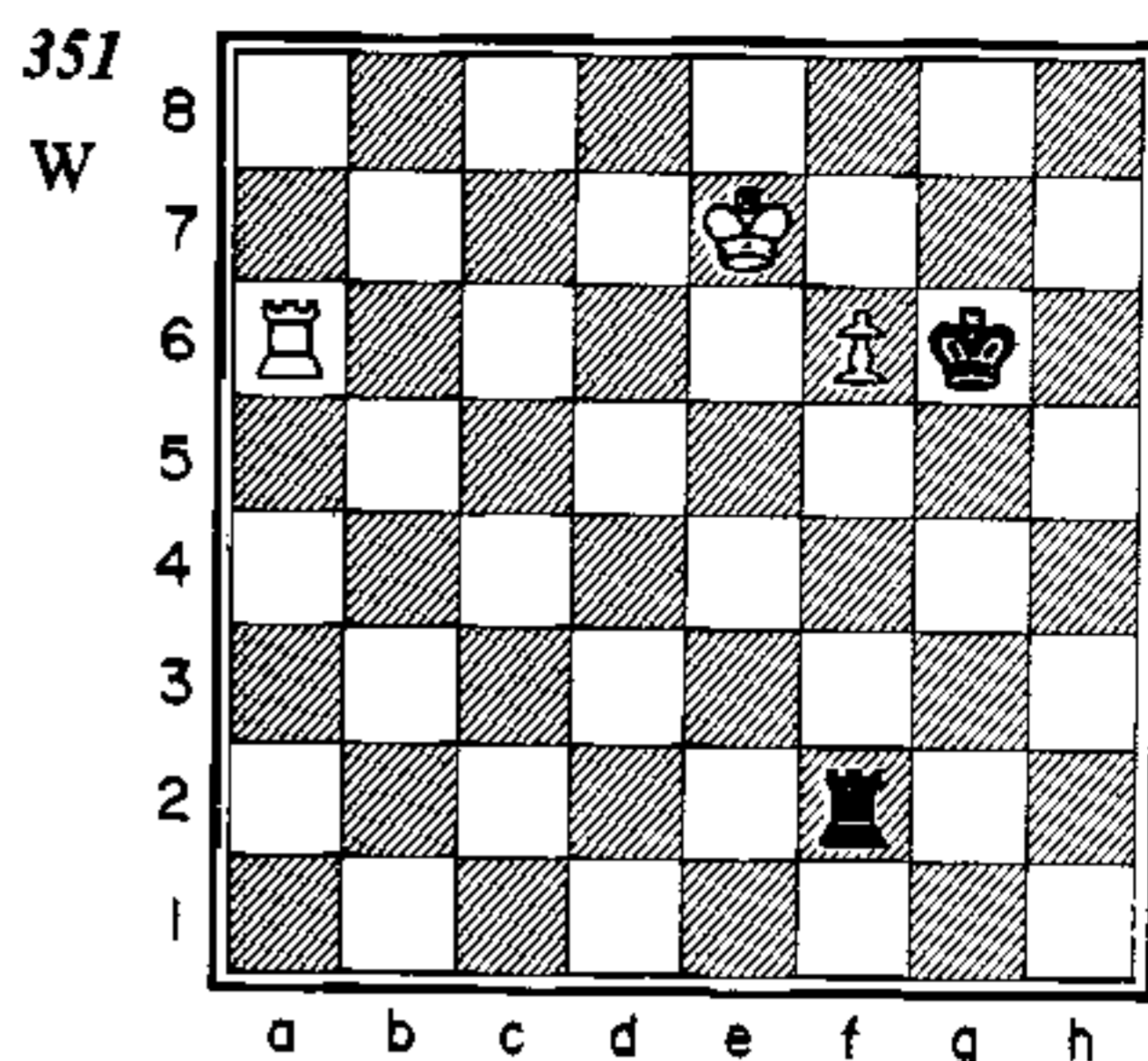
350. If White begins, he wins by moving his rook to any square from a8 to e8, e.g. **1 Re8 Ra1** (here the side attack is too late) **2 Kf8! Kg6 3 f7 Kf6 4 Rc8 Ra2 5 Rc6+** etc.

With Black to move, he draws by the side attack after **1 ... Ra1** or **1 ... Rb1**, since in the latter case the distance between the rook and the pawn is 3 files, e.g. **1 ... Rb1 2 Re8 Rb7+ 3 Re7 Rb8 4 Ke6+** (if **4 Ra7**, then **4 ... Kh6 5 Ke7 Kg6** etc.) **4 ... Kg6 5 Rg7+ Kh6 6 Rg1 Rb6+** with a draw.

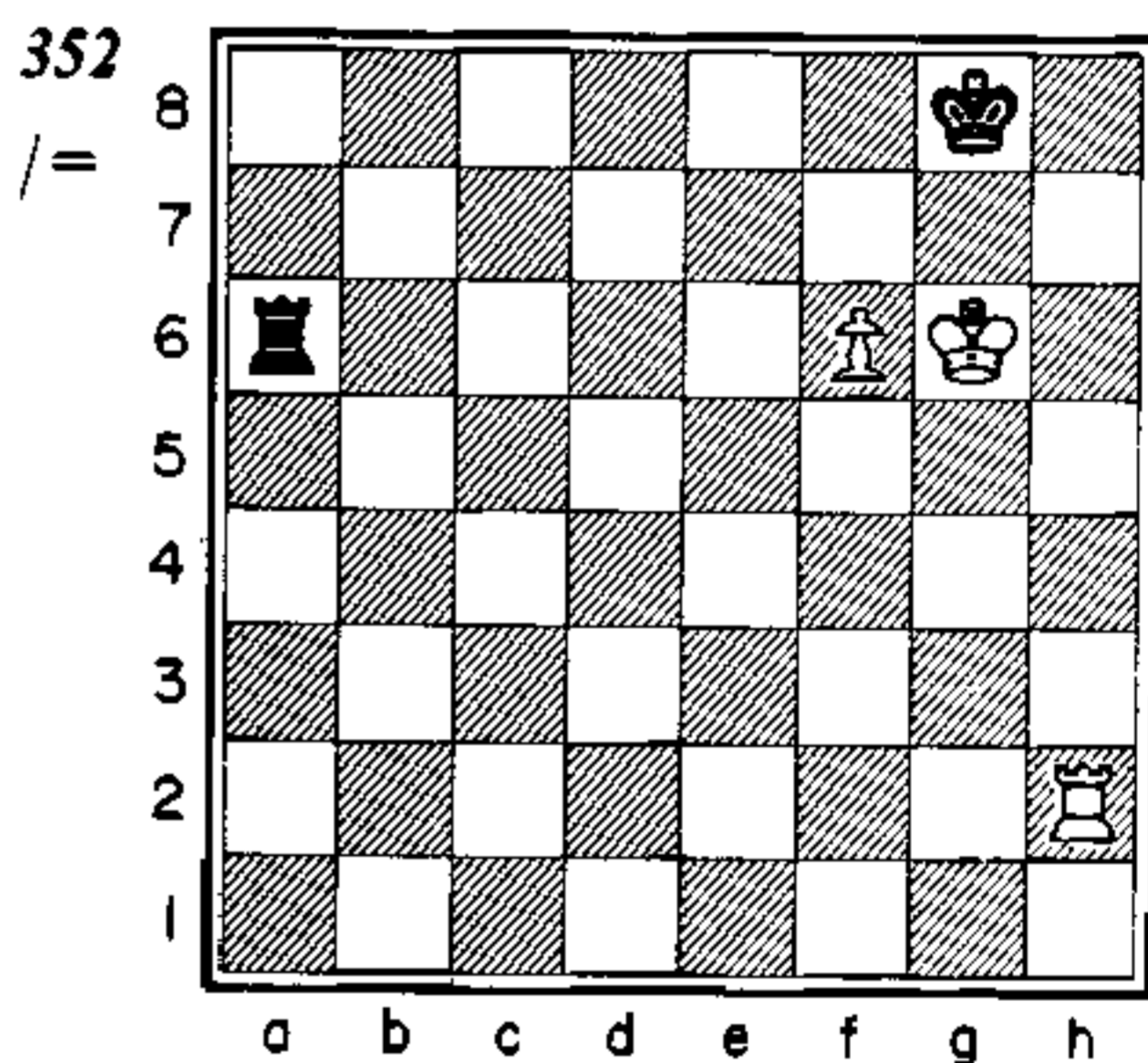
351. At the start of the century this position was still considered won for White in view of the variation **1 Re6 Rf1 2 Re2 Rf3 3 Rg2+ Kh7 4 f7** etc.

But it was later discovered that after **2 Re2** Black must switch to the defence by the side attack—**2 ... Ra1 (b1)!** with an easy draw,

from **Tattersall's A Thousand Endgames, 1910**



e.g. **3 Rg2+ Kh7 4 f7 Ra7+**, or **4 Rg7+ Kh6!** (**4 ... Kh8 5 Rg8+**!) with a draw.



352. White is threatening to switch his rook to the Q-side with decisive threats. Black has only one way of defending.

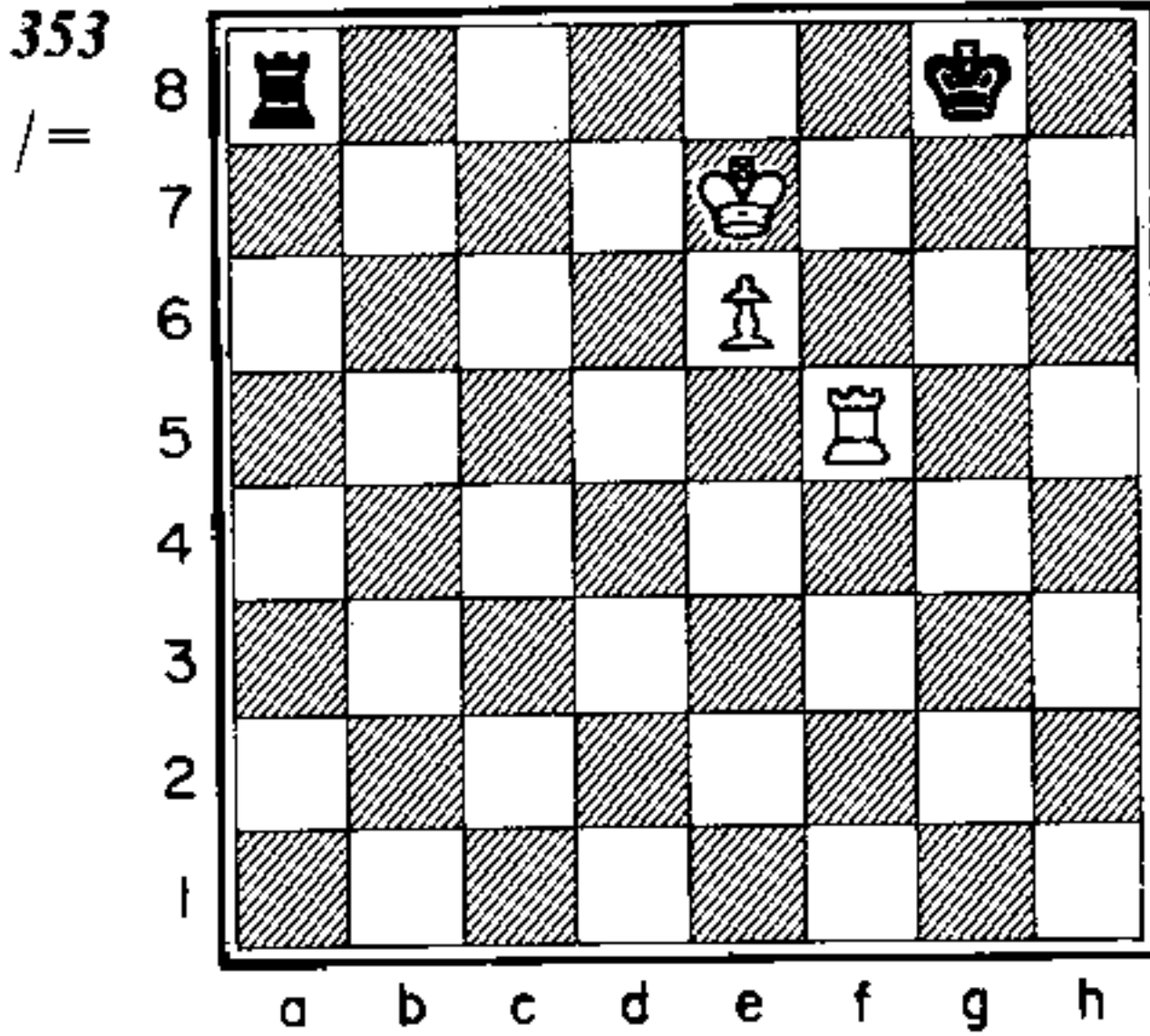
1 ... Ra7! 2 Rb2 Rg7+! Thanks to this possibility (**3 f×g7**—stalemate) Black drives away the opponent's king: **3 Kf5 Rg1** or **3 ... Ra7** with a draw.

Incidentally, similar play for stalemate is also possible against a central pawn.

353. 1 ... Ra7+ 2 Kf6.

If **2 Kd6**, the simplest is **2 ... Kg7 3 e7**

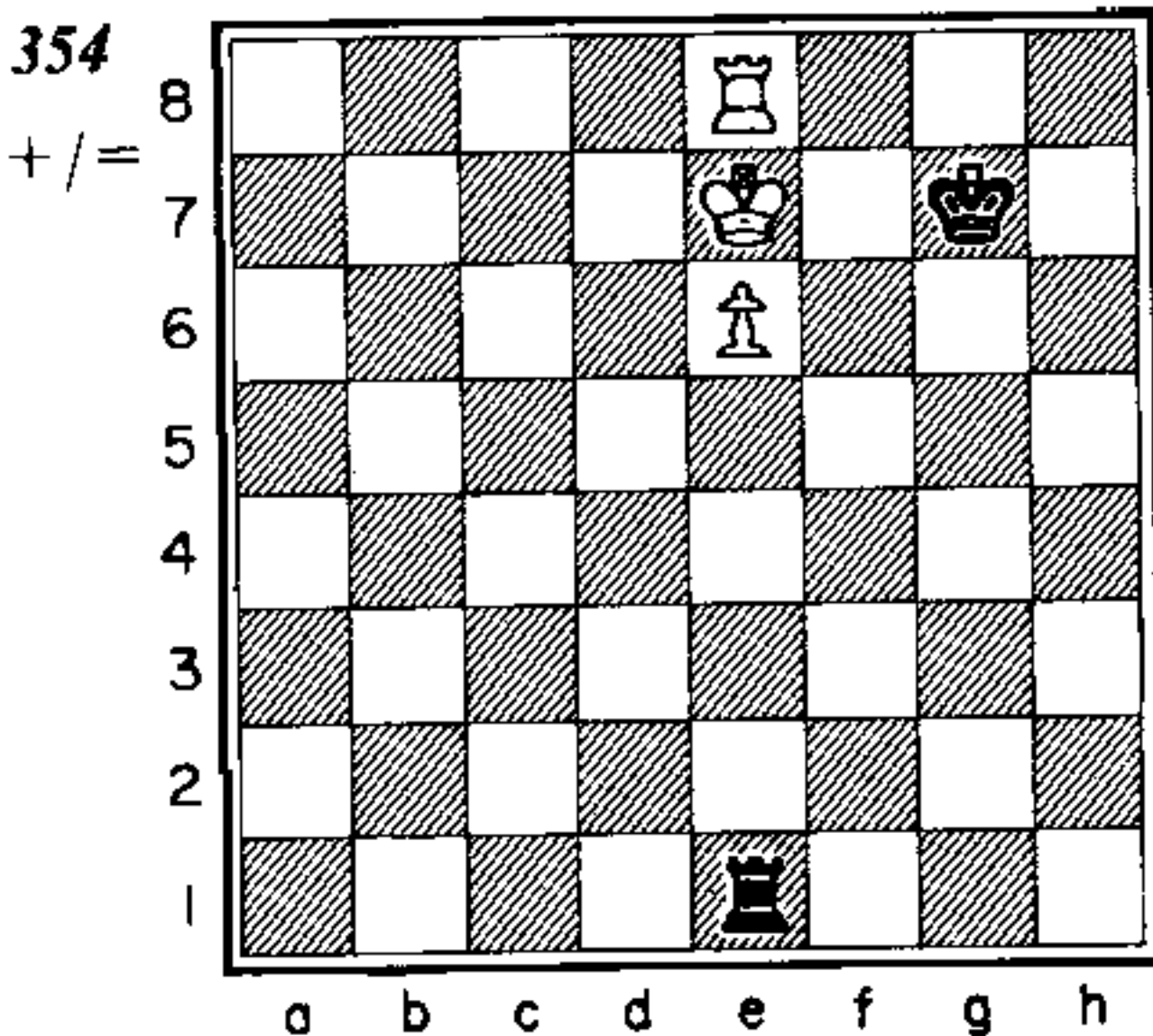
Pawn on the 6th Rank



Ra6+, but 2 ... Ra6+ 3 Ke5 Ra1! 4 e7 Ra5+! is also possible.

2 ... Kf8! 3 Rb5 Rf7+! with a draw.

Tarrasch, 1906
Rovner, 1937

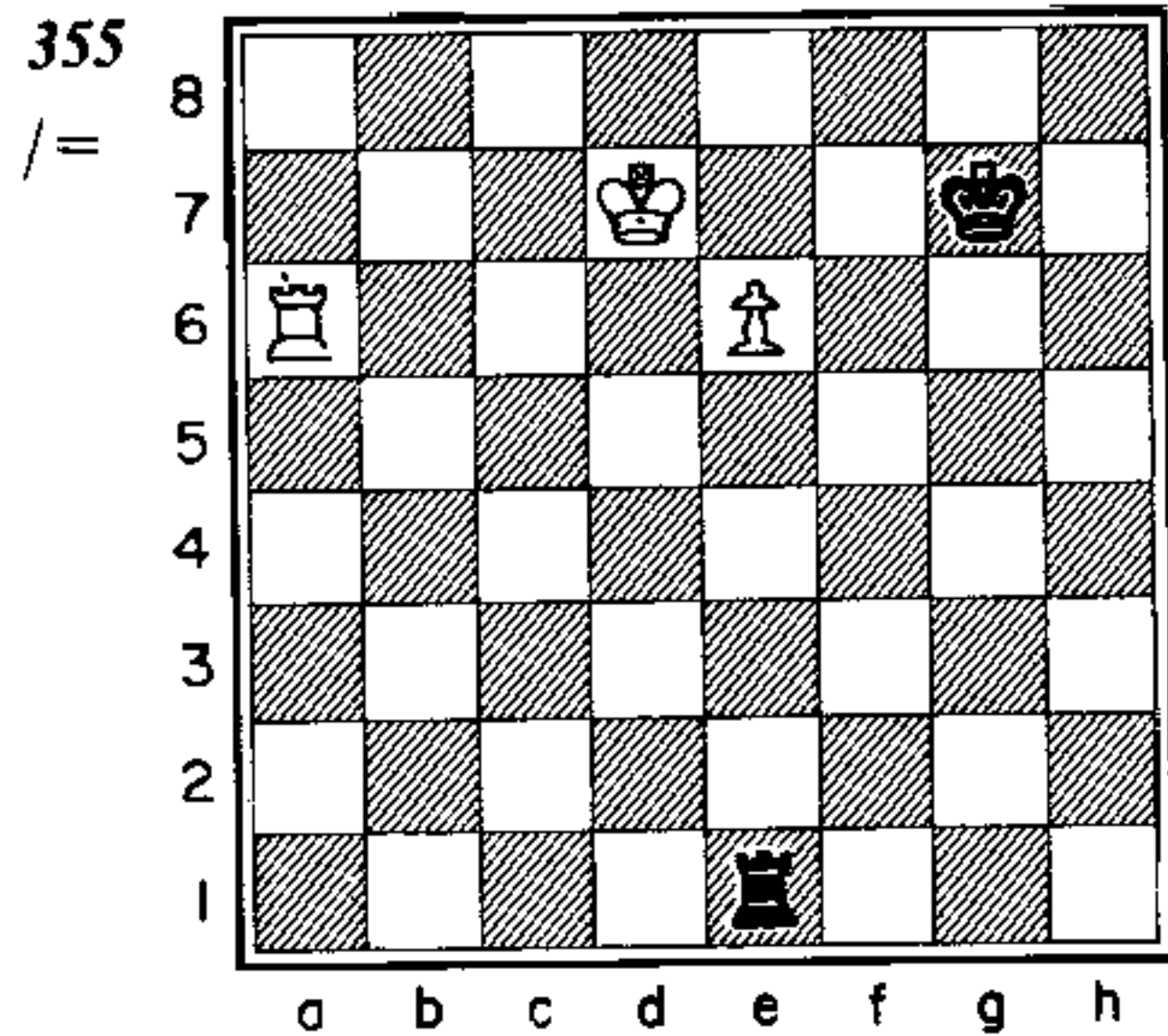


354. We have already considered the similar position with a bishop's pawn. If Black begins, he has one way to draw: 1 ... Ra1!, e.g. 2 Rd8 Ra7+ 3 Rd7 Ra8 etc., as we have already seen in the analysis of example 350.

With White to move, Tarrasch thought that 1 Ra8 won, but Rovner showed that any rook move from a8 to d8 would win, e.g. 1 Rd8 Ra1 2 Ke8! Kf6 3 e7 Ke6 4 Rb8 Ra7 5 Rb6+ or 4 ... Ra6 5 Kf8 etc.

With the pawn on the 6th rank, there are positions where the defence is based on an attack from the rear.

Kopayev, 1958



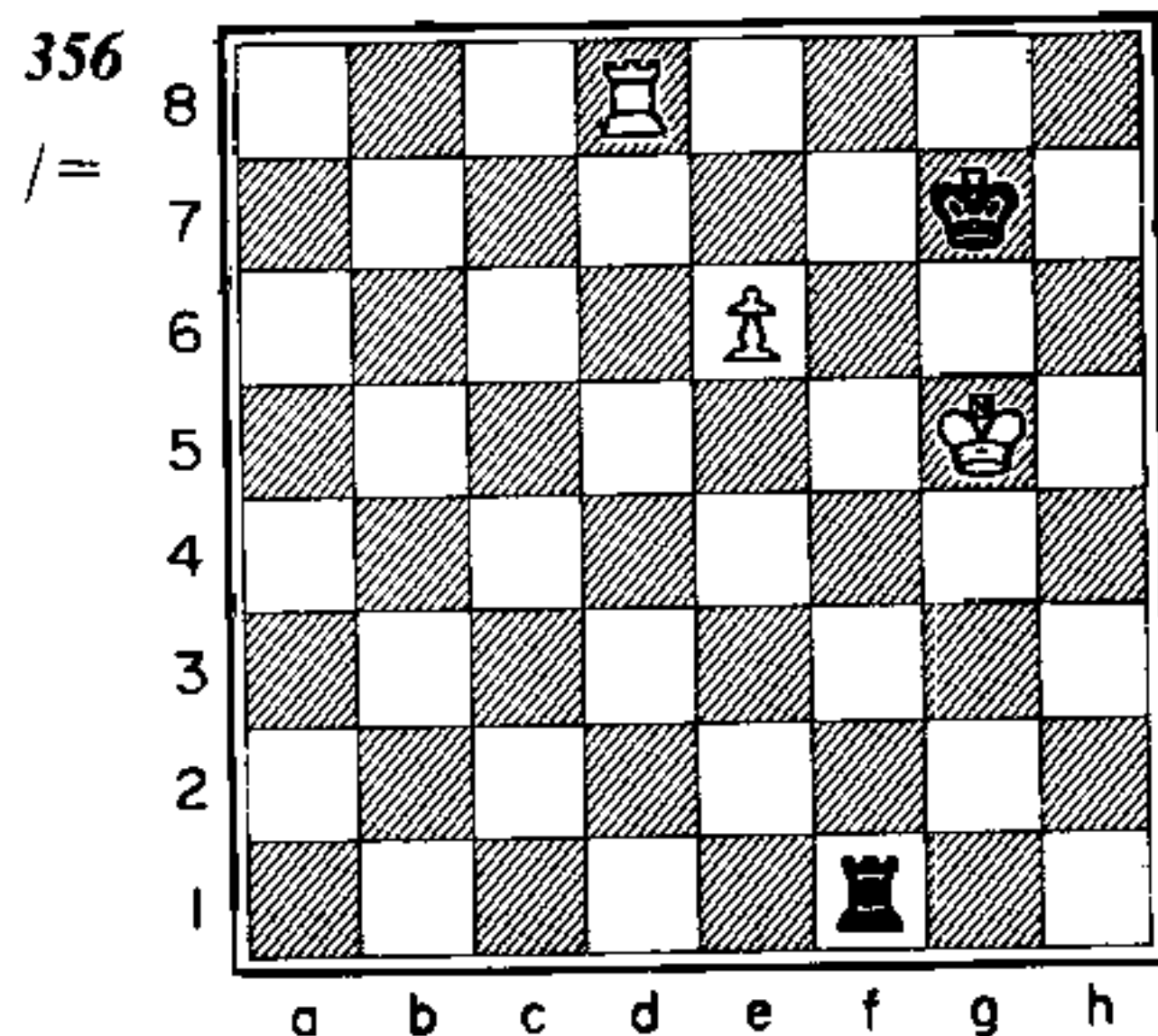
355. Here the attack from the side does not help: 1 ... Rb1 2 e7 Rb7+ 3 Ke6 Rb8 4 Rd6 and 5 Rd8.

But the active 1 ... Kf6!, transposing into example 351, enables Black to maintain the balance, e.g. 2 Rc6 Re2 (2 ... Rd1+ 3 Ke8) 3 Rd6 Re1 4 Rd2.

Look out! White is threatening to push the king away by 5 Rf2+, but for an instant the rook has moved away from its king, and Black can exploit this factor to switch to an attack from the side.

4 ... Ra1! 5 Rf2+ Kg7 6 e7 Ra7+ with a draw (320).

from Kopayev, 1958



Rook and Pawn against Rook

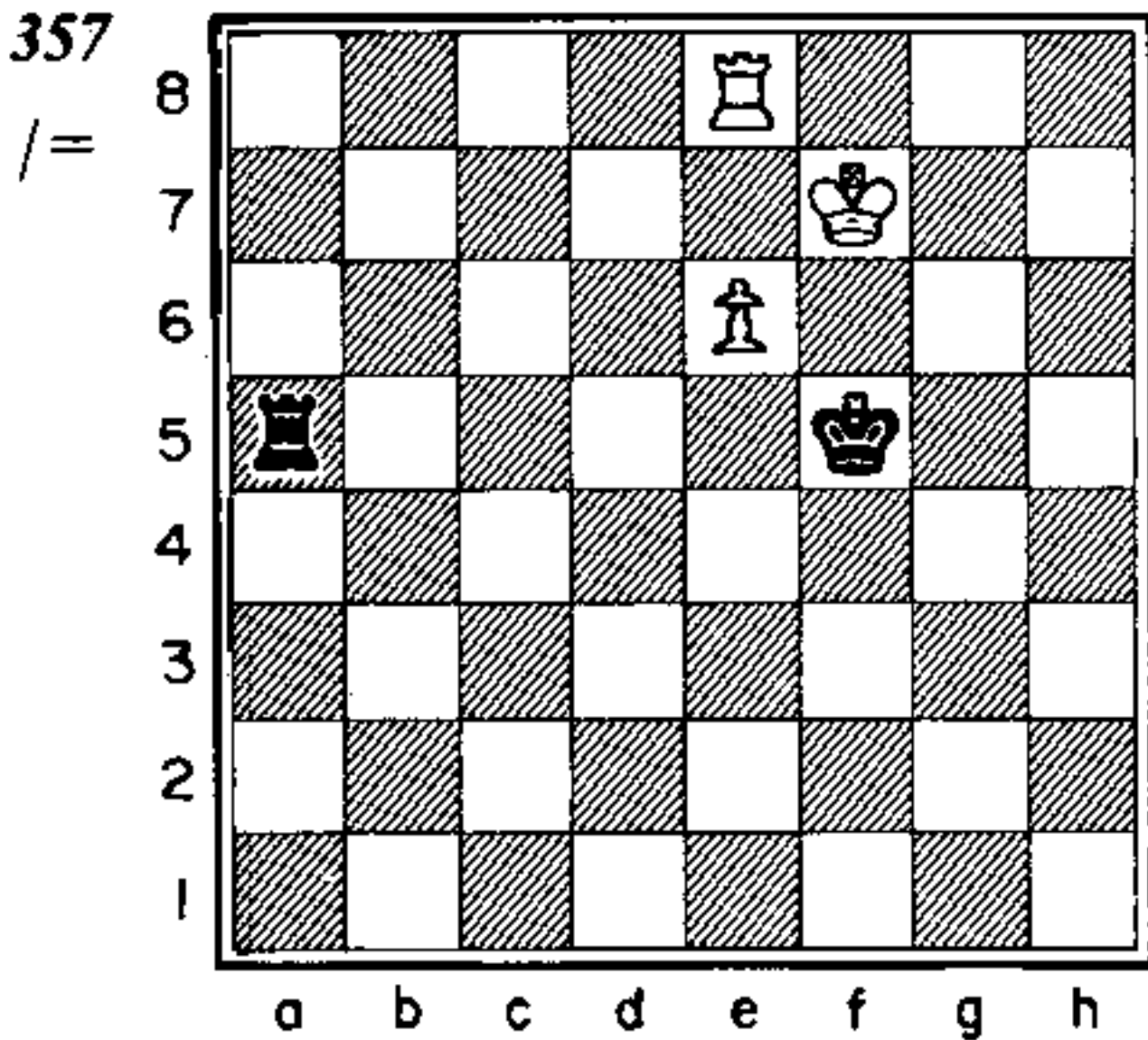
356. 1 ... Re1! 2 Kf5 Re2.

Not 2 ... Rf1 + 3 Ke5 Re1 + 4 Kd6 Rd1 + 5 Ke7 Ra1 6 Ke8 and wins.

3 Ra8 Re1 4 Ra7 + Kf8 5 Kf6 Rf1 +. Draw.

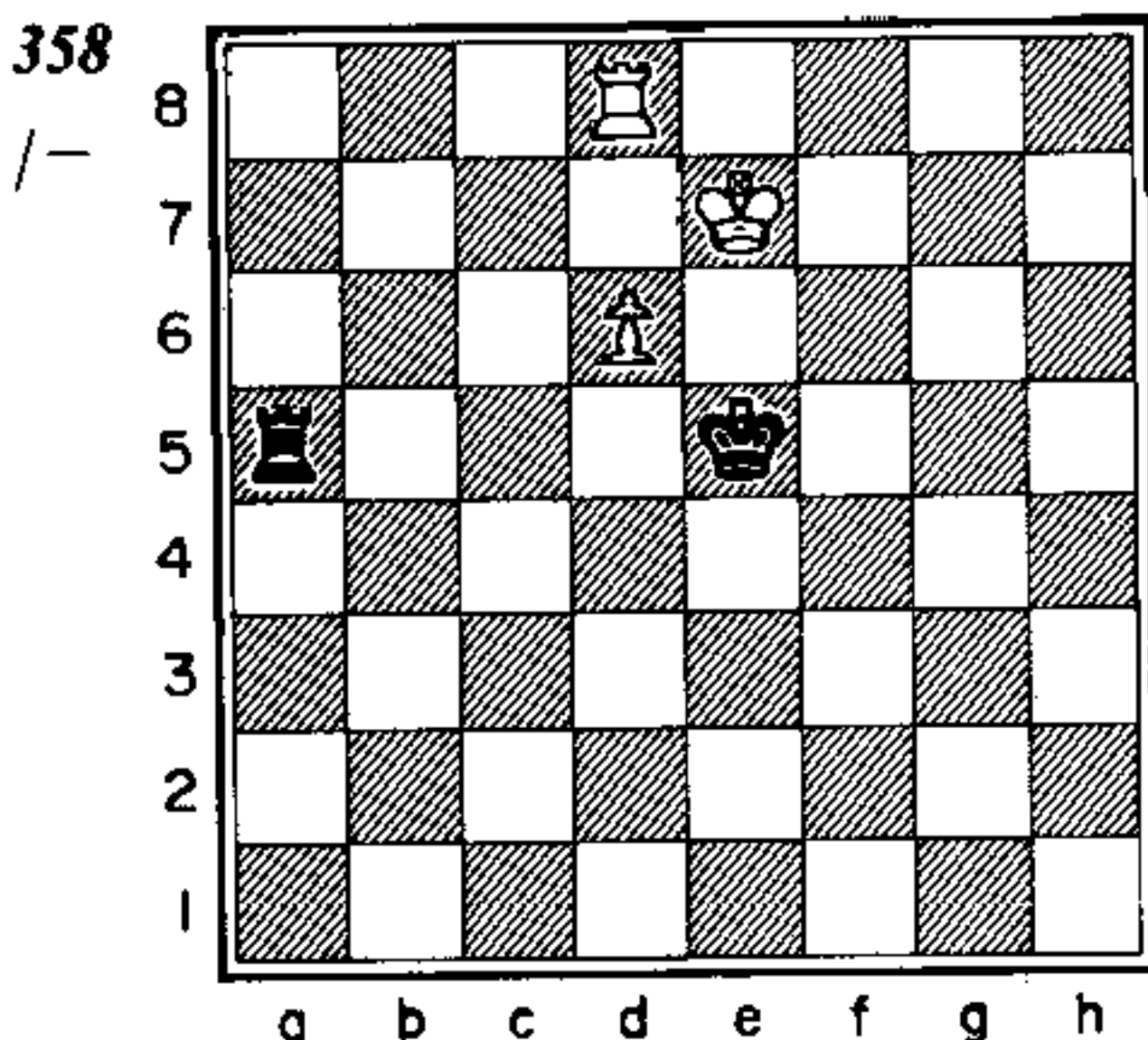
We will now examine several positions where the weaker side's king is to the rear of the pawn. Here too there are drawing possibilities. We will begin with an ancient position.

Horwitz and Kling, 1851



357. After 1 ... Ra6! 2 e7 Rf6+ 3 Kg7 Rg6+ (3 ... Ke6 4 Rf8) 4 Kh7 Kf6! Black gains a draw. It is clear that the same result will be achieved against a bishop's or knight's pawn.

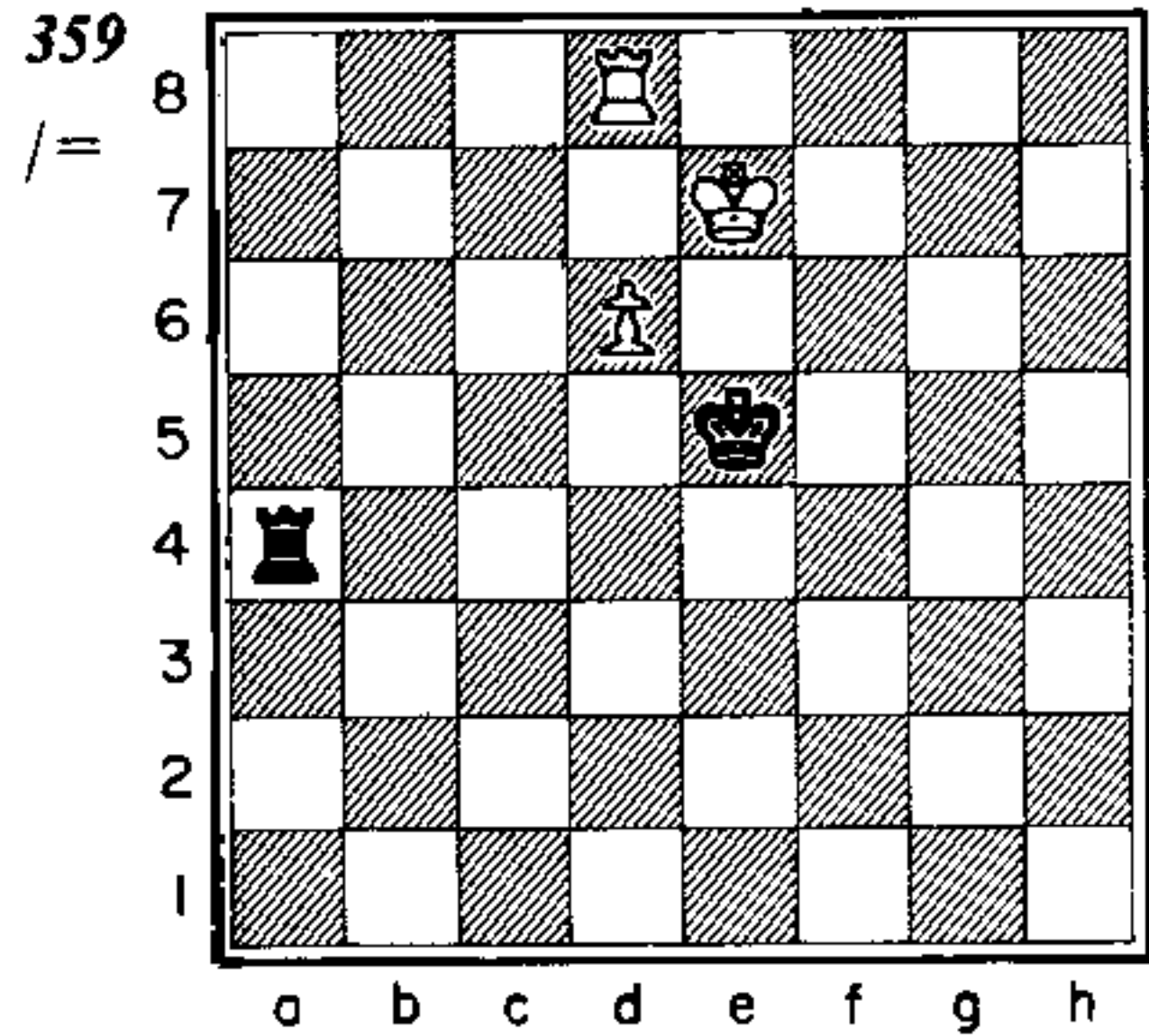
Horwitz and Kling, 1851



358. Here 1 ... Ra6 no longer saves the game due to 2 Rh8!, but not 2 d7? Re6+ 3 Kf7 Rf6+ 4 Kg7 Ke6 with a draw.

In this example Black's downfall was the poor position of his rook. If it is replaced at a4, he can draw.

Kopayev, 1958

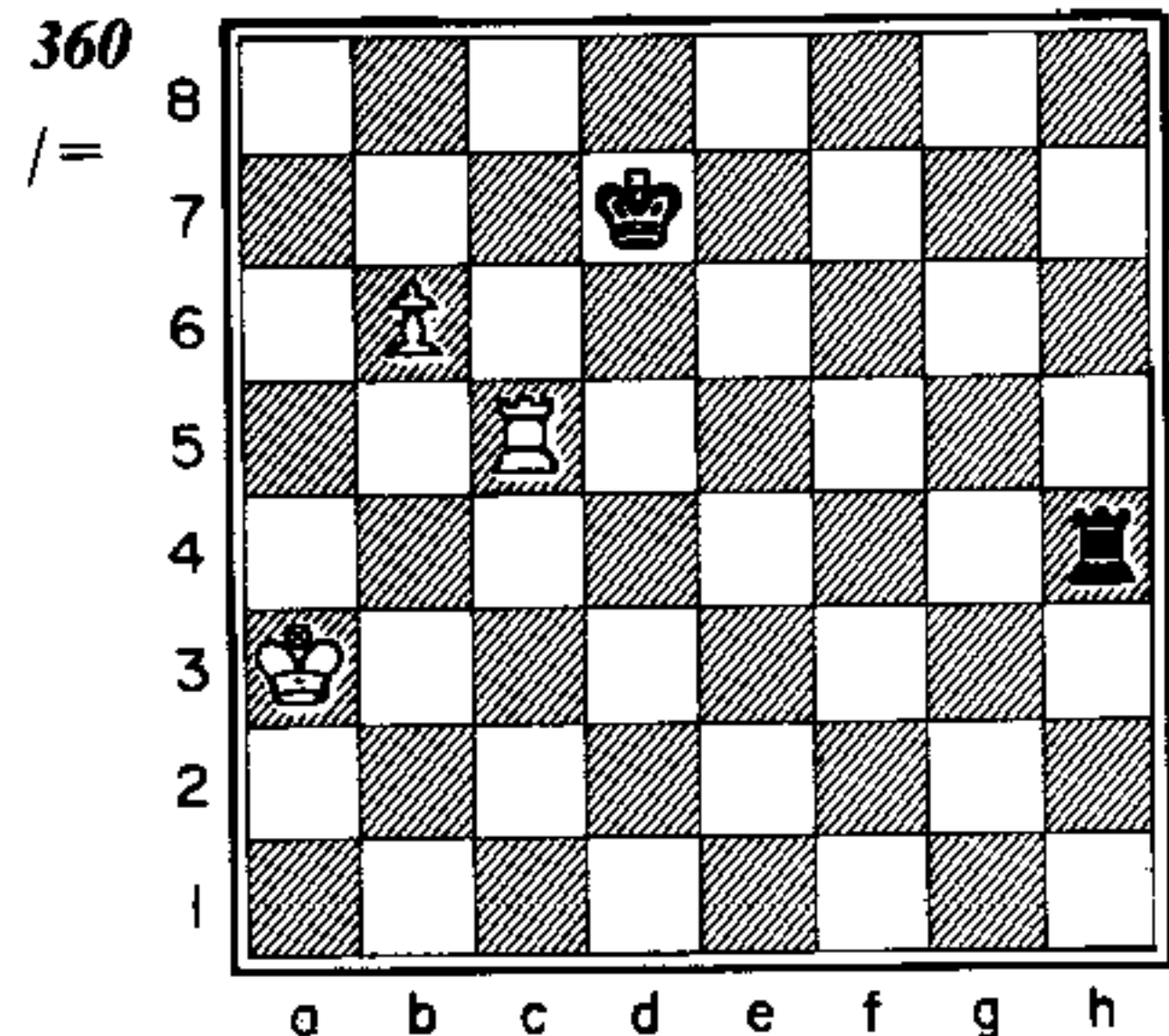


359. First the rook must be switched to the long side: 1 ... Rh4! 2 Kd7 Kd5!

Of course, not 2 ... Rh7+ 3 Kc6 Rh6 4 Re8+, when White wins.

If now 3 Kc7, then 3 ... Rc4+!, but not 3 ... Rh6 4 Ra8! and wins, whereas 4 d7 Rc6+ 5 Kb7 Rd6 leads only to a draw. 3 Re8 is met by 3 ... Rh6, winning the pawn.

An interesting method of defence, based on cutting off the stronger side's king from the pawn, is shown in the following example.

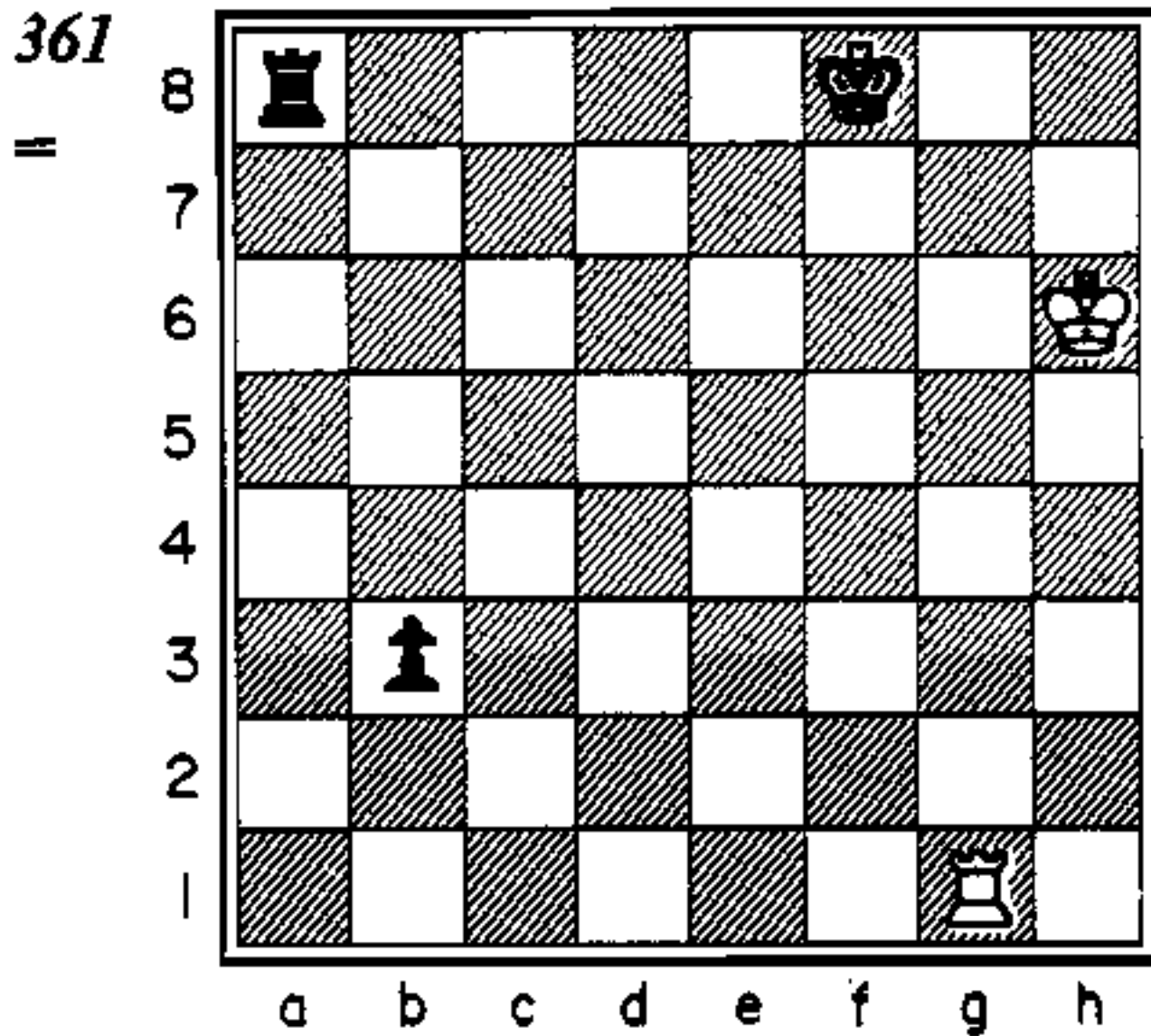


Pawn on the 5th Rank

360. 1 ... Rh8 is wrong: 2 Kb4 Rc8 3 Kb5 Rxc5+ 4 Kxc5 Kc8 5 Kc6, and White wins.

Black draws by not allowing the white king to approach the pawn, e.g. 1 ... Rg4 2 Rc7+ Kd8! (2 ... Kd6 loses to 3 Rc8 etc.) 3 Rc5 Kd7 etc.

Gorgiev, 1930



361. 1 Rb1 Rb8 is insufficient, as is 1 Re1 Re8 2 Rd1 Ke7 3 Kg5 Rf8 4 Kg4 b2 5 Kg3 Rb8 6 Rb1 Kd6 etc.

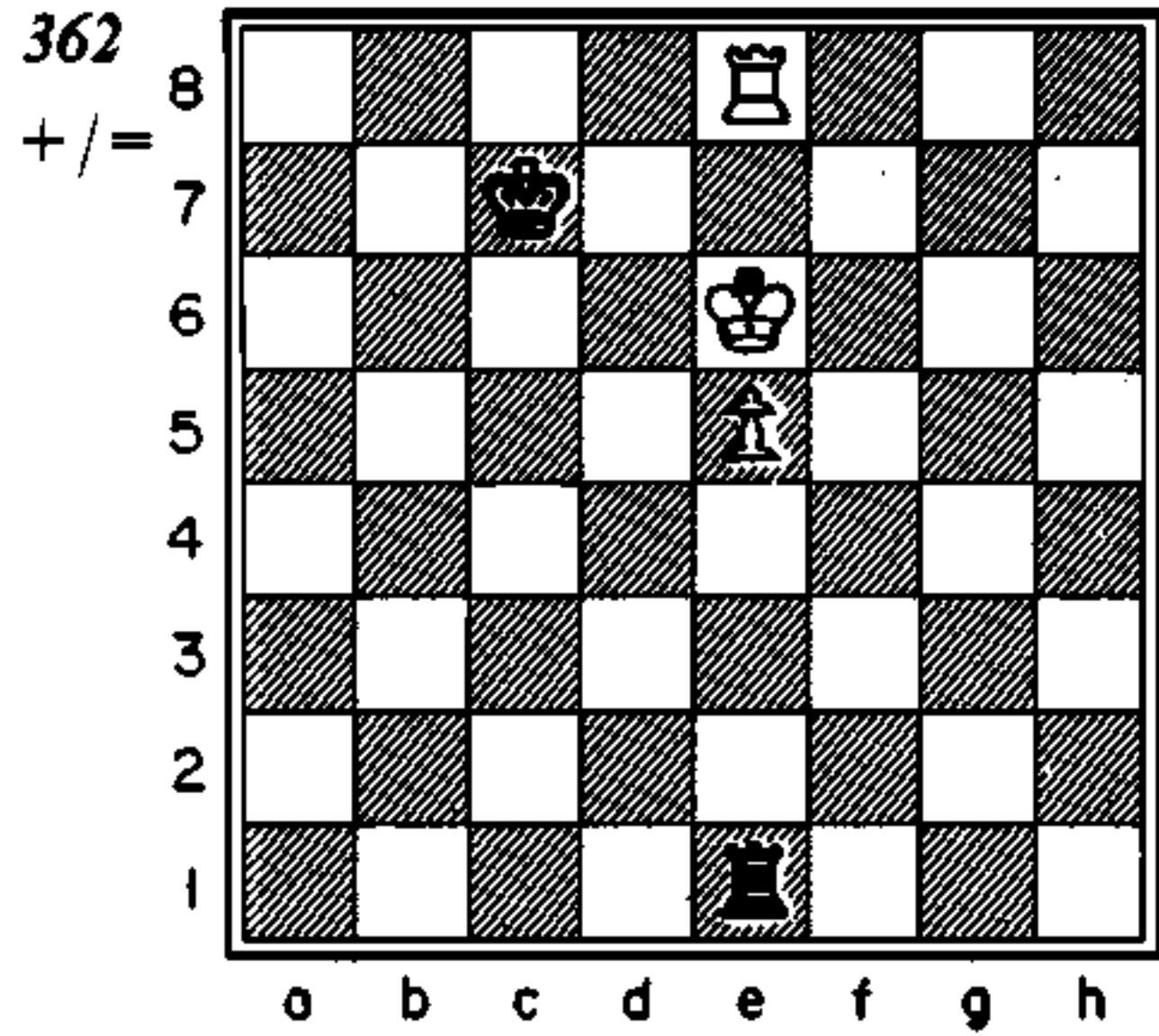
1 Kg5 Ke7 2 Kf4 Kd6 3 Ke3 Kc5 4 Kd2 Kb4 5 Kc1! (as we have already seen several times, against a knight's pawn the weaker side is rescued by stalemate) 5 ... Ra1+ 6 Kb2 Rxc1—stalemate.

5.4 PAWN ON THE 5TH RANK

In section 5.1 we have already examined a few examples with a bishop's pawn on the 5th rank. We now give a systematic analysis of positions with a central pawn.

362. This position is obtained by moving example 316 one file to the left.

If it is White to move, he wins: 1 Kf7 Rh1 2 Rg8! (but not 2 e6 Rh7+ 3 Kg6 Rh1! with a draw) 2 ... Rh7+ 3 Rg7 Rh8 4 Ke7! Kc6 5 e6 Kc7 6 Rg1 Rh7+ 7 Kf6 Rh6+ 8 Kf7 Rh7+ 9



10 Kg6 Rh2 10 Rd1! Re2 11 Kf7 Rg2 12 e7 etc. (321).

In example 316 White also won when it was Black to move, since there the attack from the side did not work. But here the proven manoeuvre 1 ... Rh1! 2 Rg8 Re1! leads to a draw.

Incidentally, this example shows that, against a central pawn on the 5th rank, the weaker side's king can also be on the long side.

As we established back at the start of the chapter, against a pawn on the 5th rank the weaker side has a dynamic system of defence, involving attacking with the rook first from the side, and then from the rear. But for this defence to be successful, Black's king and rook must reach without delay their initial positions for the manoeuvre.

In the following example the rook is badly placed, and so Black cannot draw even if it is him to move.

363. 1 ... Re1 2 Kd6! (of course, not 2 Kc6 Rd1, when the rook succeeds in reaching the necessary square) 2 ... Kc8 3 Rc7+!

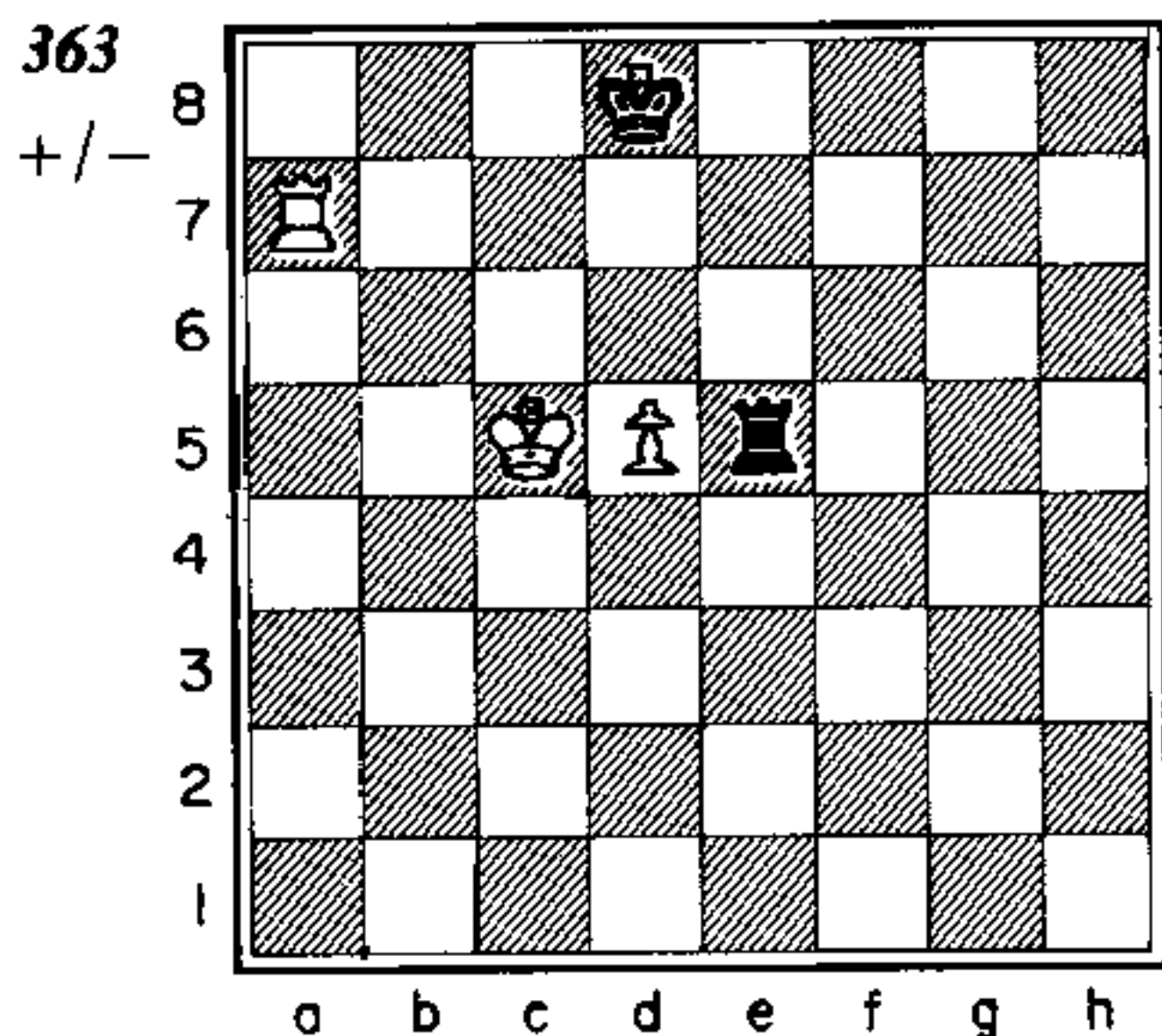
The decisive gain of tempo. After 3 Ra8+ Kb7 4 Rh8 Rd1! 5 Ke6 Kc7 Black draws.

3 ... Kb8. If 3 ... Kd8, then 4 Rh7 Kc8 5 Rh8+ Kb7 6 Kd7 Rg1 7 d6 and White wins, since the attack from the side is too late: 7 ... Rg7+ 8 Ke6 Rg6+ 9 Ke7 Rg7+ 10 Kf6 Rd7 11 Ke6 etc.

4 Re7!

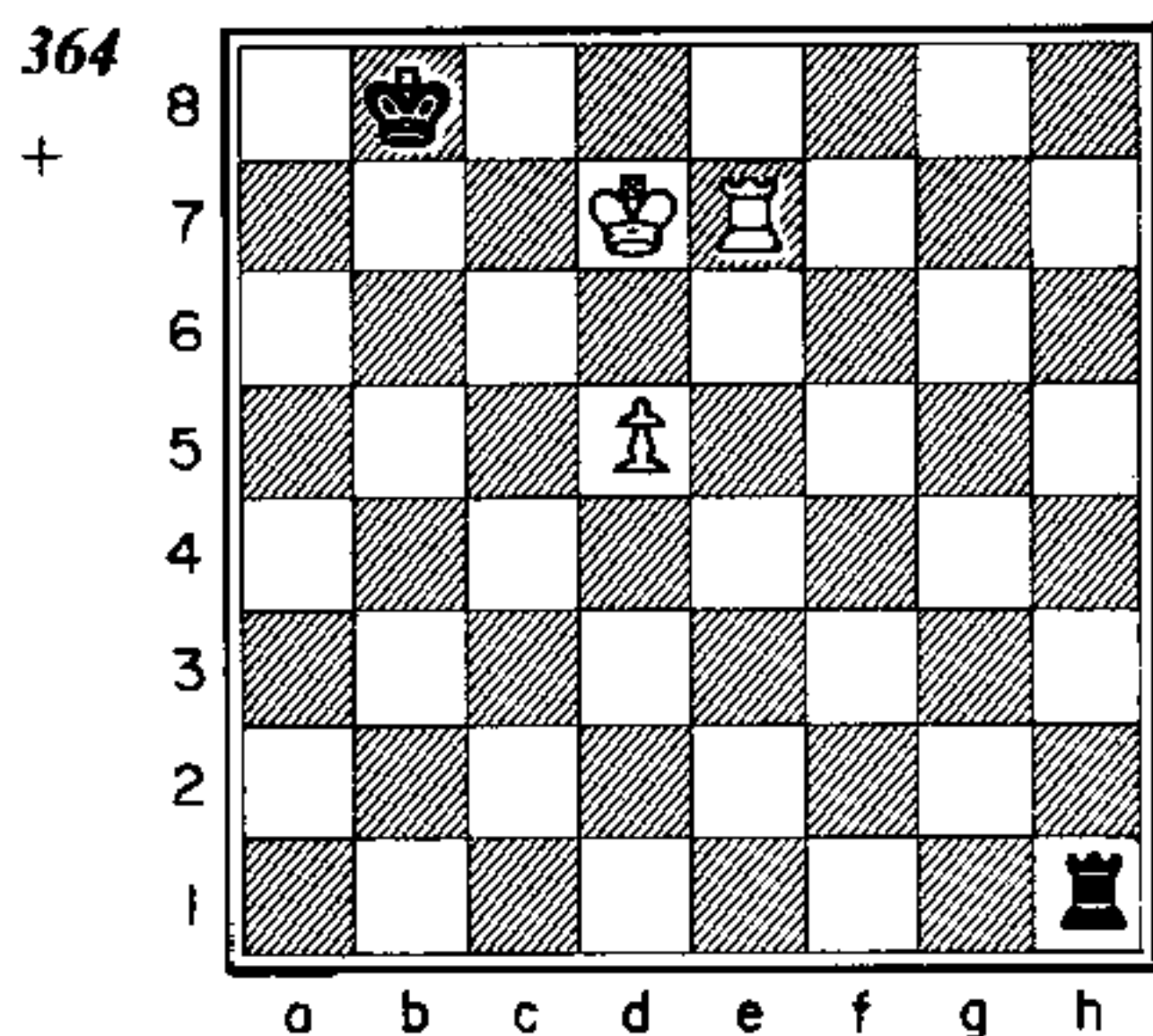
Rook and Pawn against Rook

Kopayev, 1955



In this way White gains time, which enables him to advance his pawn. If 4 Rh7, then 4 ... Kc8!

4 ... Rd1 (the rook finally reaches the necessary square, but the king should be at c8, not b8) 5 Kc6 Rc1+ 6 Kd7 Rh1 (364).



364. Compare this position with example 342. The only difference is that the black king is less well placed: the white king acquires a shelter at c6, and the attack from the side proves harmless.

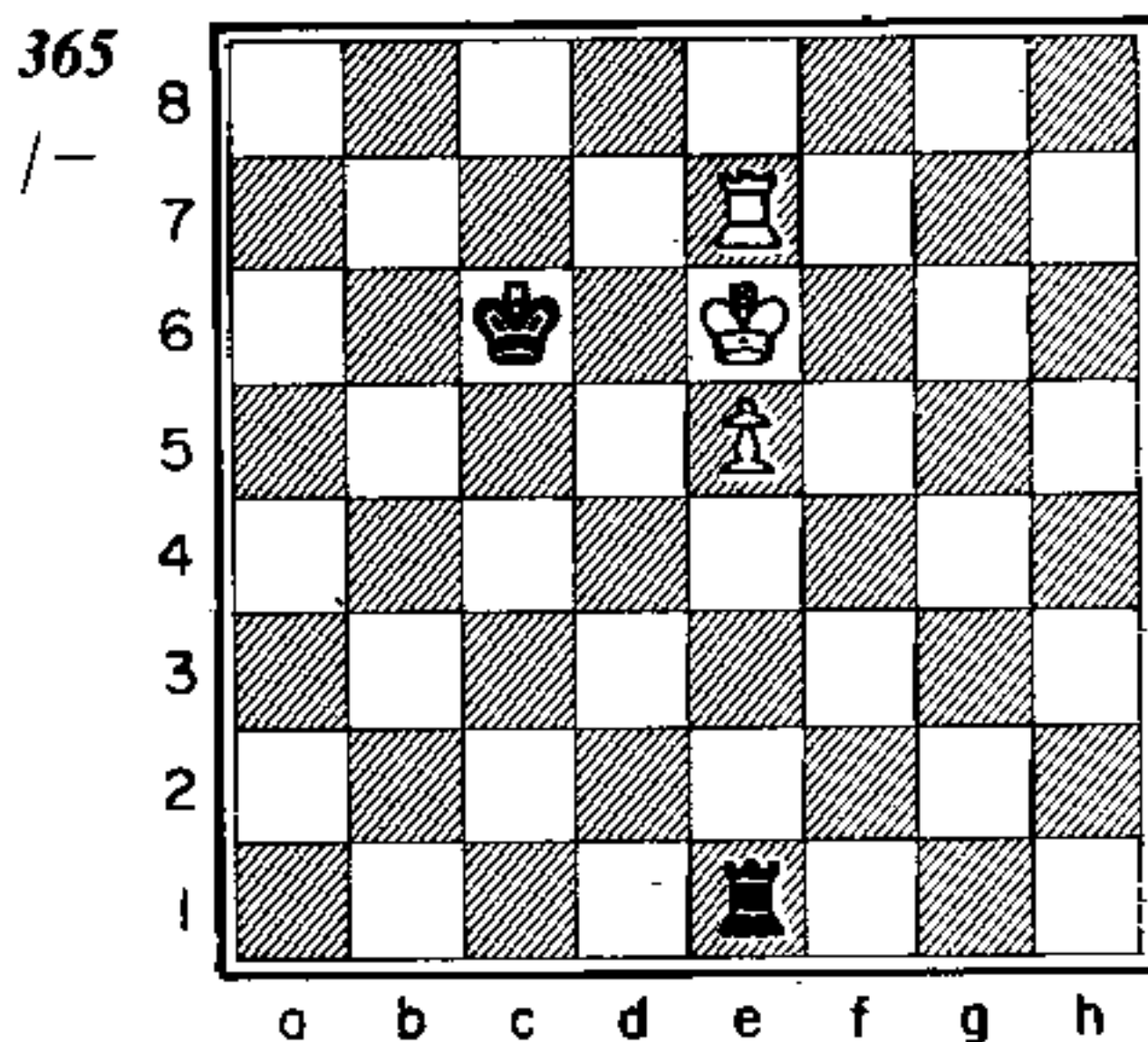
7 Re2!

7 d6 leads only to a draw, since by 7 ... Kb7! Black improves his position. But now 7 ... Kb7 is met by 8 Rb2+.

7 ... Rh7+ 8 Kc6 Rc7+ 9 Kd6 Rc1 10

Rh2! (another precise move; as we know, only the occupation of the rook's file leads to a win) 10 ... Kb7 11 Rh7+ Kb6 (11 ... Kb8 12 Rh8+) 12 Rh8! Kb7 13 Kd7 Rc7+ 14 Ke6 Rg7 15 d6 and wins.

Kopayev, 1952



365. Compared with example 362, here Black's king is cut off from the pawn along the file, and from the e8 square along the rank, which reduces his chances. He cannot wait: White threatens Rh7 followed by Kf6, when his pawn can advance. Therefore Black begins an attack from the side.

1 ... Rh1 2 Rg7! Rh6+ 3 Kf5!

Only a draw results from 3 Kf7 Kd7! 4 Kf8+ Ke6 5 Re7+ Kf5 6 Kg7 Re6.

3 ... Rh5+ 4 Kf6 Rh6+ 5 Rg6 Rh7 6 Rg8! Rh6+ 7 Kg5 Re6 (7 ... Rh1 8 Rd8) 8 Kf5 Rh6 9 Rd8 etc.

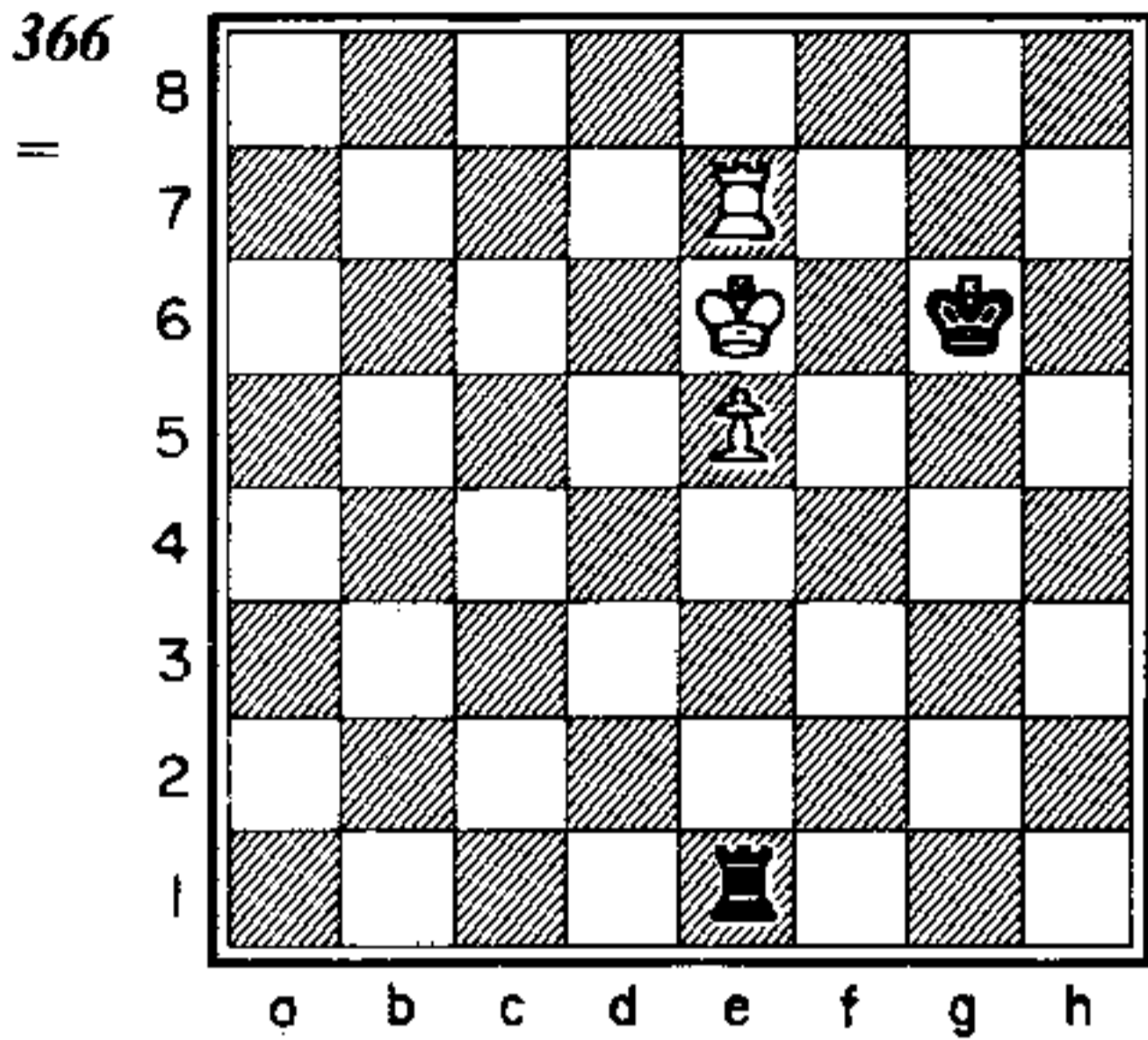
It does not help to revert on the 2nd move to the attack from the rear by 2 ... Re1 in view of 3 Kf6, when d7 is inaccessible to the black king.

Let us move the black king onto the short side.

366. Here Black can draw even if it is the opponent to move: 1 Ra7 Re2.

Black should not be in a hurry to attack from the side: 1 ... Rb1? 2 Ke7 Rb8 3 e6 Kg7 4 Kd6+ Kf6 5 Kd7 Kg7 6 Ke7! Kg6 7 Ra1!,

Kopayev, 1958



and White wins as already examined in the analysis of positions with the pawn on the 6th rank.

2 Kd6 (after 2 Ra5 it is now possible to play 2... Rb2! 3 Kd7 Rb7+ 4 Kc6 Rb1) 2... Kf5 3 Rf7+ Kg6 4 e6 Ra2! 5 Rd7 Kf6 6 Rf7+ Kg6 with a draw.

ample, 2... Kf5! 3 Rf7+ Kg6 4 Rf2 Ra1! 5 Rc2 Kf5 etc.

White can play more cunningly—4 Rf6+! Now Black loses after 4... Kg5? 5 Rf8!, when he can no longer manage to begin an attack from the side: 5... Ra1 6 e6 Ra6+ 7 Kd7 Ra7+ 8 Ke8 Kg6 9 e7 Kg7 10 Rf7+ Kg8 (10... Kg6 11 Kf8) 11 Rf2, and White wins in analogy with example 326.

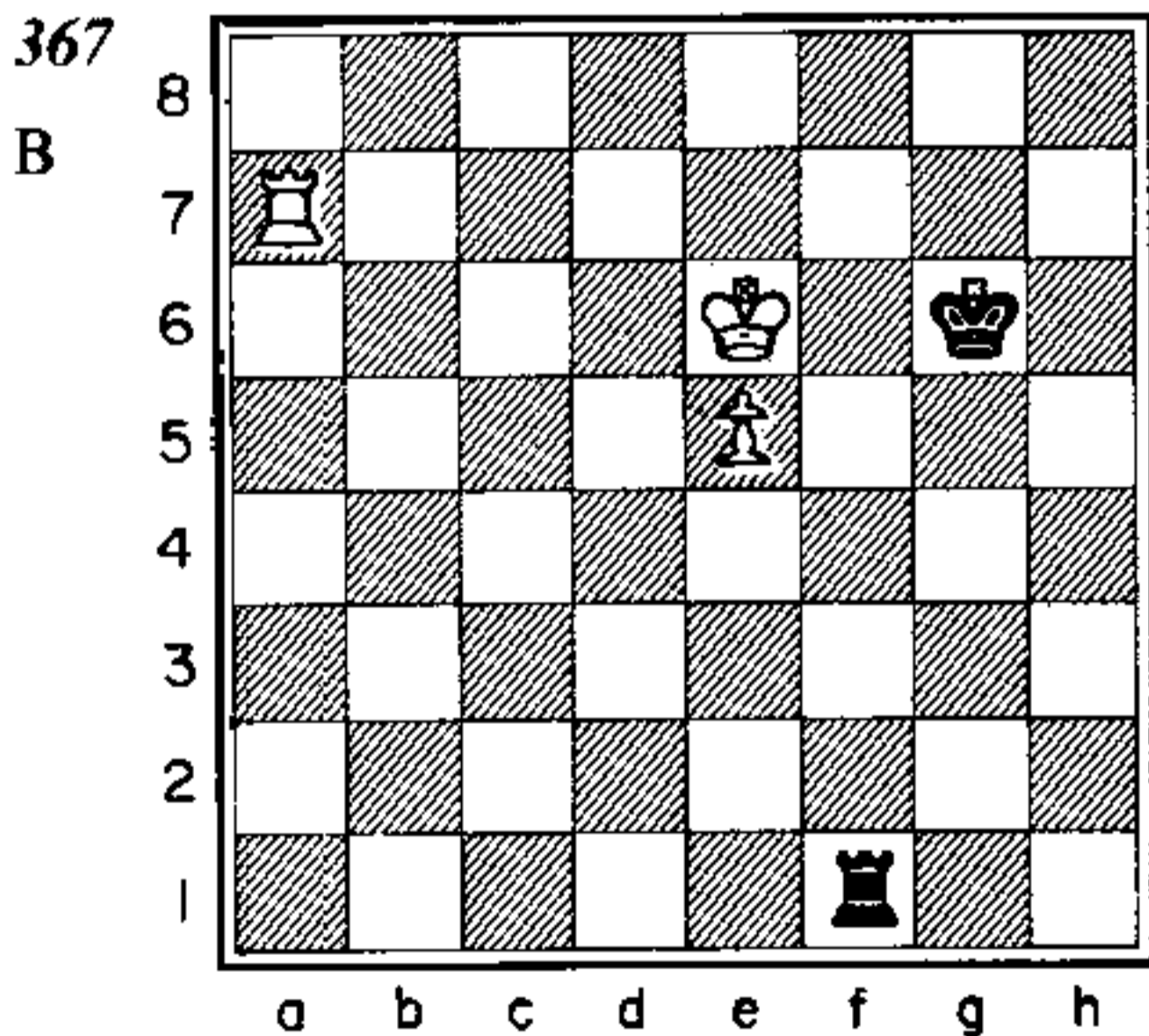
The only correct continuation is 4... Kg7 5 Rf2 Ra1! 6 Rc2 Ra6+ 7 Rc6 (7 Kd2 Kf7 8 Rf2+ Kg7) 7... Ra8 8 Kd7 Kf8 9 Rf6+ Kg7 with a draw.

The game in fact went 1... Rb1? 2 Ke7 followed by 3 e6, and White won (347).

These examples show that, *when the weaker side's king is cut off from the queening square, the result depends on where it is placed: if on the short side, the result is a draw, if on the long side—a loss.*

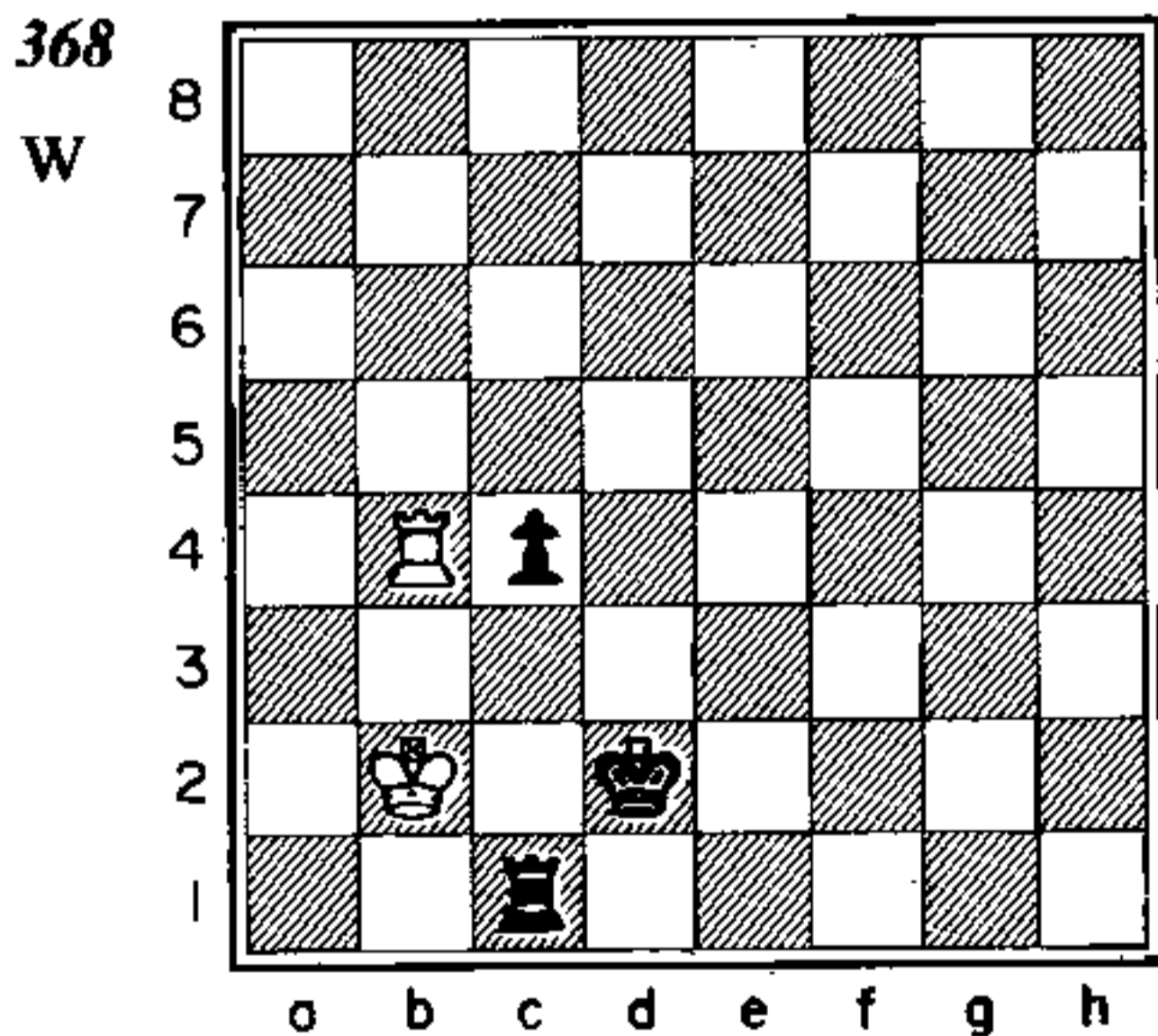
White made an instructive mistake in the following example.

Dvoryetsky-Filipowicz
Poljanica-Zdroj, 1973



367. This position differs only insignificantly from the previous one, and by playing 1... Re1! Black could have maintained the balance, e.g. 2 Ra8 Kg7 or 2 Ra5 Rb1! If instead 2 Kd6, then, as in the previous ex-

from a practical game
Volgograd, 1968



368. To save the game, White must transfer his rook to make an attack from the side. He played 1 Rb8, but this proved to be a decisive loss of a tempo, since after 1... c3+ Ka2 Rd1! the attack from the side—3 Rh8 was too late due to 3... Kc1. The game

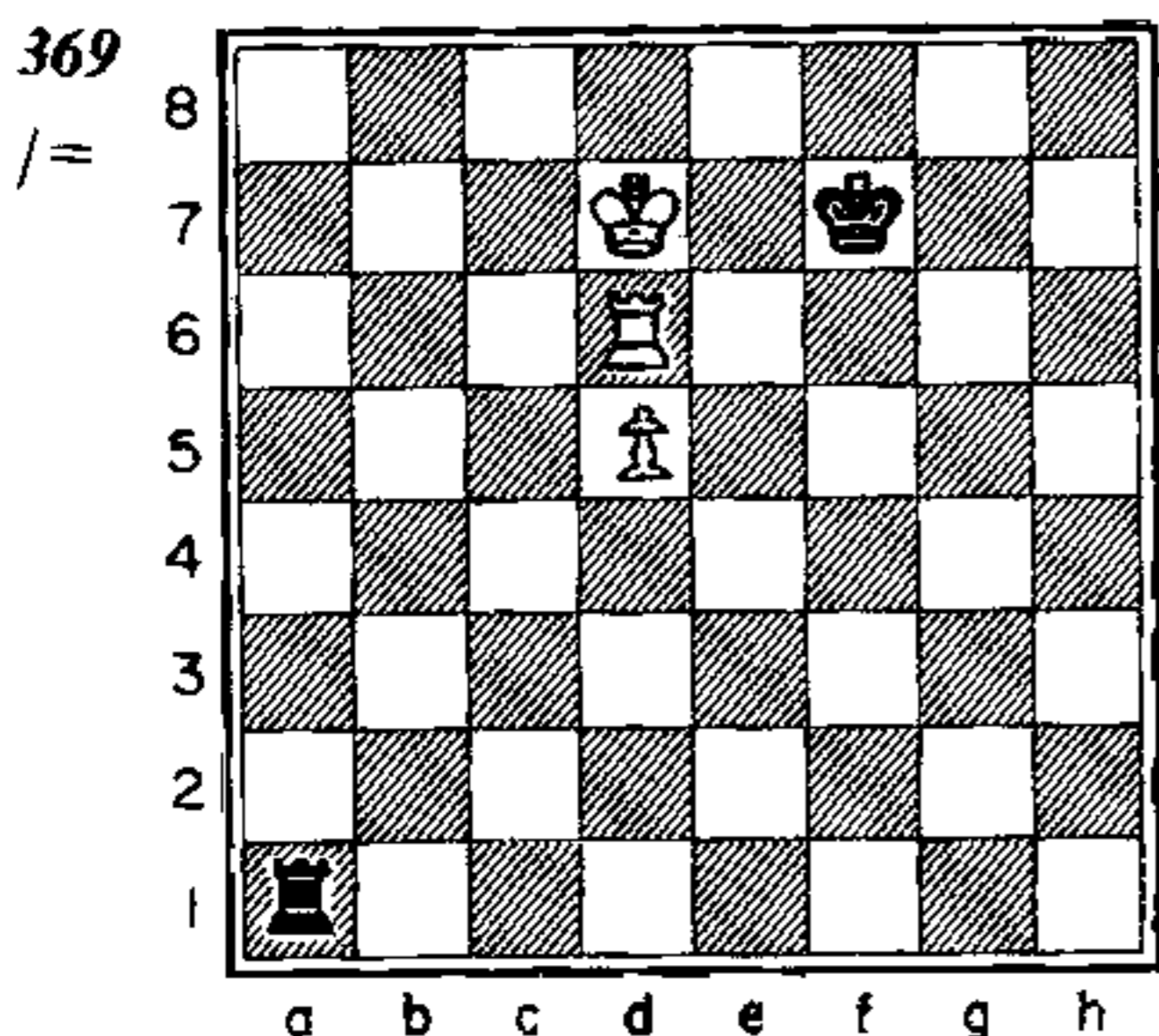
Rook and Pawn against Rook

concluded 3 Rd8+ Kc1 4 Rh8 c2 5 Rh2 Rd8 White resigns.

Correct was 1 Ka2!, and if 1... c3, then 2 Rh4, while after 1... Kd3 it would now have been possible to play 2 Rb8 Rd1 3 Rh8 c3 4 Rh3+ Kc2 5 Rh2+ Rd2 6 Rh1 with a draw.

An unusual drawing possibility with the king on the long side is shown in the following example, where the white rook is badly placed.

Iglitsky, 1955



369. Which system of defence should Black choose—attack from the side or from the rear? A straightforward analysis shows that neither the one nor the other is any help: 1... Rd1 2 Kc7 Rd2 3 Rd8, and White wins as already considered, while 1... Ra7+ 2 Kc8 Ra8+? is met by 3 Kc7 Ra7+ (3... Re8 4 Rd8 Re1 5 d6 Ra1 6 Rb8) 4 Kb6 Ra1 5 Re6.

The only way to maintain the balance is by 1... Ra5 (it is also possible after 1... Ra7+ 2 Kc8), e.g. 2 Kc7 Ke7 3 Rd7+.

Equally unpromising is 3 Re6+ Kf7 4 Re5 Kf6 5 Rh5 Ra7+ 6 Kc6 Ra6+ 7 Kb5 Ra1 with a draw.

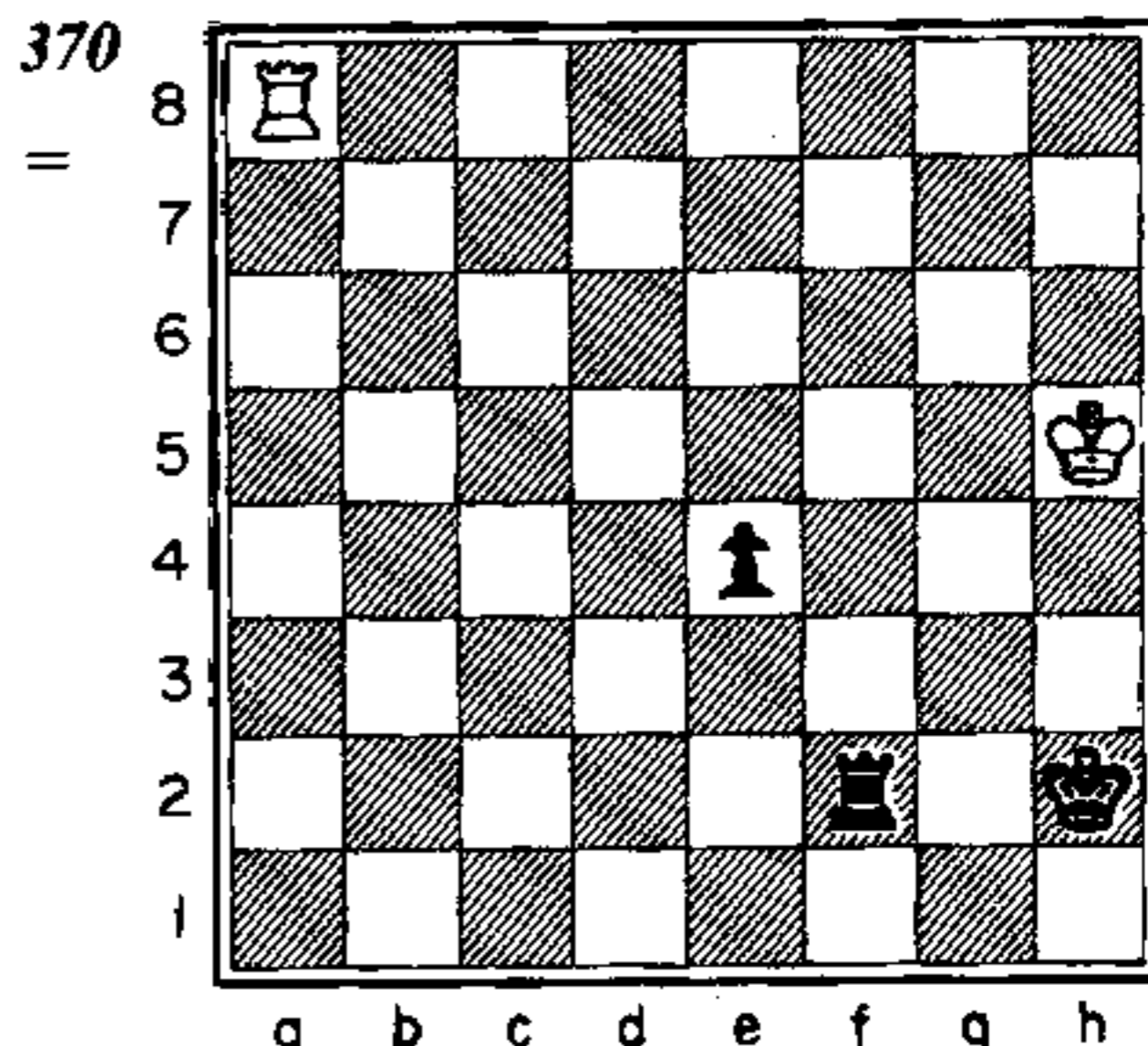
3... Ke8 (3... Kf6 4 d6 Ra7+ 5 Kc8 Ra6! 6 Kb7 Ke6 is also possible) 4 Rd8+ Kf7 5 d6 Ra7+ 6 Kc6 Ra6+ 7 Kb7 Ra1. Draw.

Of course, this system of defence, with an attack on the pawn from the side, was poss-

ible only thanks to the poor position of the white rook.

An interesting drawn position with the weaker side's king to the rear of the pawn was found by Keres.

Keres, 1951

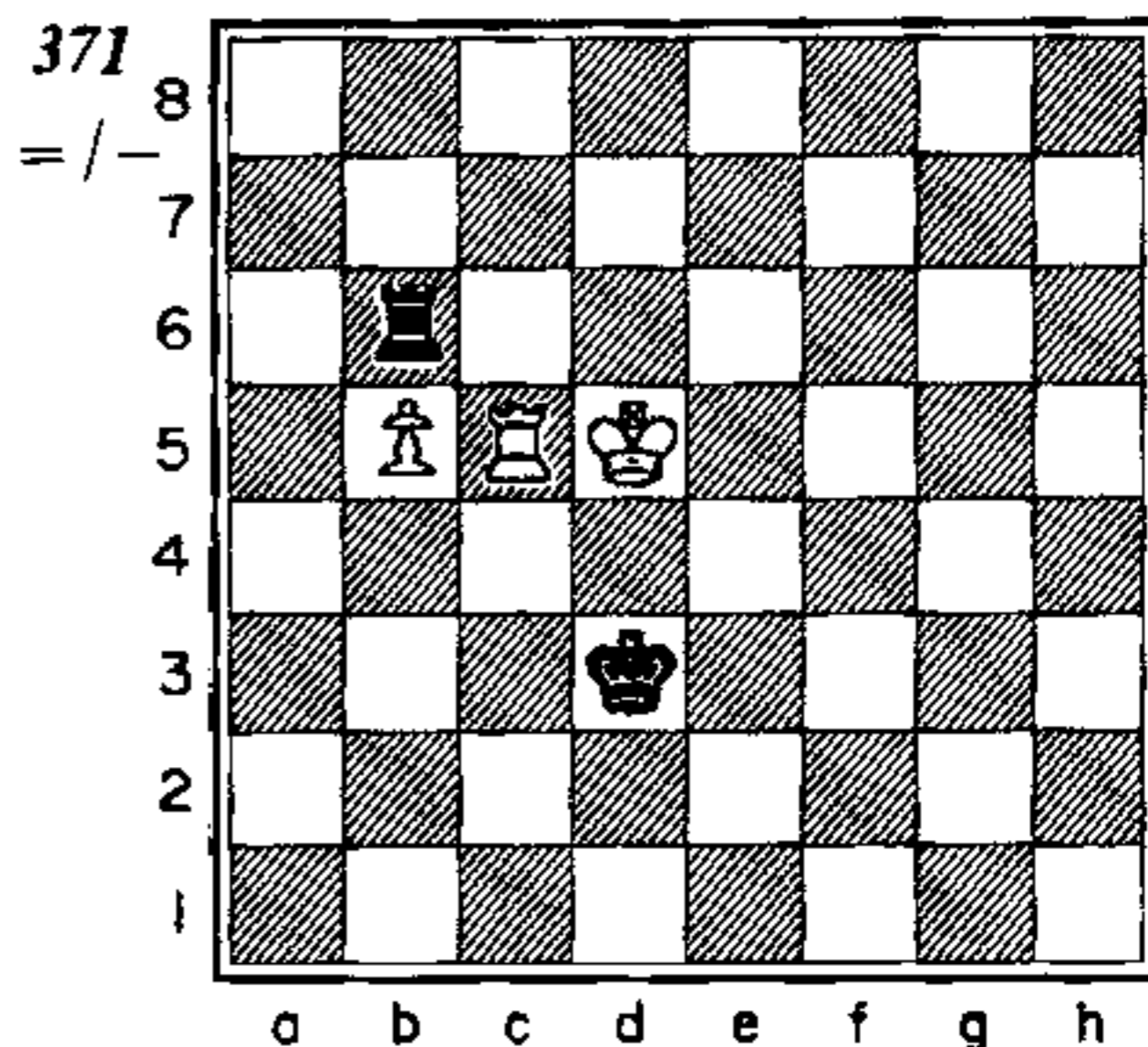


370. White fails to save the game by 1 Re8 Rf4 2 Kg5 Kg3 3 Re7 Kf3.

1 Kg4 e3 2 Ra3! (a surprising move; White himself forces the pawn to advance) 2... e2 3 Ra1 Kg2 (there is nothing better; if 3... Rf1 4 Ra2 Rf2 5 Ra1) 4 Re1!

A position of mutual zugzwang has arisen, but it is Black to move.

4... Kh2 5 Ra1 (of course, not 5 Kh4 Rf4+ 6 Kg5 Re4 7 Kf5 Re8 8 Kf4 Kg2, when Black wins) 5... Rf1 6 Ra2 Rf2 7 Ra1. Draw.



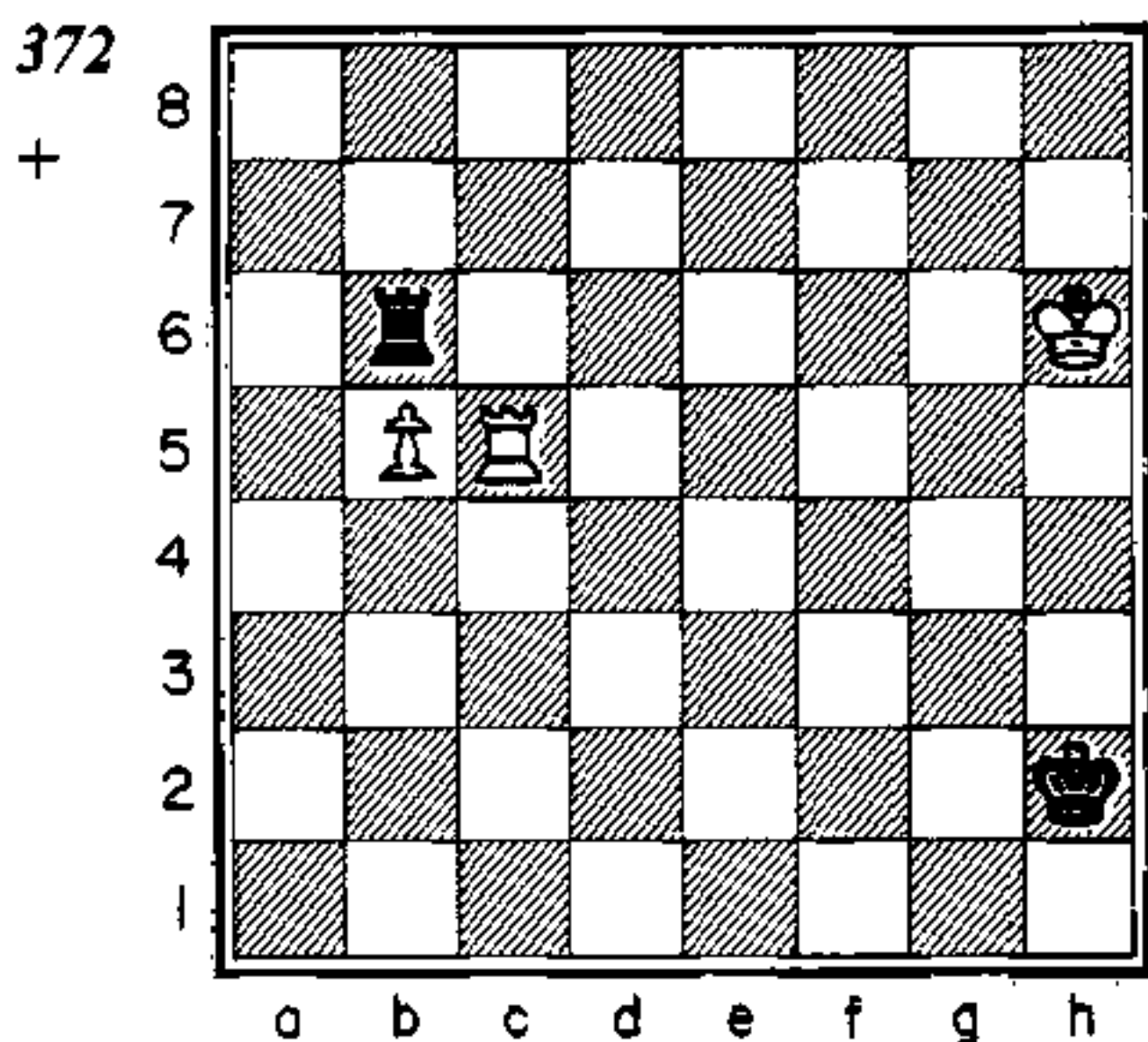
Pawn on the 5th Rank

371. Another position of mutual zugzwang. If it is White to move, he cannot win, e.g. 1 Ke5 Rh6(g6) 2 Kd5 Rb6!

On the other hand, if Black begins he loses, since 1 ... Rh6 is met by 2 Rc1! Kd2 3 Rc8 Kd3 4 Kc5 etc., but not immediately 2 Rc8 Rh5+ 3 Kc6 Kc4 4 b6 Rh6+ 5 Kd7+ Kb5 6 b7 Rh7+ and 7 ... Rxb7 with a draw.

In the following study White's problem is not to end up in zugzwang when approaching the pawn with his king.

Mandler, 1954



372. Wrong is 1 Kg5 Kg3 2 Kf5 (2 Rc3+ Kf2 3 Rb3 Ke2 4 Kf5 Kd2 5 Ke5 Kc2 6 Rb4 Kc3 leads only to a draw) 2 ... Kf3 3 Ke5 Ke3 4 Kd5 Kd3!, and White can no longer win.

1 Kh5! Kh3!

After 1 ... Kg3 2 Kg5 Kf3 3 Kf5 Ke3 4 Ke5 Kd3 5 Kd5 Black is in zugzwang.

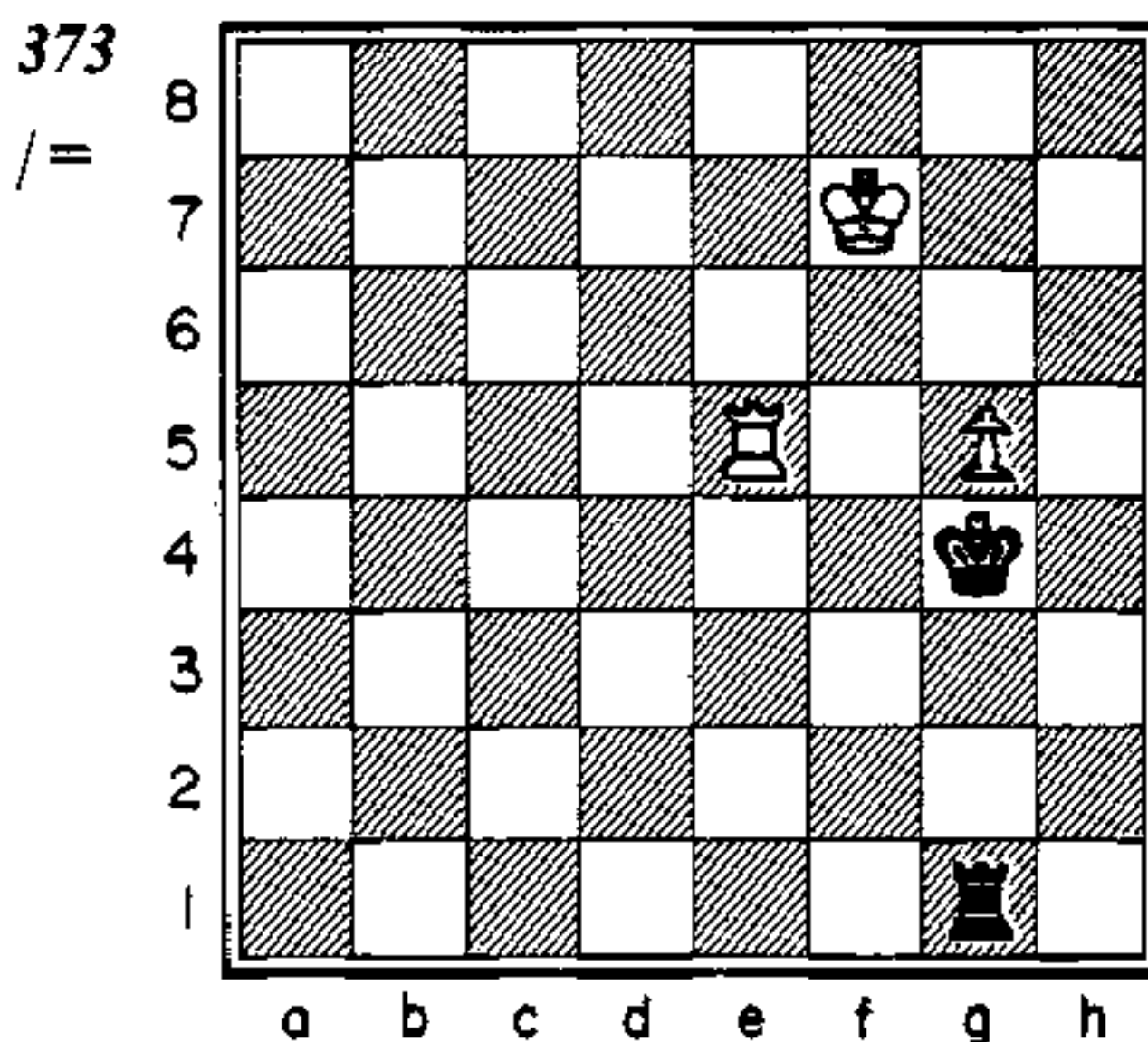
2 Rg5! Rd6.

If 2 ... Re6, then 3 Rd5! Kg3 4 Kg5 Kf3 5 Kf5, and then as in the main variation.

3 Rf5! Kg3 4 Kg5 Re6 5 Rd5! Kf3 6 Kf5 Rh6 (6 ... Rb6 7 Ke5 Ke3 8 Rc5 etc.) 7 Rd3+! Ke2 8 Rb3 Kd2 (8 ... Rb6 9 Ke4 Kd2 10 Kd4 Kc2 11 Rb4 etc.) 9 b6 Kc2 10 b7, and White wins.

373. Black draws by means of a stalemate, found in 1908 by Rinck.

Kopayev, 1958



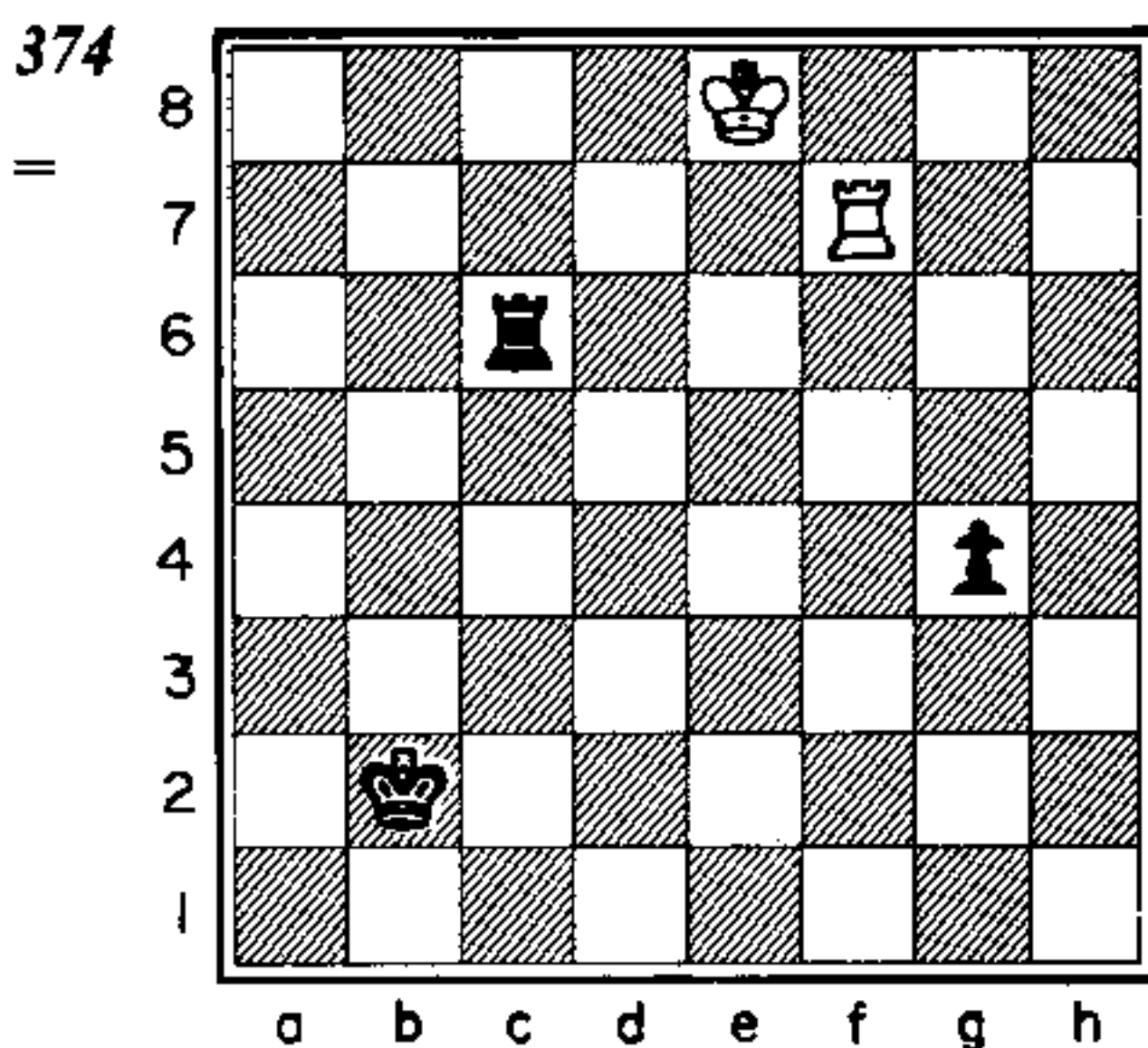
1 ... Kh5! 2 g6+.

2 Kf6 can be met either by 2 ... Rg2(g3) 3 Rf5 Rg4, playing or stalemate, or by 2 ... Rg4 3 Rf5 Ra4, with an attack from the side.

2 ... Kh6 3 Re6 Rg2 4 Rf6 Rg5! (not 4 ... Rg1 5 Rf2) 5 Rf1 Rf5+! 6 Rxf5—stalemate.

Using the previous position as a guide, White also gains a draw in the following study.

Grigoriev, 1937



374. The achievement of White's aim demands the precise coordination of his pieces. His rook must attack the pawn from the rear, and his king must come in from the h-file. But

Rook and Pawn against Rook

straightforward play proves unsuccessful, e.g.:

(a) 1 Rg7? Rc4 2 Kd7 (2 Kf7 Rc7+) 2 ... Re4!, and White's king is cut off from the pawn, or 2 Rg5 Rf4! with the same result.

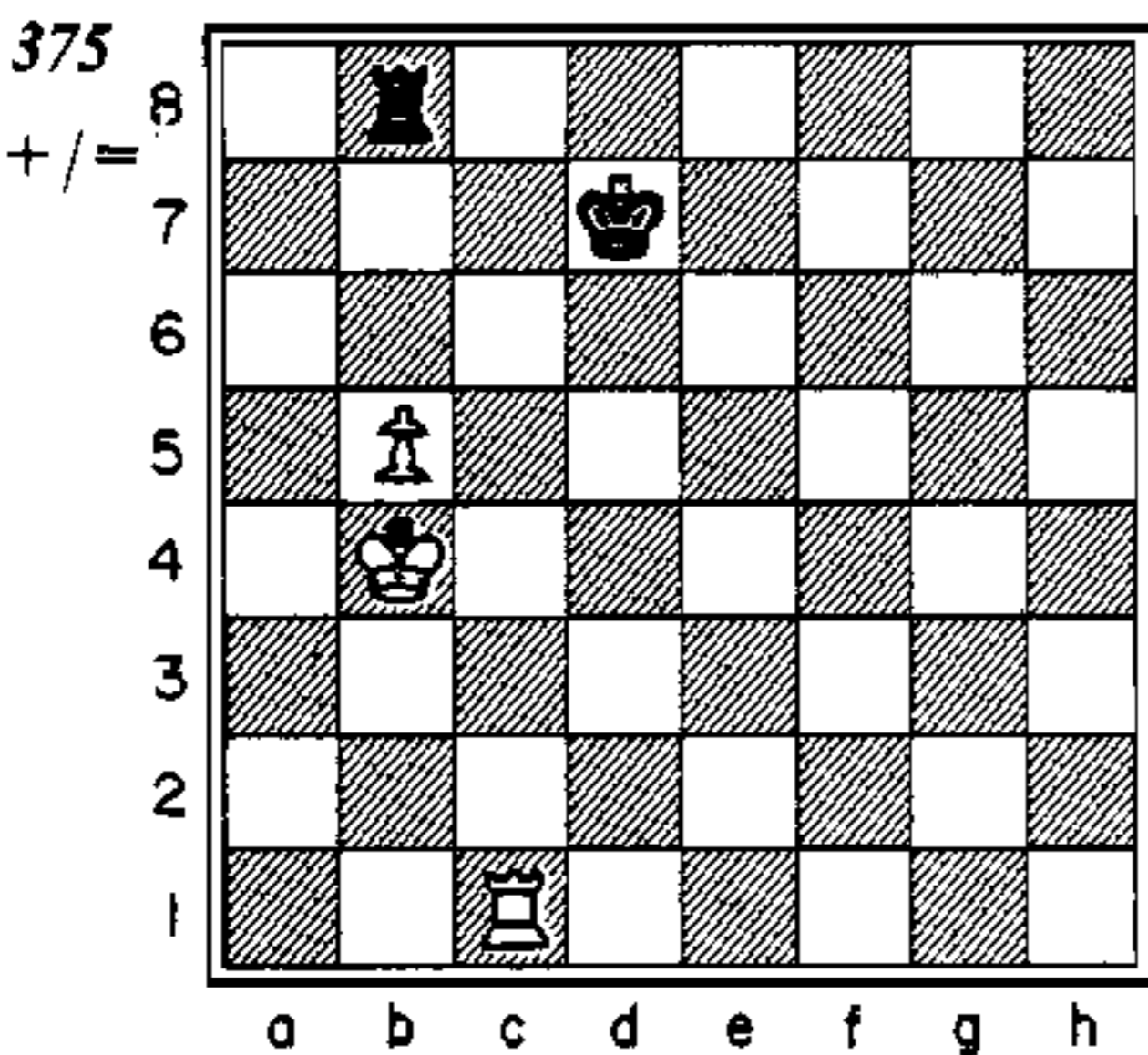
(b) 1 Rf4? g3 2 Rg4 Rc3 3 Kf7 Kc2 4 Kg6 Kd2 5 Kh5 Ke2 6 Kh4 Kf2 7 Kh3 Rf3. The required position has been reached, but with White to move, and this proves fatal for him: 8 Rg5 destroys the stalemate set-up, and 8 Rf4 is met by 8 ... g2+.

The only way to achieve coordination is by 1 Rf5!!, when there are two possible continuations:

(a) 1 ... g3 2 Rg5 Rc3 3 Kf7 Kc2 4 Kg6 Kd2 5 Kh5 Ke2 6 Kh4 Kf2 7 Kh3 Rf3 8 Rg4! Rf8 9 Rf4+ R×f4—stalemate.

(b) 1 ... Kc2 2 Kf7 Kd3 3 Rg5 Rc4 4 Kg6 Ke3 5 Kh5 Kf3 6 Kh4 Rf4 7 Ra5 with a draw.

Against a pawn on the 5th rank and with his king cut off, the defender can try attacking the pawn from the front, but here this proves ineffective.



375. If White begins, he easily ensures the advance of the pawn by moving his king forward: 1 Ka5 Ra8+ 2 Kb6 Rb8+ 3 Ka6 Ra8+ 4 Kb7 etc.

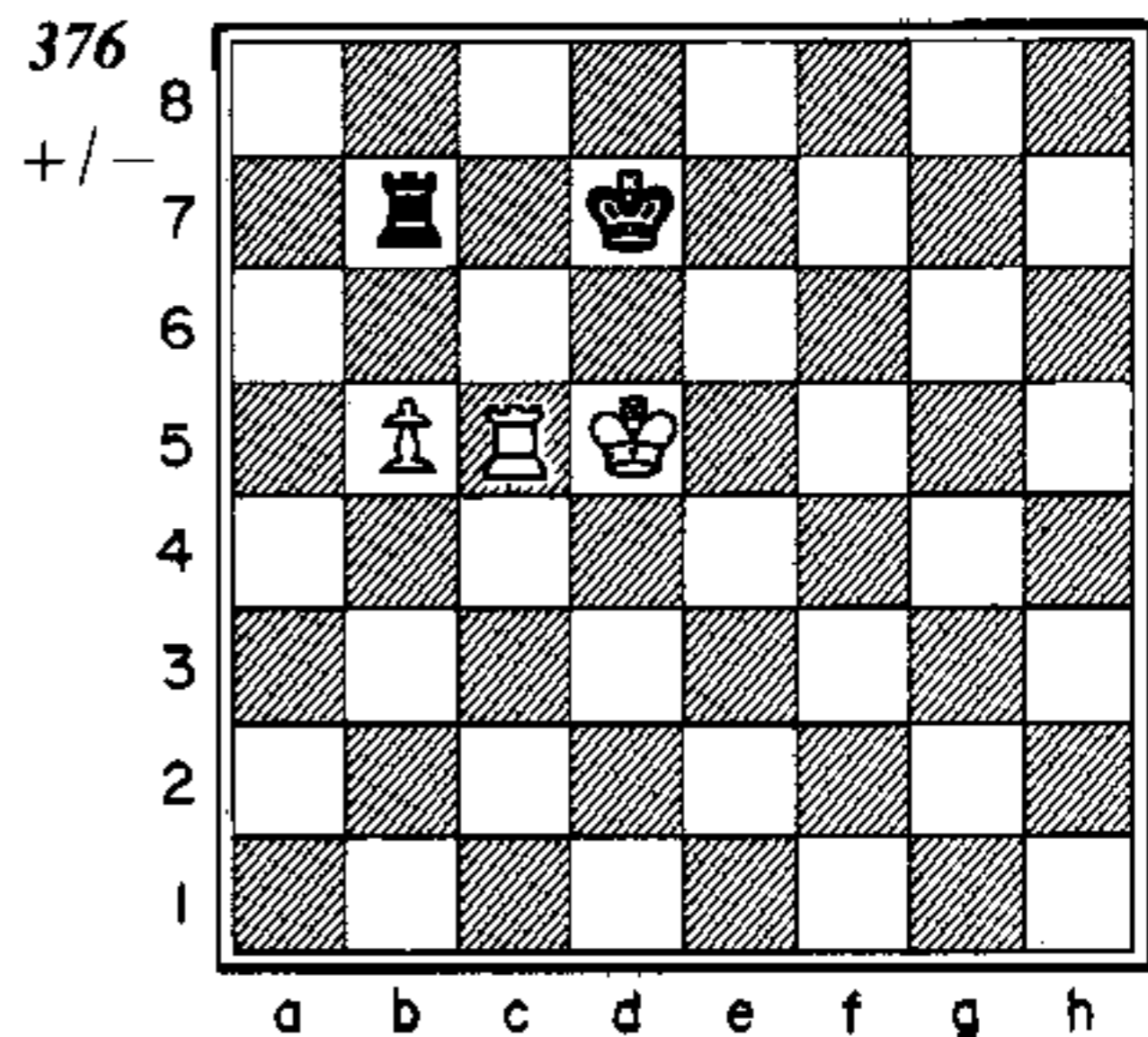
In such positions the backward position of the white king may allow the transition into a drawn pawn ending, and if it is Black to move

he can play 1 ... Rc8! 2 R×c8 (2 Rh1 Kc7) 2 ... K×c8 3 Ka5 Kb7.

But had the white rook been at c5, after 1 ... Rc8 2 b6! R×c5 3 K×c5 Kd8 4 Kd6 or 4 Kb5 White would nevertheless have won.

In the following example the white rook is not particularly well placed, but Black is not able to exploit this factor, since his rook too is insufficiently mobile.

Chéron, 1954



376. If it is Black to move, he is not saved either by 1 ... Rc7 2 b6!, or by 1 ... Ra7 in view of the same 2 b6 (2 Kc4 Ra4+ 3 Kd5 Rb4 or 3 Kb3 Rh4 4 b6 Rg4 leads to a draw) 2 ... Ra4 3 Rc7+ Kd8 4 Kc6 Rc4+ 5 Kb7 etc.

If it is White to move, he wins by approaching the pawn with his king: 1 Kc4 Kd6 2 Rc6+!

The only move to win. If 2 Kb4, then 2 ... Rc7 3 Rh5 Rc1 4 Ka5 Kc7 or 4 Rh7 Ra1 with a draw.

2 ... Kd7 3 Kc5 Rb8 (3 ... Rc7 4 Kb6) 4 b6 (the simplest, but 4 Rd6+ Kc7 5 b6+ is also possible) 4 ... Rc8 5 R×c8 K×c8 6 Kc6, and White wins.

Note that, if the black rook is at b1, White is unable to win, since 1 Kc4 is met by 1 ... Rc1+ followed by the exchange of rooks and a drawn ending.

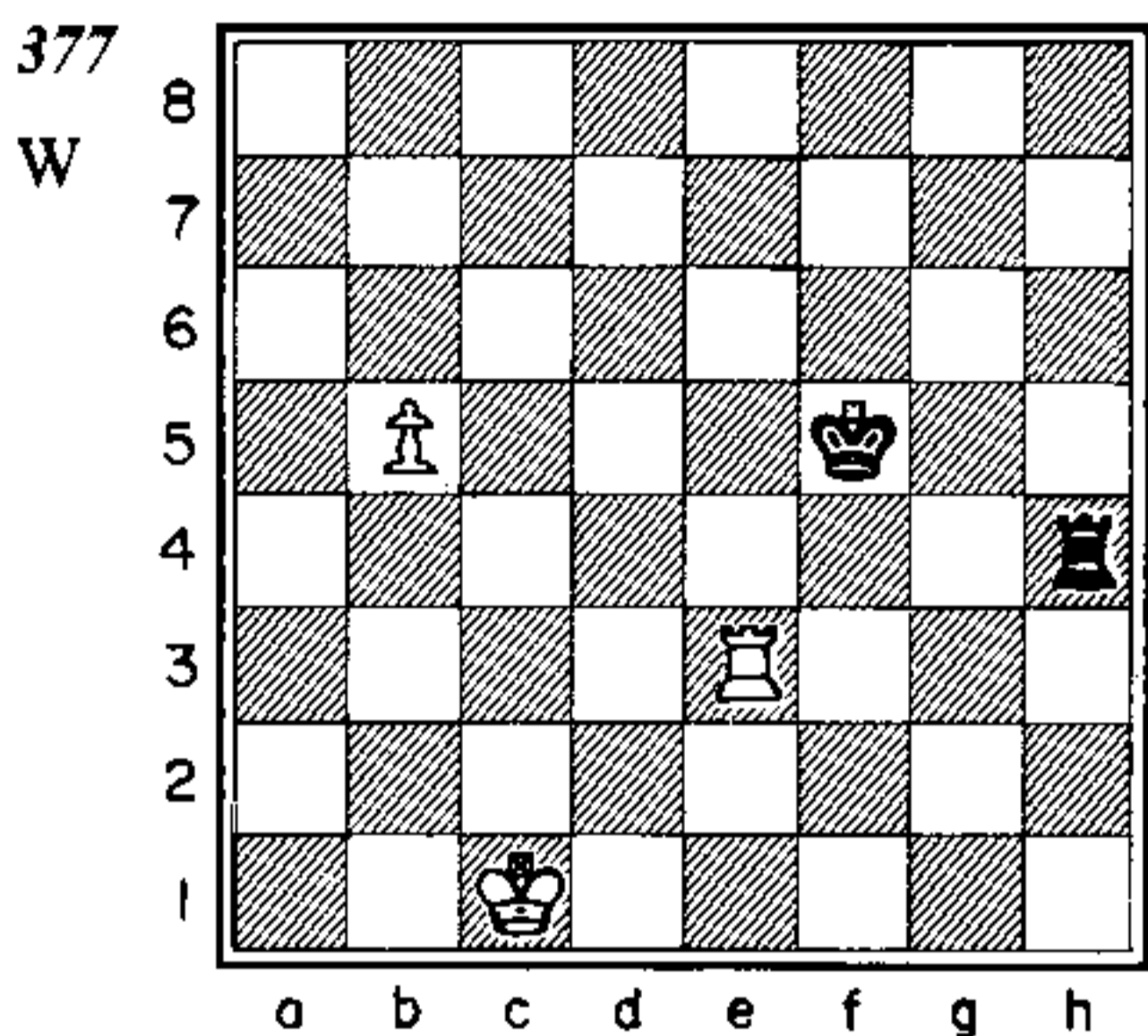
If the stronger side's king is a long way

Pawn on the 4th Rank

from the pawn, the defender may attempt to prevent it from approaching, while simultaneously attacking the pawn with the rook from the side.

proves far more effective, if the pawn has not crossed the demarcation line.

Mikhalchishin–Losev
Moscow, 1974



377. The game went: 1 Kb2 Kf4! 2 Rc3.

There is nothing better. If 2 Re6 Kf5, while if 2 Re7 Black exploits the relative placing of the white king and pawn by 2... Rh5! 3 Rb7 (3 b6 Rb5+) 3... Rh3!, as before not allowing the king to approach the pawn.

2... Ke5 3 Ka3 Kd6 (White's king is cut off from the pawn, and this prevents him from winning) 4 b6 Kd7 5 Rc7+ Kd8!

It was not yet too late to go wrong. After 5... Kd6? 6 Rc8! White would have won.

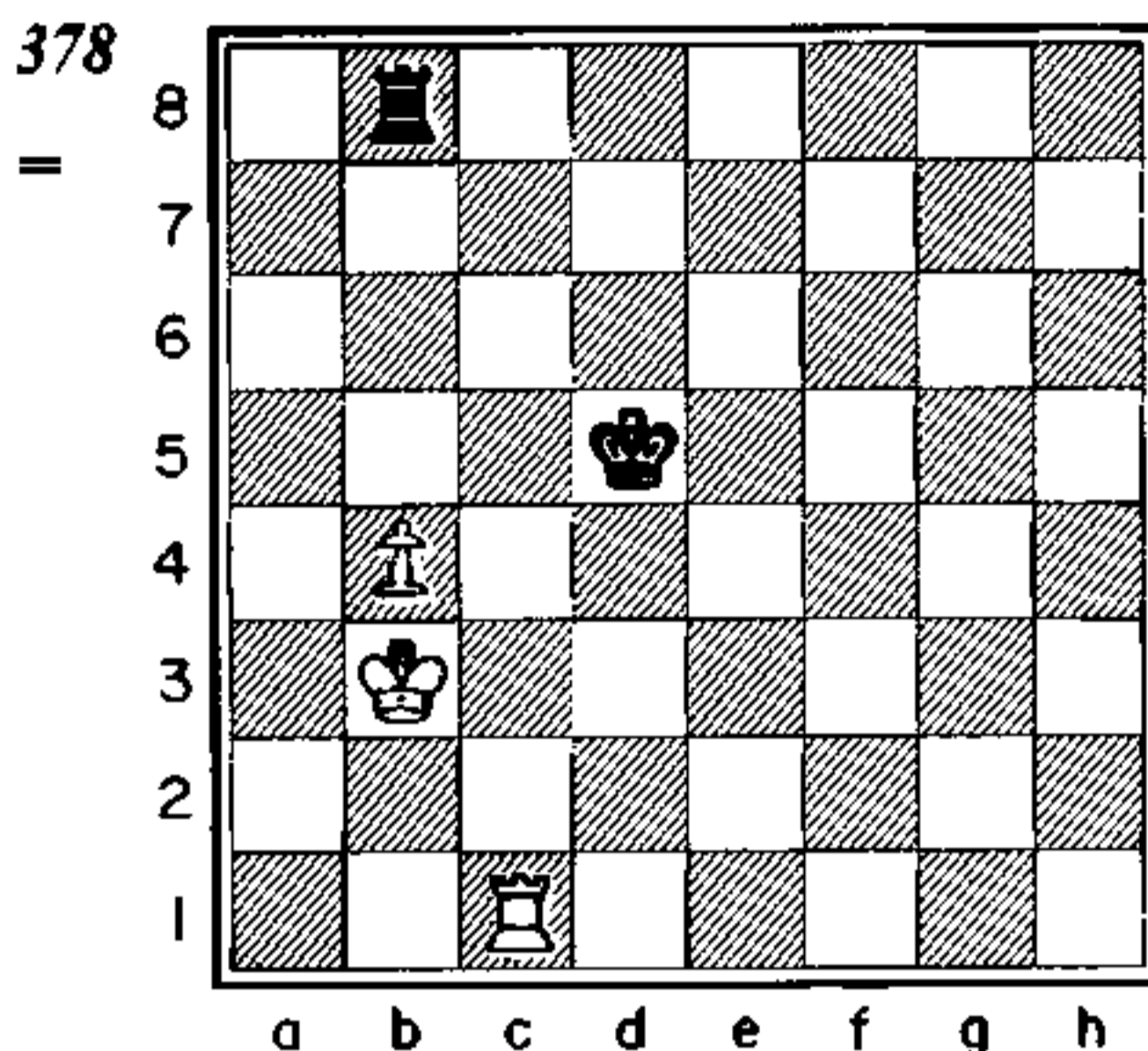
6 Rc6 Kd7 7 Rc7+ Kd8 8 Rc5 Kd7. Drawn.

Dvoryetsky showed that the subtle 1 Kc2! would have won. The king moves towards the pawn, and at the same time moves off the dangerous b-file. On 1... Kf4 there now follows 2 Re7! Rh5 3 b6 Rb5 4 b7 Kf5 5 Kc3 Kf6 6 Kc4 Rb1 7 Rh7 Ke6 8 Kc5, while if 1... Rb4, then 2 Rb3 Rc4+ 3 Kd3 Rc8 4 Rc3! Rb8 5 Kc4 Ke6 6 Rd3, and White wins.

5.5 PAWN ON THE 4TH RANK

The attack on the pawn from the front

Tarrasch, 1908



378. There is no way for White to advance his pawn, e.g. 1 Ka4 Ra8+ 2 Kb5 Rb8+ 3 Ka5 Ra8+ 4 Kb5 Rb8+ 5 Ka4 Ra8+ 6 Kb3 Rb8!

The raid by the king has ended in failure, and the rook takes up its initial position. Black loses after 6... Rh8 7 b5 Rh4 (Black in turn tries to cut off the opponent's king from the pawn, but this plan is easily refuted) 8 Rc8 Rg4 9 Kc3 Rh4 10 b6! Rh7 11 Kb4 etc.

White can try to advance his pawn in another way: 1 Rc4 Kd6 (1... Rb7 is bad due to 2 Rc8, after which the white king can advance towards the rook) 2 Ka4 Kd5!

Black loses after 2... Ra8+ 3 Kb5 Rb8+ 4 Ka6 Kd5 5 Rh4. The king must be attacked only when the pawn is not defended by the rook.

3 Rc5+ Kd6 4 Ka5 Ra8+, and the king has to go back.

If we compare examples 375 and 378, it is not difficult to establish the following: the attack from the front proves effective only when the distance between the rook and the pawn is not less than 3 squares. Here we once again encounter the rule of 3 squares, which

Rook and Pawn against Rook

in general is characteristic of the majority of rook endings.

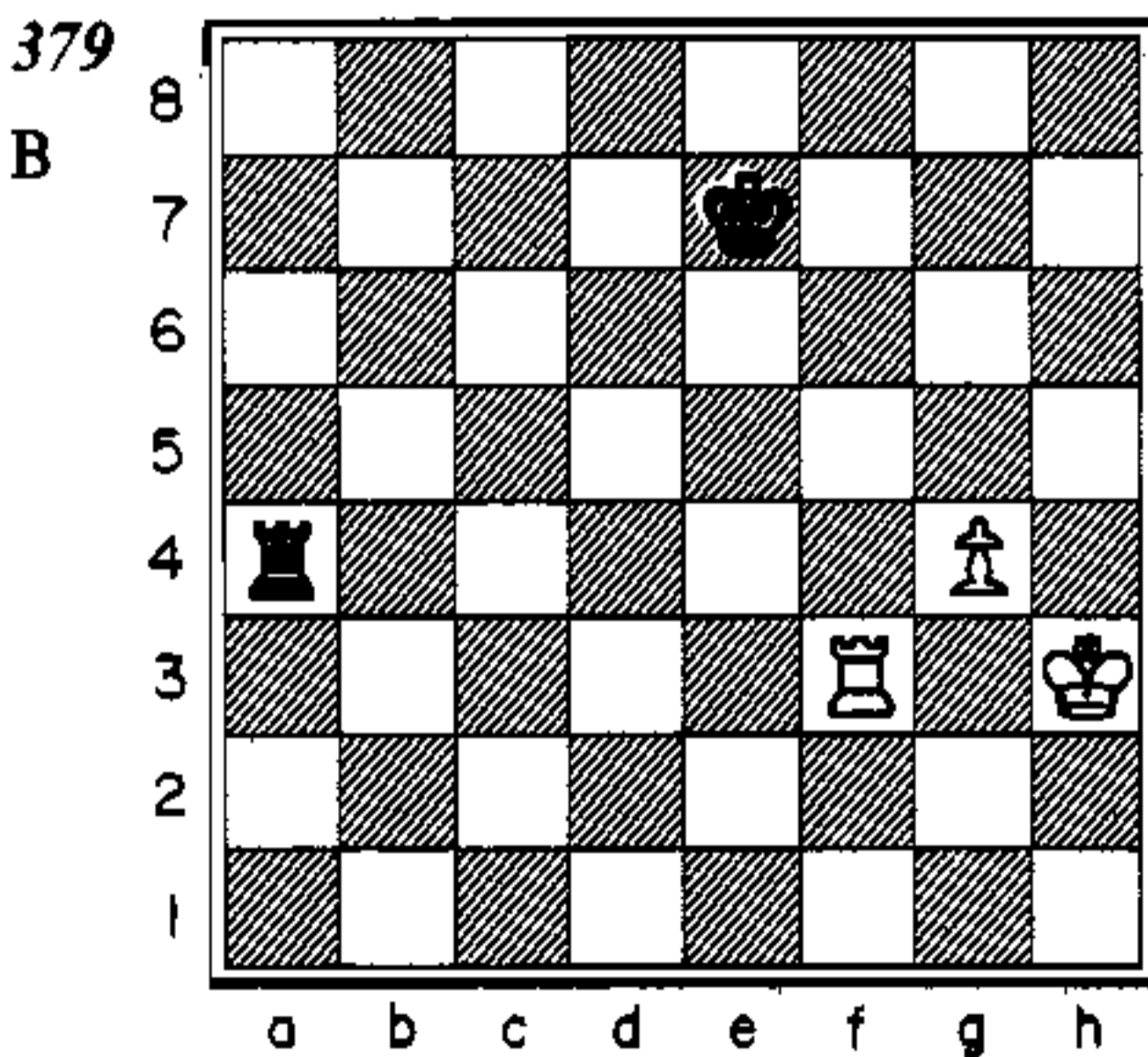
On the 1st move White could have checked—**1 Rc5+**. Then **1 ... Kd4** would be a mistake, since after **2 Rh5** the black king is cut off in the lower half of the board, and by playing **b4–b5** White wins easily. Incidentally, in this case there is also another way to win: **2 Rc6 Kd5 3 Ra6**, then **4 Ka4** and **5 b5**.

The only correct continuation is **1 ... Kd6!**, e.g. **2 Ka4 Ra8+ 3 Kb5** (after **3 Ra5** any rook move along the rank draws for Black) **3 ... Rb8+!** (**3 ... Kd7 4 Rc4!**) **4 Kc4**, and now not only **4 ... Rb8** is sufficient for a draw, but even **4 ... Rb7 5 b5 Rc7**.

If in example 378 Black's king had been at d4, with him to move he could have drawn by **1 ... Kd5**, returning to the absolutely safe rank. Even if the king is moved to d7, in this case too White is unable to win. As before, **1 Ka4 Ra8+ 2 Kb5 Rb8+** is futile, while **1 Rc4** is most simply met by **1 ... Rc8 2 Rxc8 Kxc8 3 Ka4 Kb8!**

The following practical example is of interest.

Fischer–Sherwin Portoroz, 1958

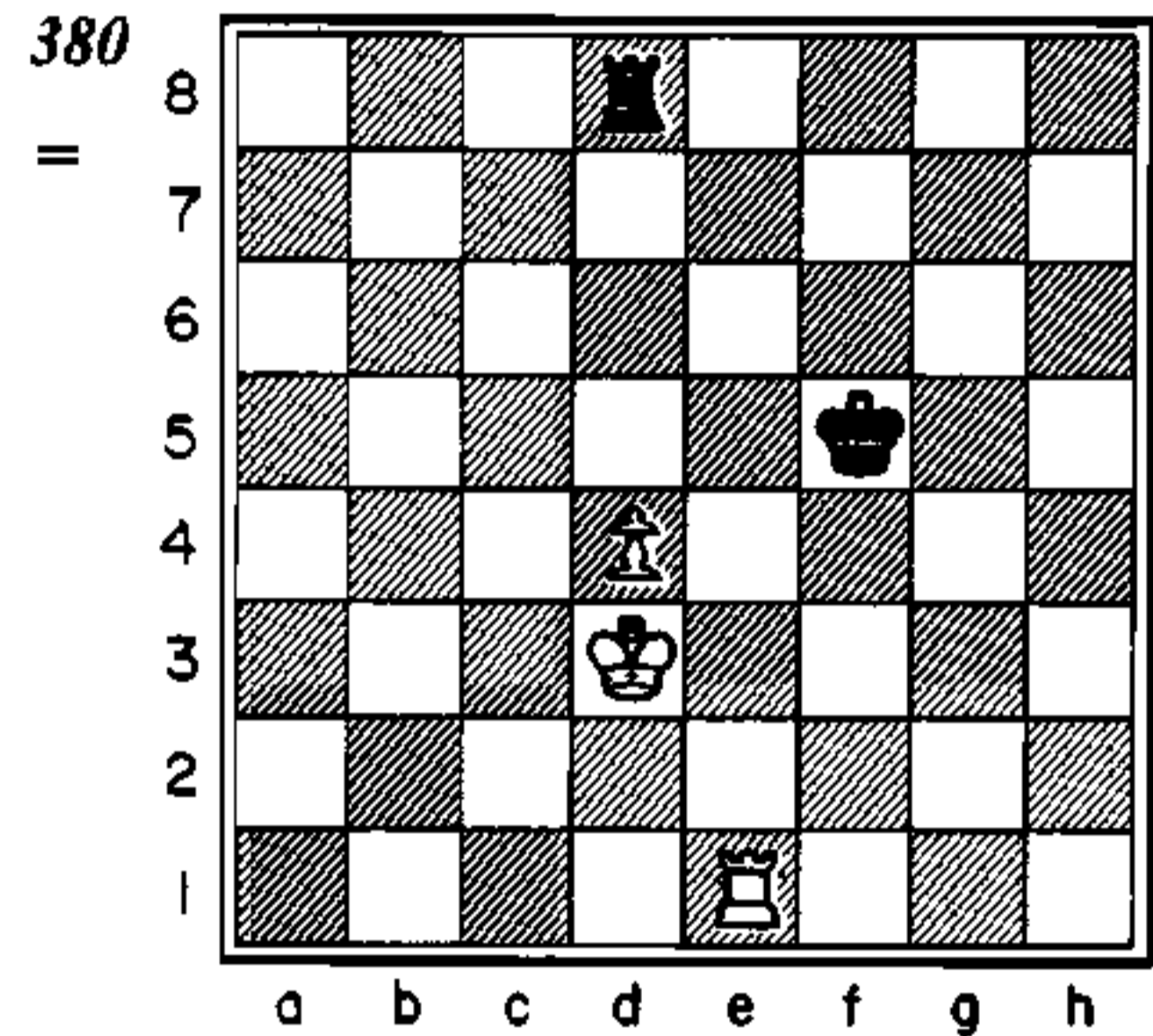


379. Black could have drawn by **1 ... Ra8!**, switching to the attack from the front, e.g. **2 Kh4 Rh8+ 3 Kg5 Rg8+**, and the king

has to go back. **2 Rf4 Rf8! 3 Rxf8 Kxf8 4 Kh4** does not help due to **4 ... Kg8!**, nor does **2 g5** in view of **2 ... Rf8** or even **2 ... Ra4**.

Black in fact played **1 ... Ke6?**, the decisive mistake, and the game concluded **2 Kh4! Ra8** (now the attack from the front is too late) **3 g5 Rh8+ 4 Kg4 Ke7 5 g6 Rf8 6 Rf5**, and White won.

Let us now see whether the situation changes, if the pawn is on one of the central files.



380. The existence of space to the left gives White great manoeuvring freedom, but his aggressive attempts are easily parried.

1 Kc4 Rc8+ 2 Kb5 Rd8 3 Kc5 Rc8+ 4 Kb6 Rd8! (not **4 ... Rb8+ 5 Kc7 Rb5 6 Kc6**, when the pawn advances to d5) **5 Kc5** (if **5 Rd1 Ke6**) **5 ... Rc8+ 6 Kb4 Rd8 7 Kc4 Rc8+ 8 Kd3 Rd8**. Drawn.

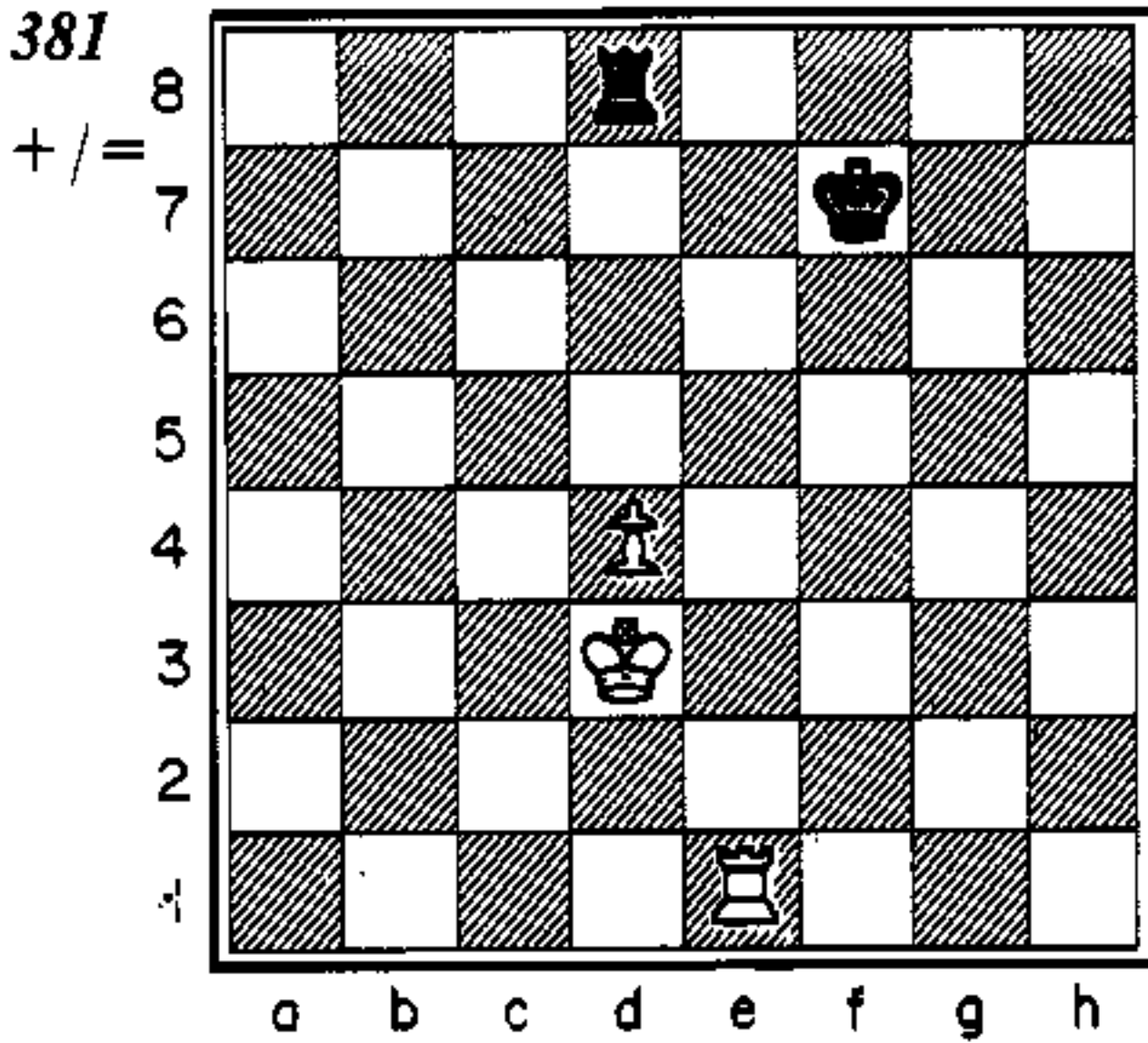
In this type of ending it is usual to call the 5th and 6th ranks the absolutely safe ranks: if the weaker side's king is on one of these ranks, the drawn result does not depend on the turn to move.

Let us now move the black king to f7.

381. In contrast to the position with a knight's pawn, White to move can win here: **1 Kc4 Rc8+ 2 Kb5 Rd8 3 Kc5 Rc8+ 4 Kb6 Rd8 5 Re4!**

This is the whole point. White has gained the possibility of defending his pawn with his

Pawn on the 4th Rank



rook, and the black king is not able to attack it.

5 ... Kf6 6 Kc7 Rd5 (6 ... Kf5 7 Re5+) 7 Kc6 Rd8 8 d5 etc.

If it is Black to move, he draws by either 1 ... Re8 or 1 ... Kf6, moving on to one of the absolutely safe ranks.

The 7th and 4th ranks are called the relatively safe ranks, since here the result usually depends on the turn to move.

The winning method carried out by White in this last example is, generally speaking, typical of such endings. It consists of several steps. First the stronger side's king tries to penetrate as deeply as possible into the opponent's position, then the rook defends the pawn, and only then the king tries to support the advance of the pawn.

It is very tempting to try to give a general rule for assessing such positions with the rook attacking from the front. Such a rule for a central or bishop's pawn was suggested by Chéron back in 1927, and runs as follows: if the number of the rank on which the pawn stands is added to the number of files separating it from the weaker side's king, the position is a draw if this sum does not exceed five.

For a knight's pawn Chéron attempted to establish an analogous 'rule of six', but in 1936 this was shown by Grigoriev to be inadequate.

In 1956 Kopayev tried to extend the 'rule

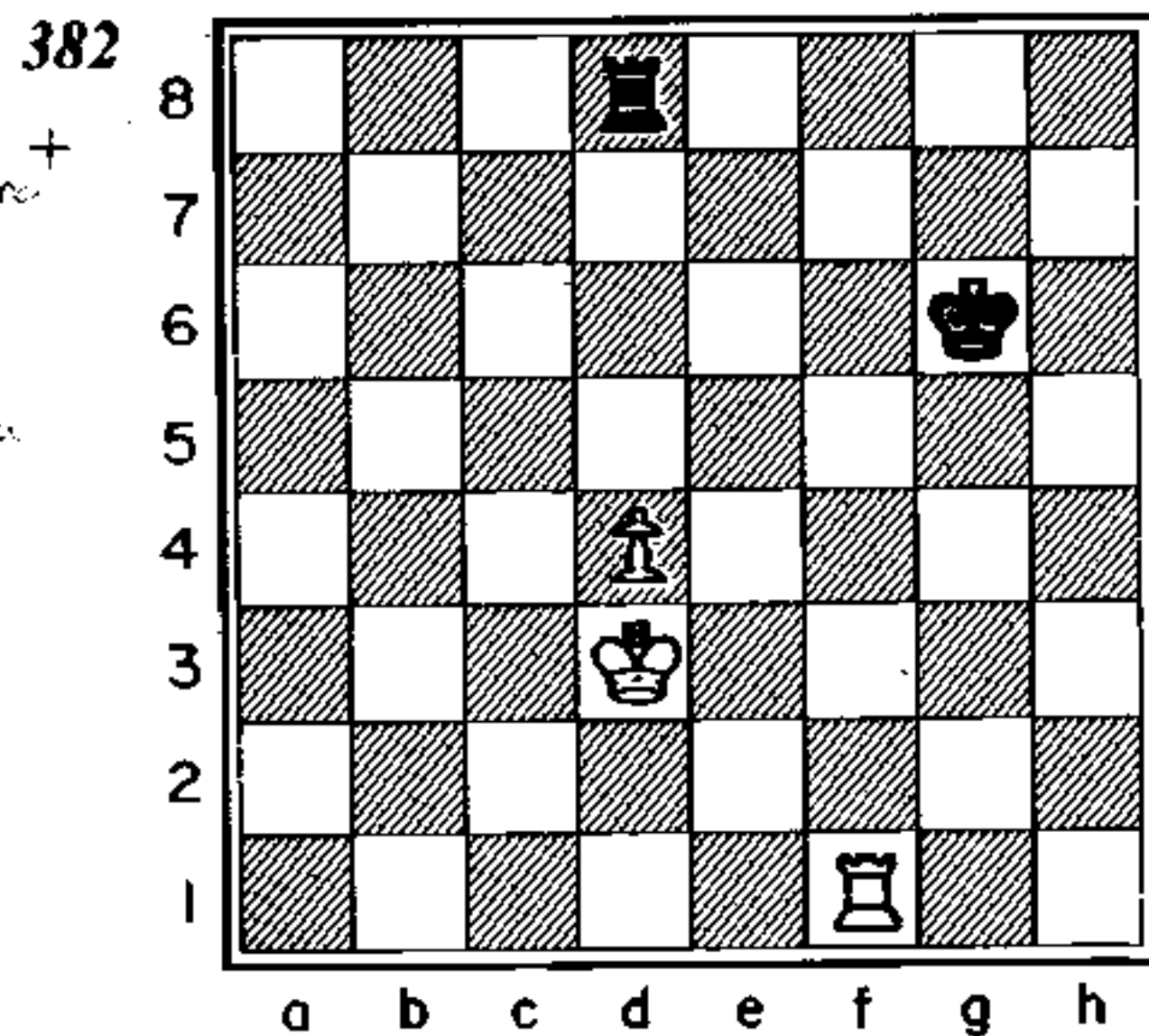
of five' to the knight's pawn, but without success.

As we will see below, the 'rule of five' has too many exceptions; nevertheless it can prove useful as a quick guide. In such endings what is much more important is not a formal rule, but an understanding of the methods of attack and defence, and we now turn to an examination of the possibilities with various pawn placings.

When using the 'rule of five' as a guide, it should also be borne in mind that a necessary condition for a draw is that the king should be on one of the absolutely safe ranks. If the king is on one of the relatively safe ranks, a draw can usually be achieved only when it is the weaker side to move, it being used for the immediate transfer of the king onto an absolutely safe rank.

The following example confirms the 'rule of five'.

Chéron, 1923
Grigoriev, 1937



382. The pawn is on the 4th rank, and the king is cut off by 2 files. The sum is $4 + 2 = 6$, which means that White should win. He wins by the combined method (Grigoriev's terminology), the essence of which is as follows: White advances his king as far as possible, but then places his rook not beside the pawn, but behind it, and supports its advance.

Rook and Pawn against Rook

1 Kc4 Rc8 + 2 Kb5 Rd8 3 Kc5 Rc8 + 4 Kb6! Rd8 5 Rd1.

White's king and rook have both taken up the necessary positions. The rest is not difficult.

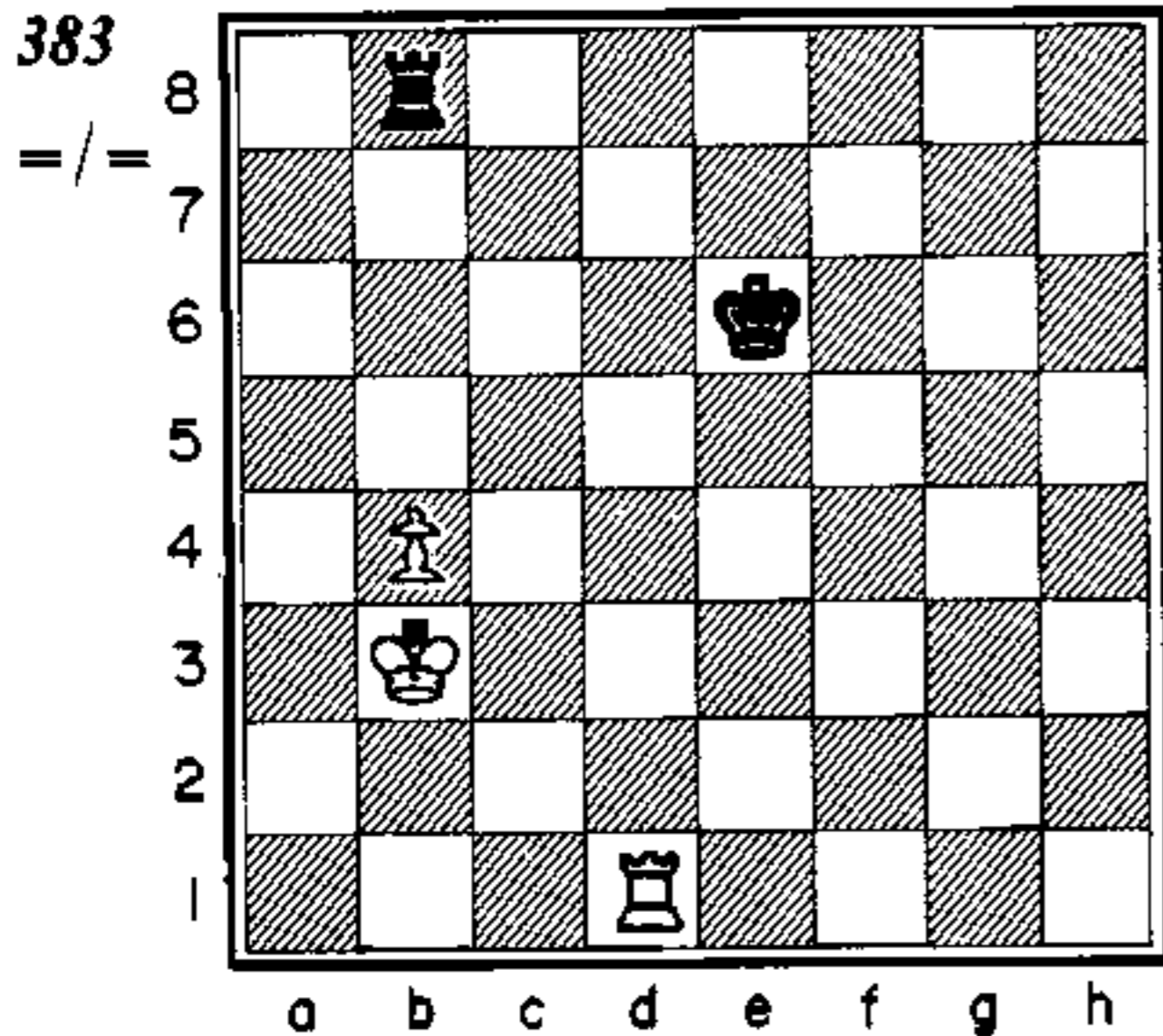
5 ... Kf7 6 Kc7 Rd5.

If **6 ... Ra8**, then **7 d5 Ra7 + 8 Kb6 Rd7 (8 ... Ra2 9 Re1!) 9 Kc6 Ke7 10 d6 + Kd8 11 Rh1 etc.**

7 Kc6 Rd8 8 d5 and wins.

If the pawn is a knight's pawn, the result changes, since White is not able to take his king forward.

Chéron, 1923
Grigoriev, 1937



383. Here the sum equals six, but even so White cannot win. For example, with Black to move: **1 ... Ke5!**

The only move. The king must stay on one of the absolutely safe ranks. Bad would be **1 ... Ke7 2 Rd4! Ke6 (2 ... Rd8 3 R x d8 K x d8 4 Ka4 Kc8 5 Ka5!) 3 Kc4! Rc8 + (3 ... Ke5 4 Rd5 + Ke6 5 b5 Rc8 + 6 Rc5! Kd7 7 b6!) 4 Kb5 Ke5 (4 ... Rb8 + 5 Kc6 Rc8 + 6 Kb7) 5 Rc4 Rb8 + 6 Ka6 Kd5 7 Rh4 Kc6 8 b5 + and wins.**

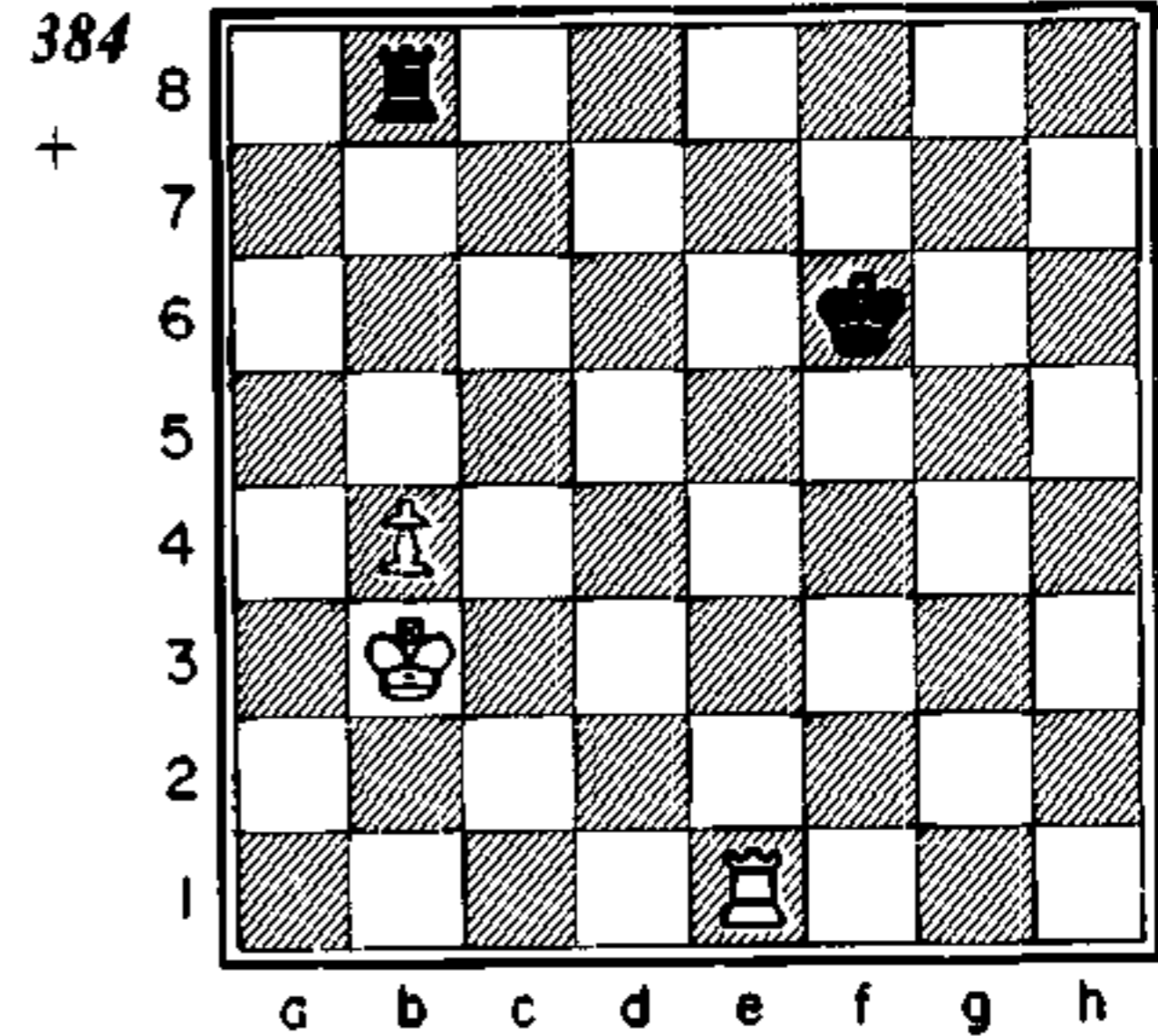
2 Rd7 Ke6 3 Ra7 Kd6 4 Ka4 Kc6 5 Ka5 Rb5 + 6 Ka4 Rb8 with a draw.

No better is **3 Rd4 Ke5 4 Kc3 Rh8** (the simplest, but even **4 ... Rc8 + 5 Rc4 Rb8 6**

Rc6 Kd5 7 Ra6 Rc8 + 8 Kb3 Rc6 is possible) **5 b5 Rb8 6 Rh4 Kd6 7 Kb4 Kc7** with a draw.

With a knight's pawn on the 4th rank, a win is possible if the king is cut off from the pawn by 3 files, in other words, if the sum is greater than six.

Grigoriev, 1937

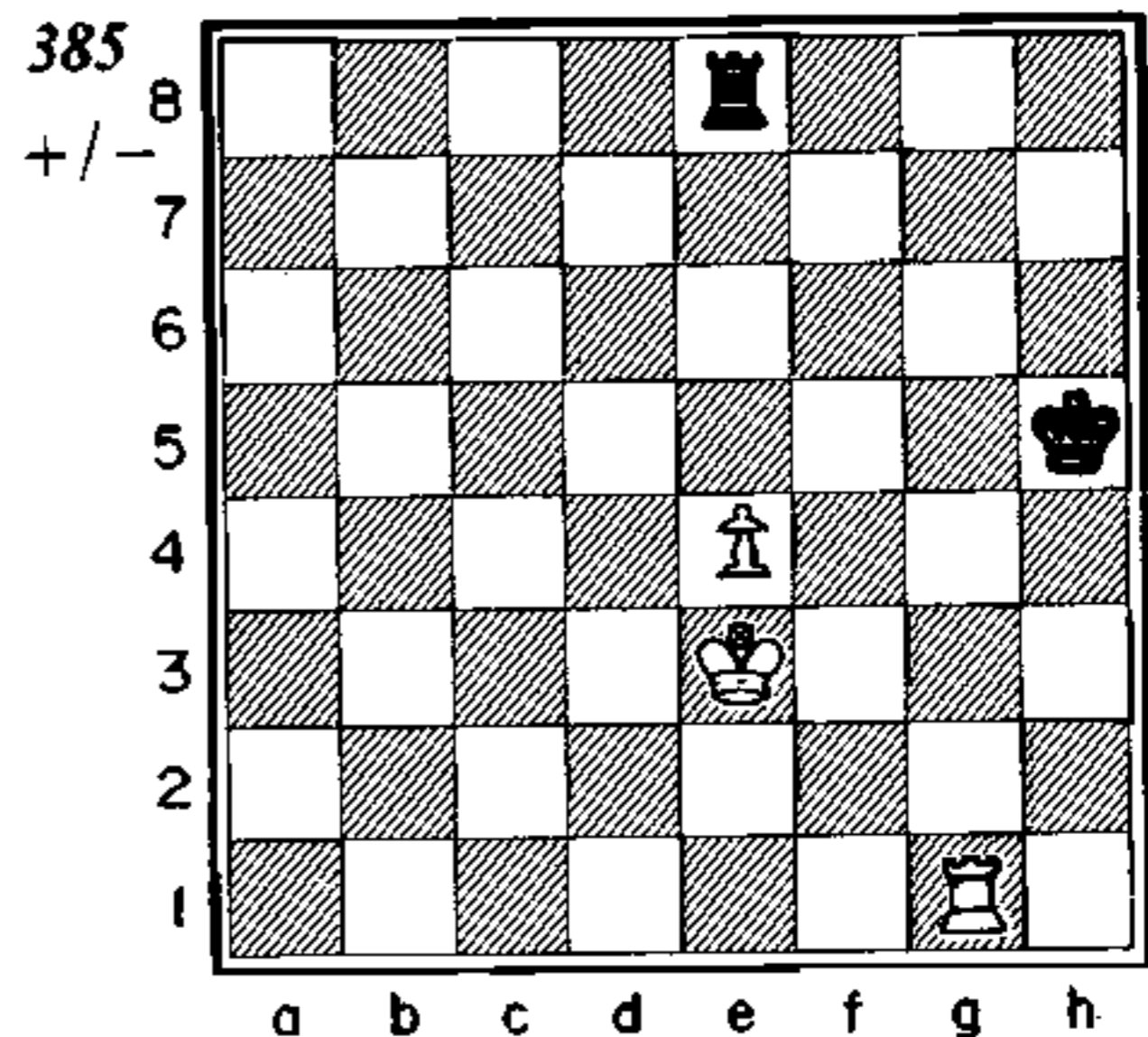


384. The black king is so far from the pawn that White wins without difficulty. It is simplest to employ the combined method: **1 Kc4 Rc8 + 2 Kd5 Rd8 + 3 Kc5 Rc8 + 4 Kd6! Rb8 5 Rb1 Kf7 6 b5 Ke8 7 b6 or 7 Kc7.**

But also possible is **1 Re2 Kf5 2 Re7 Kf6 3 Ra7 Ke6 4 Kc4 Kd6 5 b5! Rc8 + 6 Kb4 Rc7 7 b6 Rc1 8 Kb5.**

The following position is of interest.

from **Chéron, 1926**



Pawn on the 3rd Rank

385. Here the combined method is not good enough to win: 1 Kd4 Rd8 + 2 Kc5 Re8 3 Kd5 Rd8 + 4 Kc6 Re8 5 Re1 Kg5 6 Kd6 Ra8! 7 e5 Ra6 + 8 Kd5 Ra5 + 9 Kd4 Ra7 10 e6 Kf6 with a draw.

What comes to White's aid is the unfortunate position of the opponent's king on the rook's file. First the opponent must be given the move.

1 Rg3 Kh4.

If 1 ... Kh6, the king can now be brought out: 2 Kf4 Rf8 + 3 Ke5 Re8 + 4 Kf6! Rf8 + 5 Ke7 and 6 e5.

2 Rg2 Kh5 3 Rg1! Ra8.

There is nothing better. If 3 ... Kh4, then 4 e5! R × e5 + 5 Kf4, while 3 ... Kh6 has already been considered. Black tries to attack from the side, cutting off the opponent's king from the pawn.

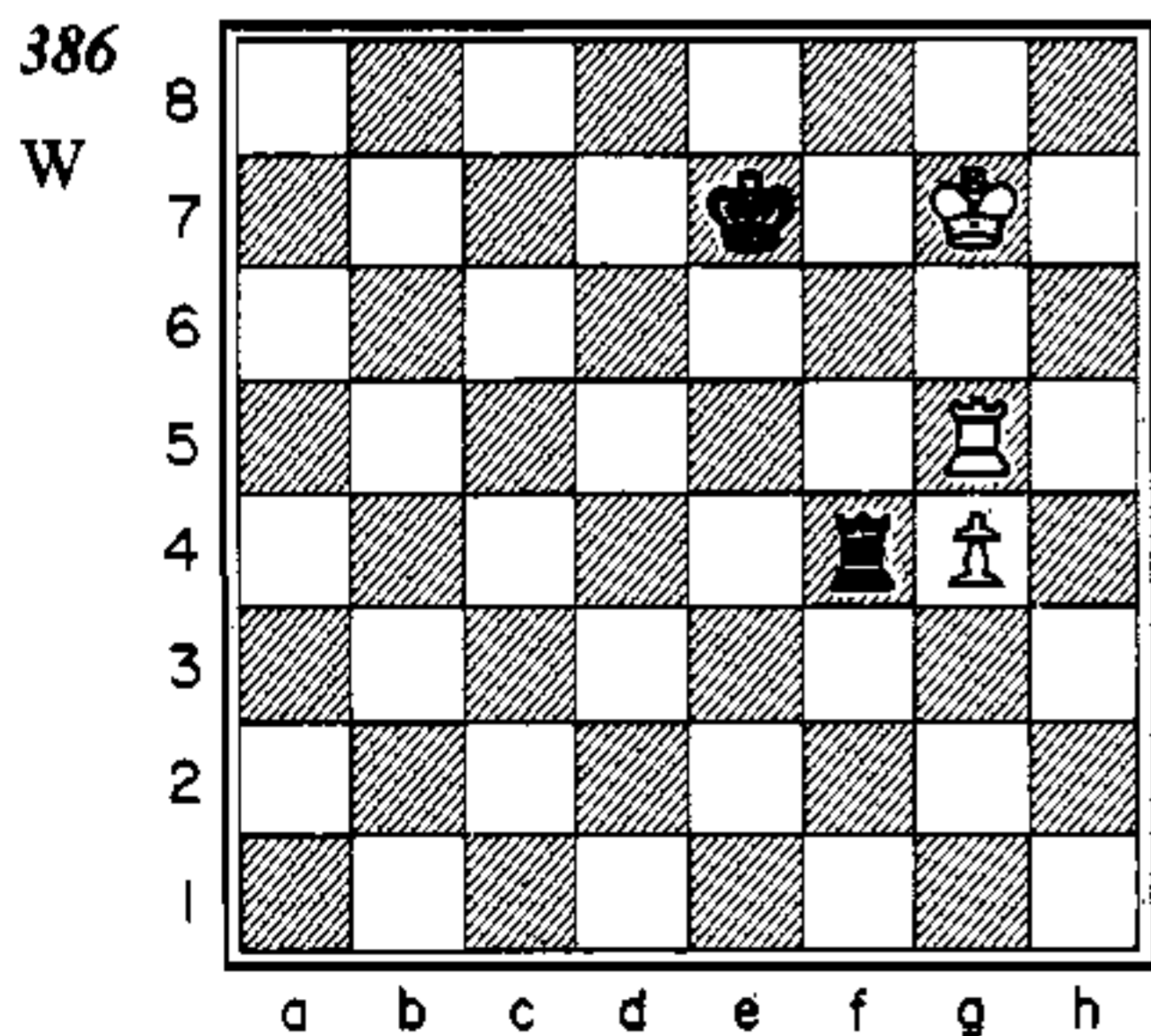
4 e5 Ra4! 5 e6!

This refutes Black's plan. The pawn is immune: if 5 ... Ra6 6 Ke4 R × e6 + 7 Kf5.

5 ... Kh6 6 e7! Ra8 7 Kf4 Re8 8 Kf5 R × e7 9 Kf6 and wins.

In effect, in this example White carried out a combined method: the advance of the king was linked to simultaneous threats to the opponent's king.

Olafsson–Tal
Portoroz, 1958
(variation from the game)



386. White's pieces are awkwardly placed, but nevertheless he manages to win:

1 Rg6 Rf7 +.

If 1 ... Re4 2 g5 Re5, then 3 Kg8 Ke8 4 Rg7 Rf5 5 g6 Rg5 6 Kh8 Rg1 7 Rg8 + Ke7 8 Kg7 etc.

2 Kh6 Kf8 3 Ra6!

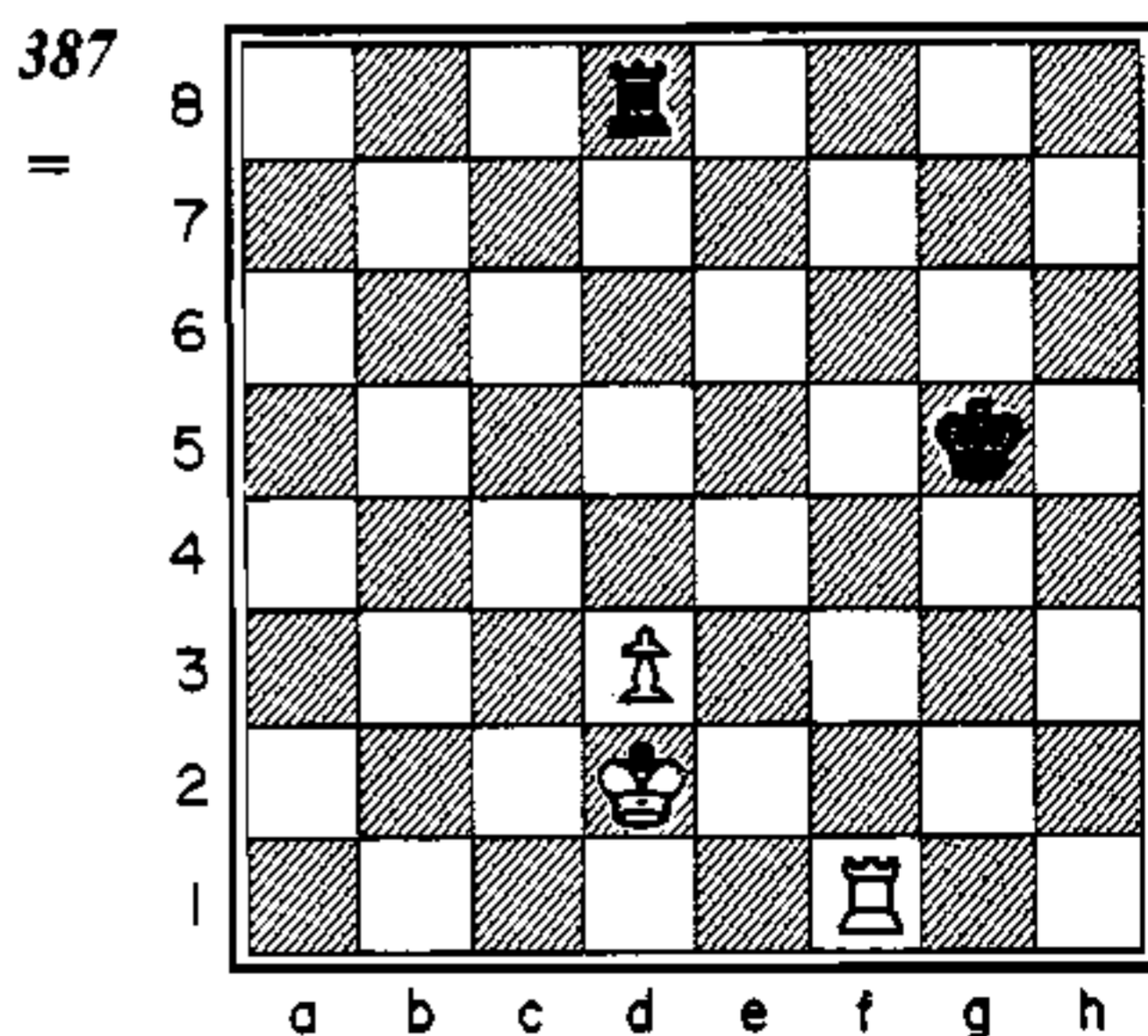
This is quicker than 3 g5 Ra7! (3 ... Rf1 4 Ra6 Rg1 5 Kg6 and wins) 4 Rb6 Ra8! 5 Kh7! (5 Kg6 Kg8 with a draw) 5 ... Ra7 + 6 Kh8 Ra5! 7 Rf6 +! (or 7 Rb8 + Kf7 8 Rg8!, but not 8 Rb7 + Kg6 9 Rg7 + Kh5 10 g6 Kh6 with a draw) 7 ... Ke7 8 Rg6 Kf7 9 Kh7 and wins.

3 ... Rf1 (3 ... Rb7 is met by 4 Ra8 + Kf7 5 g5) **4 g5 Rg1 5 Kg6**, and White wins.

5.6 PAWN ON THE 3RD RANK

Against a pawn on the 3rd rank the attack from the front is even more effective. According to the 'rule of five', the less advanced the pawn is, the greater the number of files by which the opponent's king must be cut off from it, if it is to queen.

Kopayev, 1958

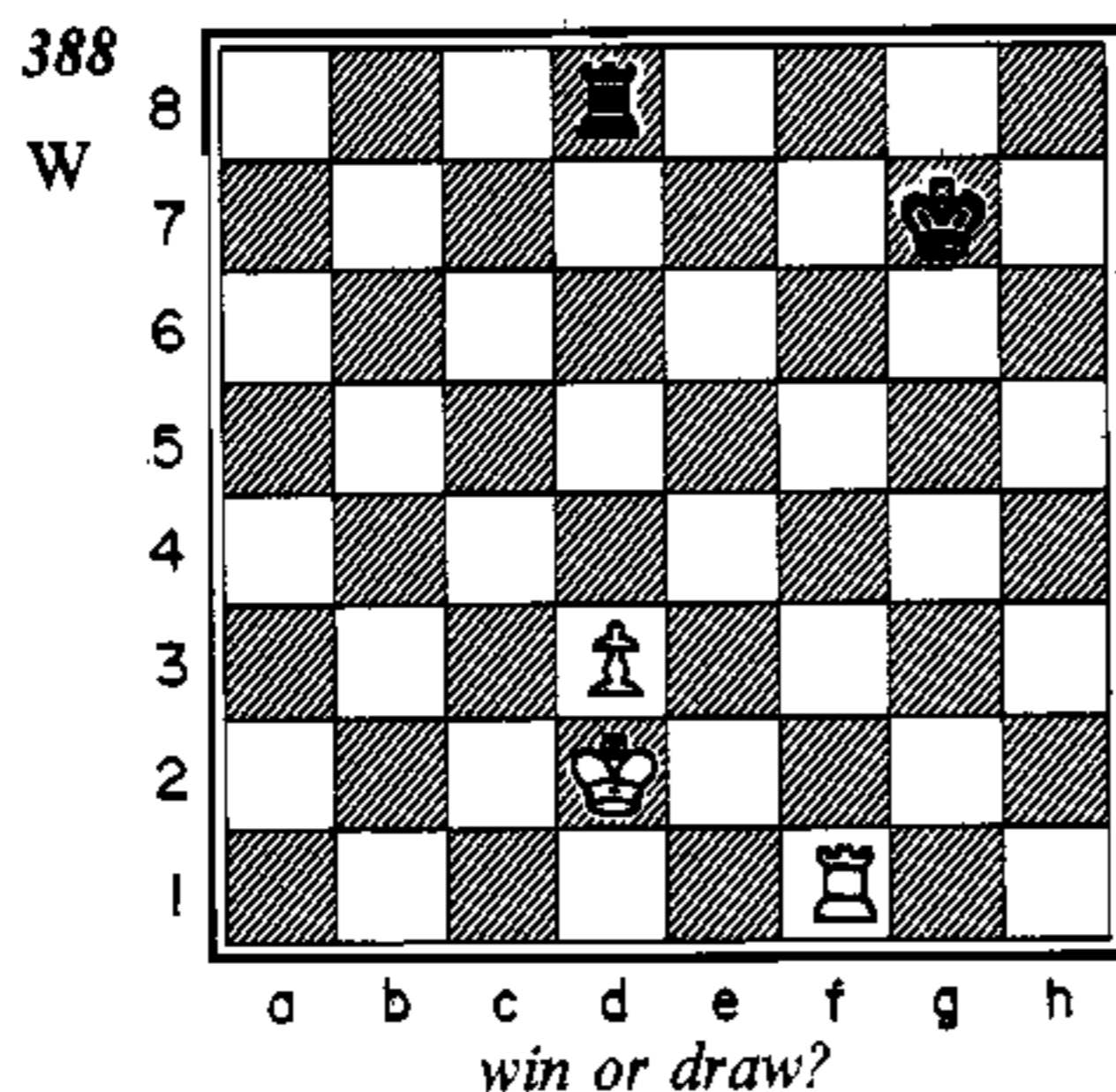


387. The sum here equals five, and the king is on an absolutely safe rank. This means that Black should not lose, e.g. **1 Kc3 Rc8 + 2 Kb4 Rd8 3 Kc4 Rc8 + 4 Kb5 Rd8 5 Rd1 Kf6 6 d4 Ke7 7 Kc6 Rc8 +** with a draw.

Rook and Pawn against Rook

But what if the black king is moved to a relatively safe rank, for example to g7? According to the 'rule of five', White should be able to win.

Chéron, 1926
Levenfish and Smyslov, 1957
Kopayev, 1958



388. This position was an object of discussion for many years. The collective efforts of various analysts bore their fruit, and it was shown that Black can draw.

1 Kc3 Rc8+ 2 Kb4 Rd8 3 Kc4 Rc8+ 5 Kb5 Rd8 5 Rf3.

Now White can begin a new raid with his king, to exploit the position of the opponent's king to gain a tempo.

5 ... Kg6 6 Kc5 Rc8+ 7 Kd6 Rd8+ 8 Ke6!

8 Ke7 Rd5! is no better. If White replies **9 Rf6+**, a draw results from **9 ... Kg7 10 Rd6 Re5+! 11 Kd7 Kf7 12 d4 Ra5 13 d5 Ra7+ 14 Kc8 Ra5** (369).

Instead of **9 Rf6+**, **9 Ke6** is stronger, but even in this case after **9 ... Rd8 10 Rg3+ Kh5 11 Kf5 Kh4! 12 Re3 Rf8+ 13 Ke5 Re8+ 14 Kd4 Rd8+ 15 Kc5 Rc8+ 16 Kd6 Rd8+ 17 Ke7 Rd5!** the result is a draw.

8 ... Kg5.

9 Rg3+ was threatened, driving the king further away. Therefore the king tries to avoid the dangerous opposition. **8 ... Kg7** would have been weaker: **9 Ke7! Rd5 10**

Rg3+ Kh6 11 Ke6 Rd8 12 Ke5 Re8+ 13 Kf6! Kh5 14 d4 and wins.

9 Rf5+! Kg6.

The attempt to attack the pawn from the rear does not work: **9 ... Kg4 10 Rd5 Re8+ 11 Kd7 Ra8 12 d4 Kf4 13 Rh5 Kg4 14 Re5**, and Black is lost.

10 Rd5 Re8+ 11 Kd7 Re3!!

Only this subtle move found by Chéron (1954) leads to a draw. For the moment the attack from the side has no chance of success: **11 ... Ra8 12 d4 Kf6 13 Rc5 Ra7+ 14 Rc7!** (not **14 Kd6 Ra8! 15 d5? Rd8+ 16 Kc7 Ke7** with a draw) **14 ... Ra4** (**14 ... Ra5 15 Kd6 Ra6+ 16 Rc6**) **15 d5!** (**15 Rc6+? Kf5 16 d5 Ke5 17 d6 Kd5** with a draw) **15 ... Ke5 16 d6 Kd5 17 Rb7!** and wins.

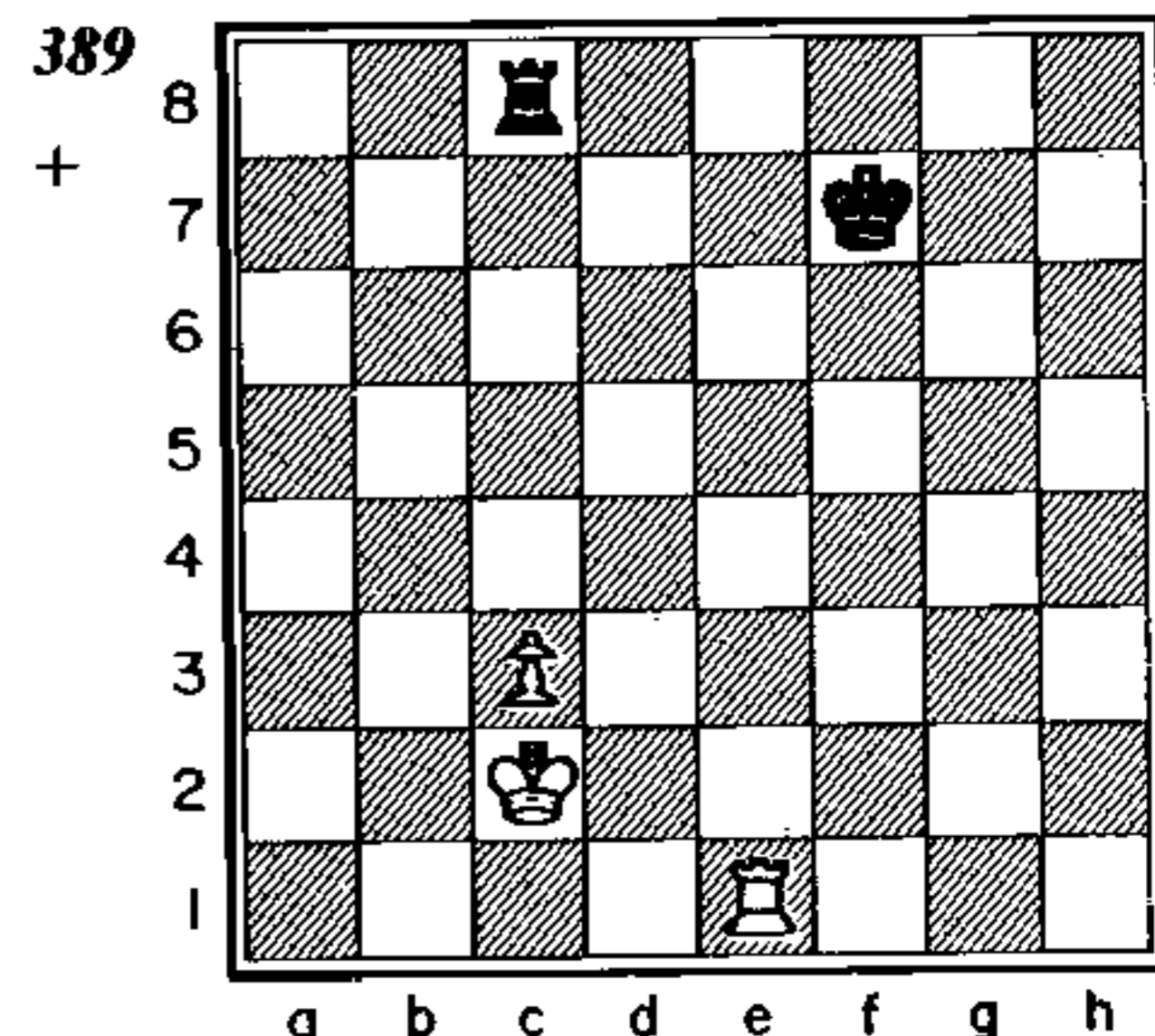
12 d4 Kf6 13 Rh5 (**13 Rd6+ Kf5 14 Kc6 Ke4 15 d5 Rc3+ 16 Kd7 Rh3** with a draw) **13 ... Re7+! 14 Kd8.**

If **14 Kd6**, then **14 ... Re6+ 15 Kd5 Re1 16 Rh7 Rd1 17 Rd7 Ra1!**

14 ... Ra7! 15 Rh6+ (**15 d5 Ra8+ 16 Kc7 Ra7+ 17 Kb6 Ra1**) **15 ... Kg5! 16 Rc6** (**16 Rb6 Ra5**) **16 ... Kf5 17 d5 Ke5 18 d6 Kd5 19 Rc7 Ra1** with a draw.

In the end Black was nevertheless saved by switching to the attack from the side: ... **Re3-e7-a7.**

Against a bishop's pawn Black would not have had sufficient space for such an attack, whereas White's attacking possibilities would be increased.

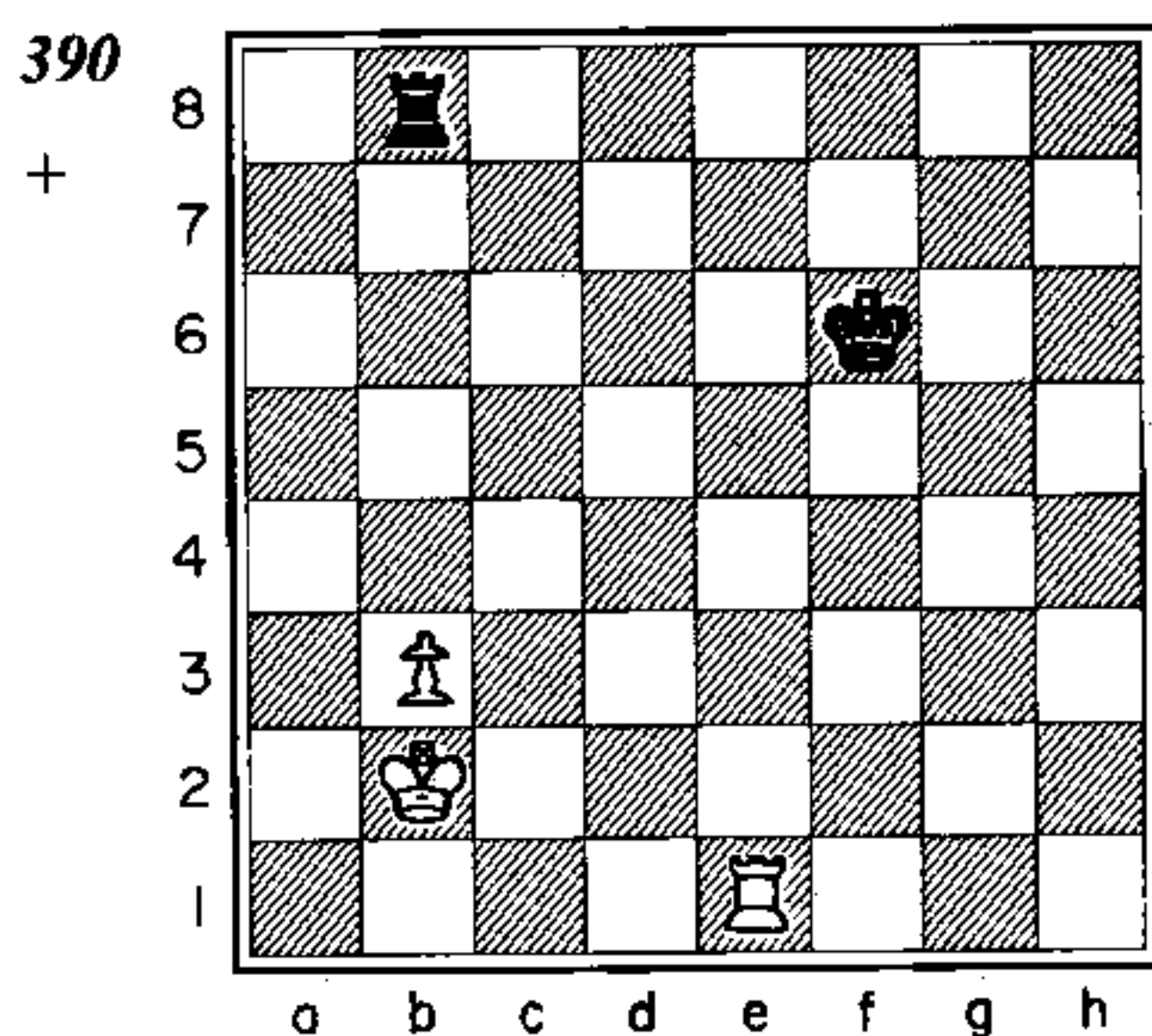


Pawn on the 3rd Rank

389. 1 Kb3 Rb8+ 2 Ka4 Rc8 3 Kb4 Rb8+ 4 Ka5 Rc8 5 Re3 Kf6 6 Kb5 Rb8+ 7 Kc6 Rc8+ 8 Kd6 Kf5 9 Re5+ Kf6 10 Rc5 Rd8+ 11 Kc7 Rd3 (11 ... Ra8 12 c4 Ra4 13 Kd6 Ra6+ 14 Rc6 Ra4 15 c5 Rd4+ 16 Kc7+ Ke7 17 Rd6 etc.) 12 c4 Ke6 13 Rh5 Rd7+ 14 Kc8 Ra7 15 c5 and wins.

If the pawn is a knight's pawn, for a win the opponent's king must be cut off from it by not less than 3 files.

Grigoriev, 1937



390. 1 Kc3 Rc8+ 2 Kd4 Rb8 3 Kc4 Rc8+ 4 Kd5 Rb8.

White's task is simplified by 4 ... Rd8+ 5 Kc6 Rb8 6 Rb1 Rb4 7 Kc5 Rb8 8 b4 Ke7 9 Kc6 etc.

5 Rb1.

This move, suggested by Kopayev, is stronger than Grigoriev's 5 Re3, which, it is true, also wins.

5 ... Ke7 6 Kc6 Rb4.

If 6 ... Kd8, the simplest is 7 b4 Rc8+ 8 Kb6! (8 Kb7? Rc7+ 9 Kb6 Kc8 with a draw) 8 ... Rc4 9 b5 Kc8 10 Rh1 Rb4 11 Rh8+ Kd7 12 Rb8!

7 Re1+ Kd8.

Black fails to draw by 7 ... Kf6 8 Re3 Rb8 9 Kc5 Rc8+ 10 Kd6! Rb8 11 Rf3+ Kg5 12 Kc5 Kg4 13 Rd3! Rc8+ 14 Kb6 Rb8+ 15 Kc7 Rb4 16 Kc6 Kf4 (16 ... Rb8 17 Rd4+

Kf5 18 b4 Ke5 19 Rh4) 17 Kc5 Rb8 18 b4 Rc8+ 19 Kb5 Rb8+ 20 Kc4 Rc8+ 21 Kb3 Rb8 22 Rd5.

8 Re3 Rh4!

Weaker is 8 ... Rb8 9 Rh3 Ke7 10 Rh7+ Ke6 11 Rb7 Rc8+ 12 Kb6, when White wins.

9 Rg3!

Suggested by Kopayev. Grigoriev considered only 9 Re5 Rh6+ 10 Kb7 Rh7+ 11 Kb8, but then Black has 11 ... Kd7! 12 Rc5 Rh4 13 Rb5 Kc6 14 Rb7 Kc5 with a draw.

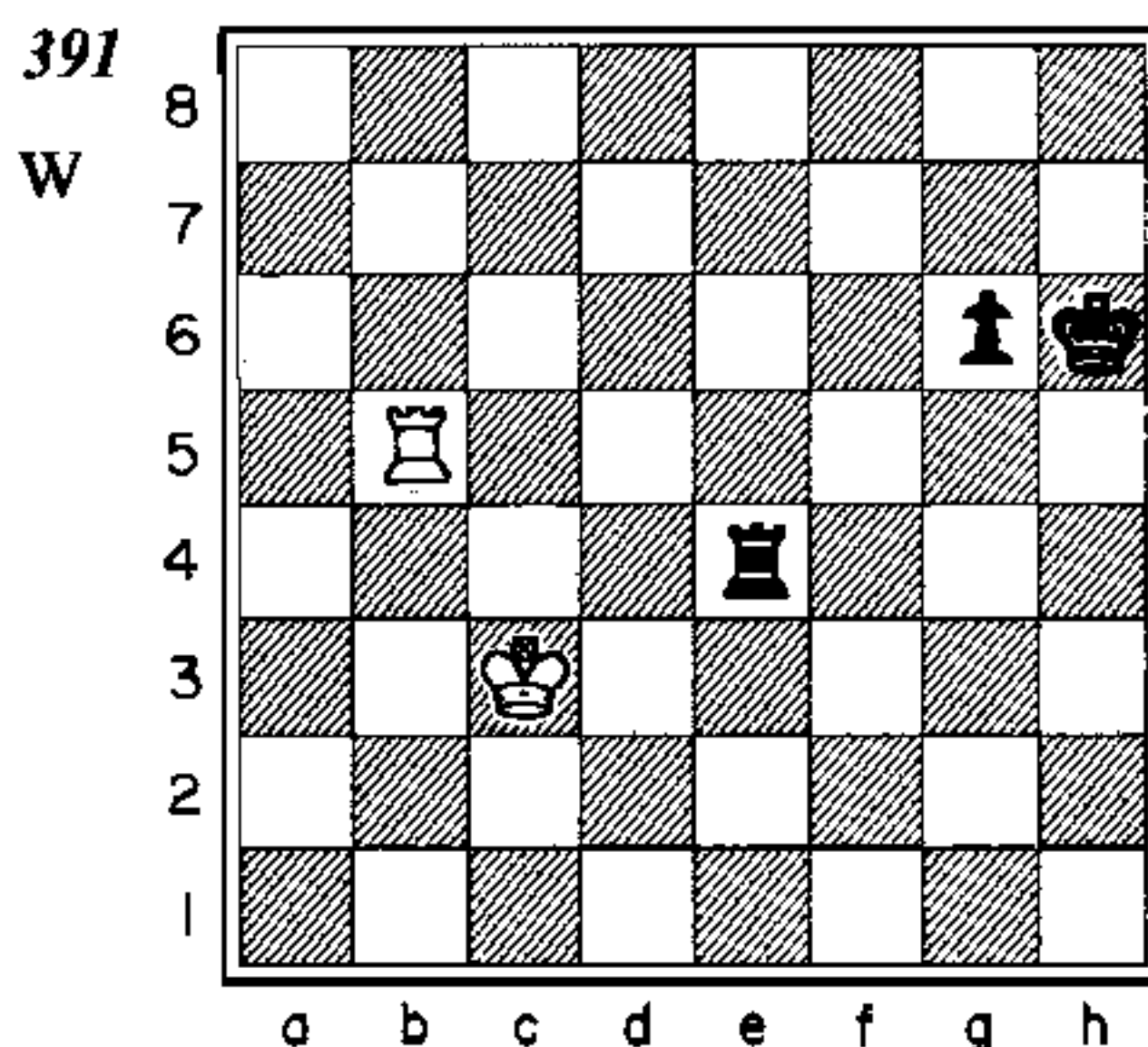
9 ... Rh6+ 10 Kb7 Rh7+ 11 Kb8 Rh6.

After 11 ... Kd7 12 Rg6! Rh4 13 Rb6 the pawn advances, while if 11 ... Rh4, then 12 Rd3+ Ke7 13 Kc7 Rb4 14 Re3+ Kf6 15 Kd6, which was considered earlier.

12 Rd3+ Ke8 13 Kc7 Rh7+ 14 Kb6 Rh6+ 15 Ka5 Rh5+ 16 Ka4 Rh4+ 17 b4, and White wins.

The following practical examples show the typical mistakes possible in this ending, which requires accurate play.

Tal-I. Zaitsev
Riga, 1968



391. Correct was 1 Rb1! g5 2 Kd3 Re5 3 Kd4 Re8 (3 ... Re2 4 Kd3) 4 Rg1 with a theoretical draw (383).

The game went 1 Kd3? Re1! White resigns. Indeed, after 2 Kd2 Re6 3 Rb1 g5 White can no longer manage to set up a defensive line.

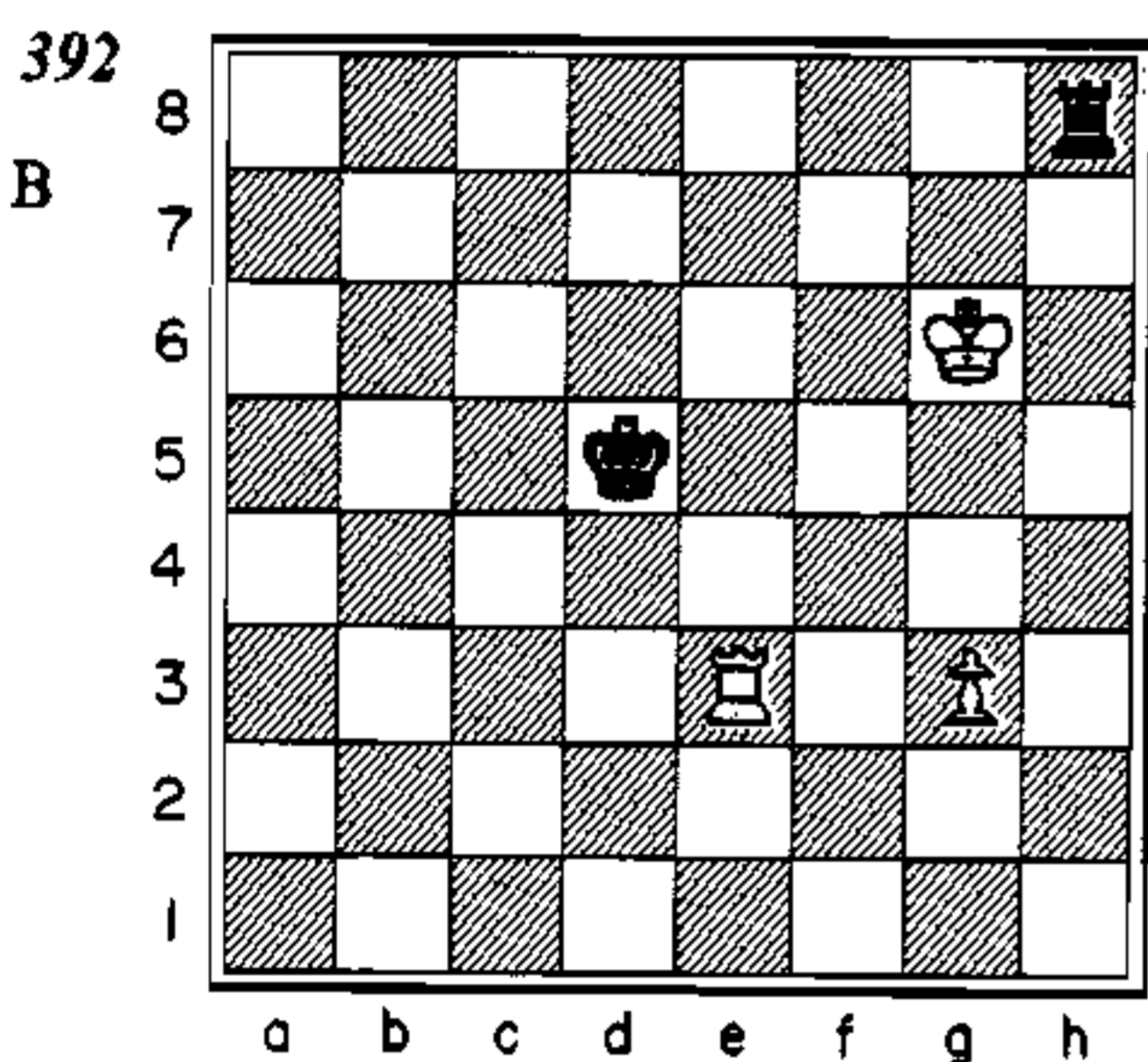
Rook and Pawn against Rook

4 Rg1 (no better is 4 Re1 R×e1 5 K×e1 Kh5 6 Kf2 Kh4, or 4 Kd3 g4 5 Rb5 g3 6 Kd2 g2 7 Rb1 Kh5 8 Rg1 Rg6 9 Ke2 Kh4 10 Kf2 Kh3 and wins) 4... Kh5 5 Rh1+ Kg6 6 Rg1 Re5!

Now the decisive factor is that White cannot play 7 Kd4 here.

7 Kd3 Kf5! 8 Rf1+ (8 Kd4 Re4+ 9 Kd3 g4 10 Rf1+ Rf4 11 Ke2 g3!) 8... Kg4 9 Rg1+ (9 Kd4 Re2 10 Kd3 Rg2) 9... Kf3! 10 Kd4 Ra5, and Black wins.

Taimanov-Larsen Palma de Mallorca, 1970



392. The pawn is not very far advanced, and the black king is cut off from it by only 2 files (3+2=5). Everything suggests that Black should be able to draw, but how does he best do this?

Keres (1973) thought that by 1... Rg8+ Black could altogether prevent the advance of the pawn, e.g. 2 Kf6 Kd4 3 Ra3 Ke4 4 Rb3 Rg4, and White's initiative peters out. 2 Kf7 Rg4 is evidently stronger, but then, in the opinion of Keres, White has no way of strengthening his position.

But there is a possibility of strengthening it. White plays 3 Kf6!, threatening Re5-g5. For this reason it would seem that Black loses after 3... Rg8 4 Re5+ Kd4 5 Rg5 Rf8+ 6 Kg7 Rf3 7 g4.

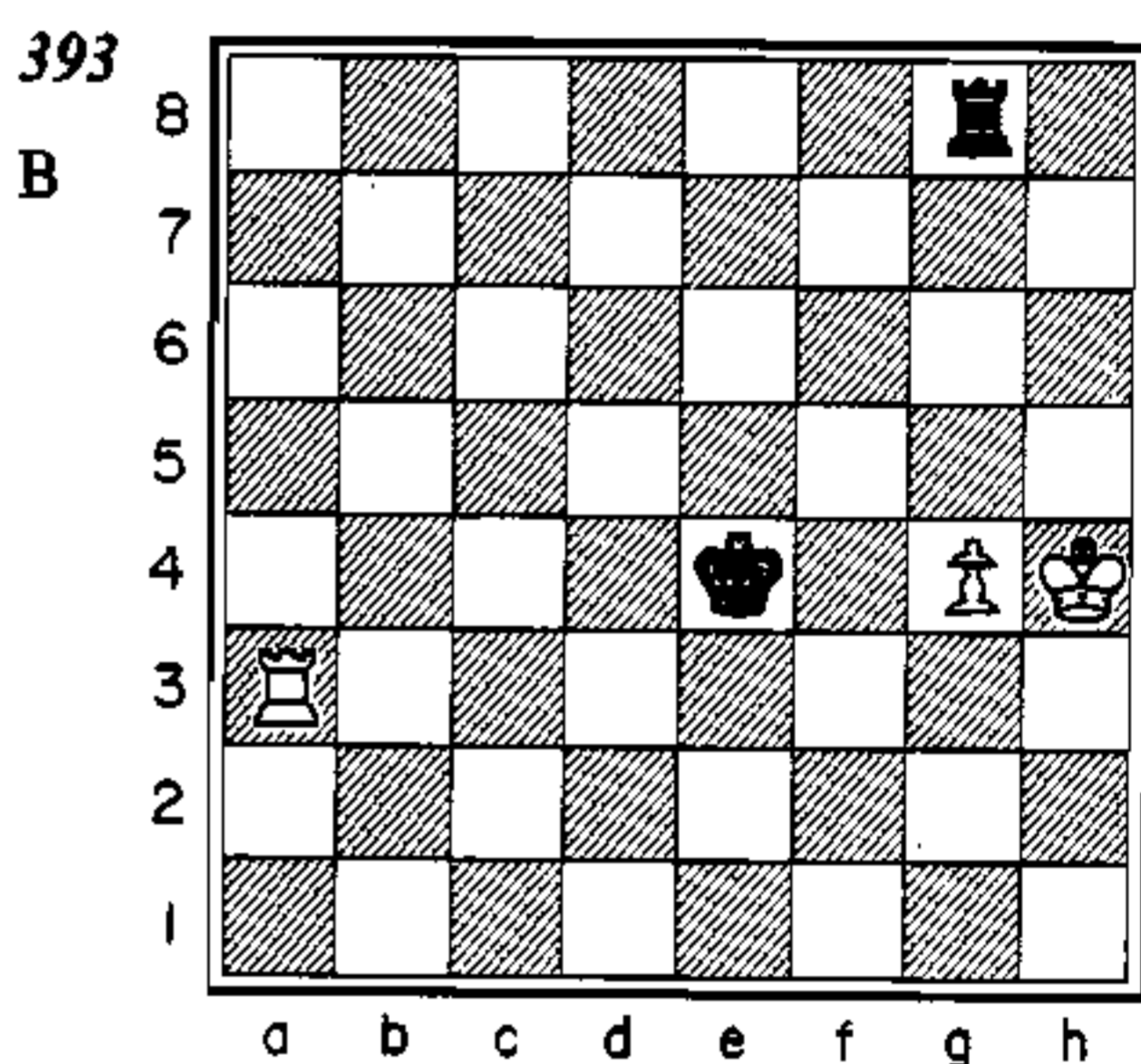
Black is bound to play 3... Kd4!, when

White has the intermediate move 4 Kf5!, with the possible sequel 4... Rg8 5 Ra3 (5 Re4+ Kd5 6 Rg4 Rf8+ 7 Kg5 Rg8+ 8 Kf4 Rf8+ 9 Ke3 Ra8) 5... Rf8+ 6 Kg6 Ke4! 7 g4 (7 Kg7 Rf1), when 7... Rg8+ transposes into the game continuation.

Thus 1... Rg8+ is in no way better than that which occurred in the game: 1... Kd4 2 Ra3 Ke4!

Here 2... Rg8+ loses to 3 Kf7 Rg5 4 Kf6 Rg8 5 g4!

3 g4 (3 Kg7 Rh3! is a loss of time) 3... Rg8+! (now the white king is pushed back) 4 Kh5 Rh8+ 5 Kg5 Rg8+ 6 Kh4 (393).



393. Here Black has two defensive plans. One is typical of this type of ending with a knight's pawn: 6... Rh8+ 7 Kg3 Ke5! (the threat was 8 Ra5, cutting off the king along the rank) 8 Ra6, and here Black has even two satisfactory replies—8... Rh7 and 8... Rh1, maintaining the balance.

The second is a non-standard plan: 6... Kf4! 7 Ra4+ Kf3. In attacking the pawn, Black exploits the fact that 8 g5 is met by 8... Rh8 mate. And if the king advances—8 Kh5, this can be met by 8... Rh8+ 9 Kg6 Rg8+ 10 Kf5 Rf8+ 11 Ke6 Rg8.

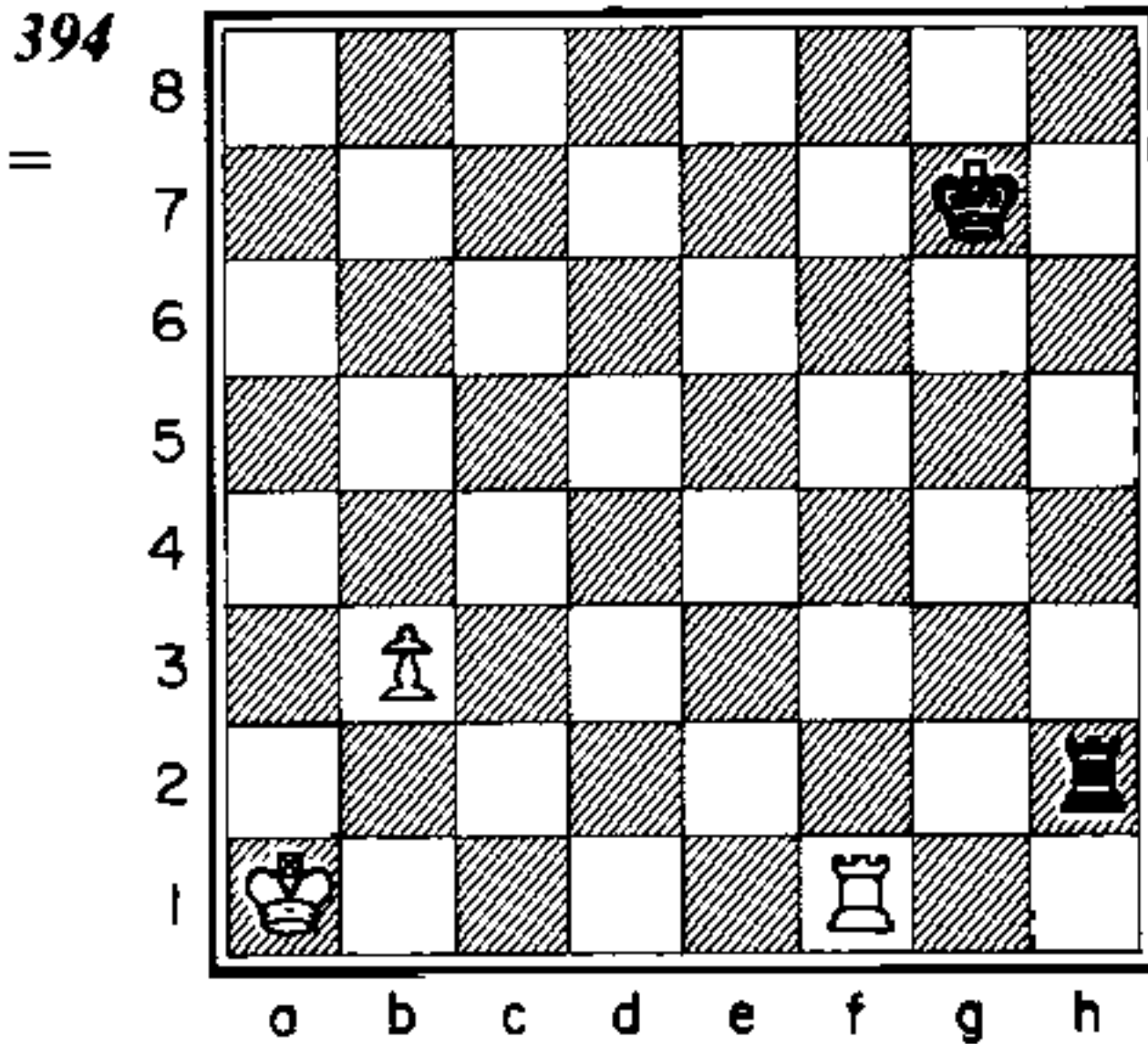
But none of this occurred in the game, where Black played 6... Ke5?, and after 7 Ra6! his position became hopeless. The finish was 7... Kf4 8 Rf6+ Ke5 9 g5 Resigns.

Pawn on the 3rd Rank

It will now be useful to meet several examples which show yet another system of defence, based on cutting off the opponent's king from the pawn (incidentally, earlier we looked briefly into this system).

so. In the next two examples, where the black king is beyond the demarcation line, White succeeds in winning.

Chéron, 1955



394. White's king is cut off from his pawn by the opponent's rook, and thanks to this Black is able to draw.

White has two possibilities. He can immediately advance his pawn, or he can try to block the action of the black rook. We will consider them in turn:

(a) **1 b4 Rh4 2 Rb1 Kf6 3 Ka2** (3 b5 Ra4 + 4 Kb2 Rb4 + 5 Ka2 R x b1 6 K x b1 Ke6 with a draw) **3 ... Ke6 4 Kb3 Kd7 5 Rc1 Rh8!** with a draw.

But Black can also wait: **1 ... Kg6 2 Rb1.**

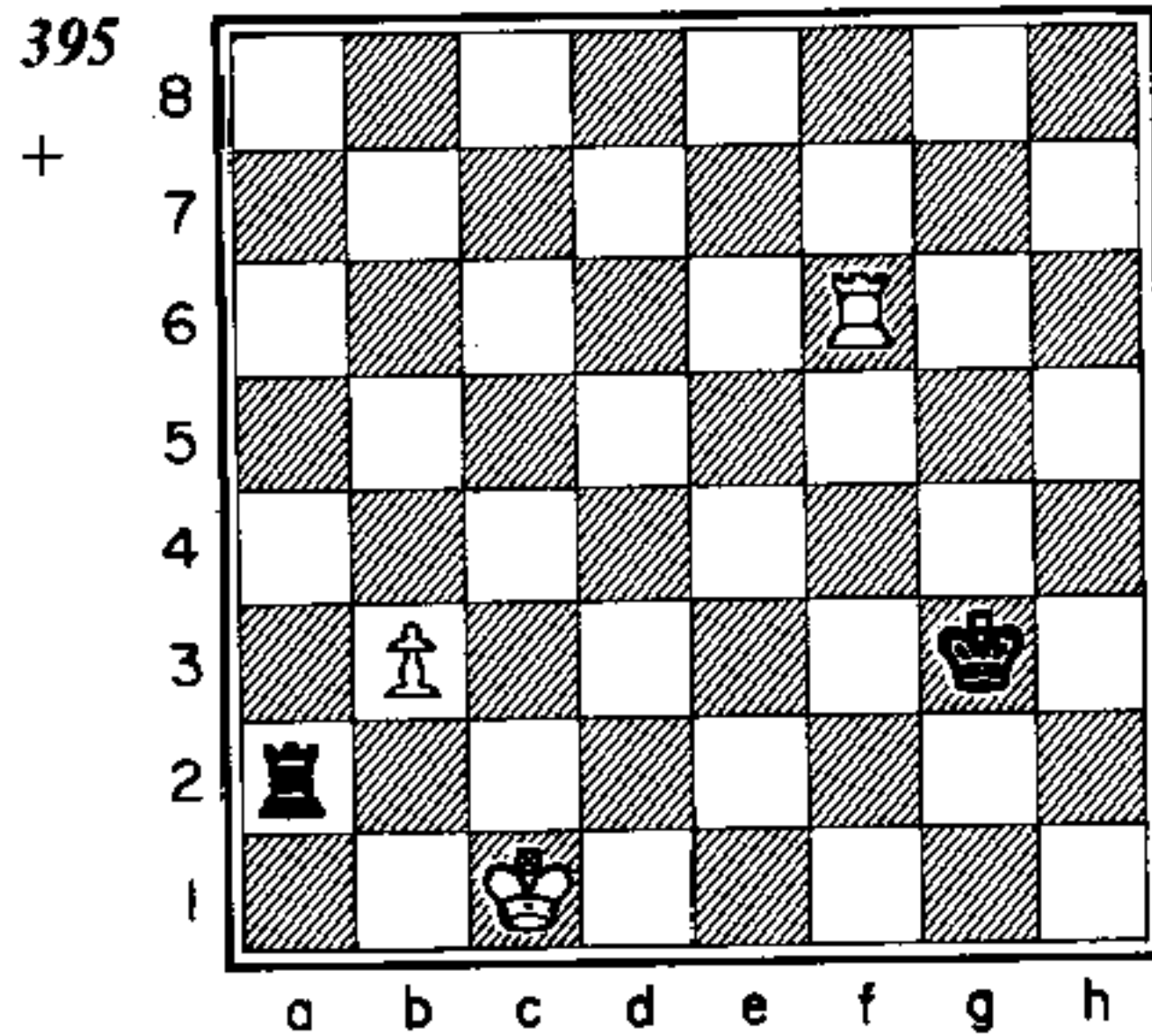
If **2 b5**, then **2 ... Rh5! 3 Rb1 Kf6 4 b6** (4 Ka2 Ke7 5 Ka3 Kd7 6 Kb4 Kc7 with a draw) **4 ... Rh8 5 Ka2 Ke6 6 Ka3 Kd7 7 Ka4 Kc6**, and the pawn is lost.

2 ... Kf6 3 Rb2 Rh1 + 4 Ka2 Ke6 5 Kb3 Kd7 6 Rc2 Rh8 with a draw.

(b) **1 Kb1 Kg6 2 Kc1 Kg7 3 Rd1 Kf6 4 Rd2 Rh1 + 5 Kb2 Ke5 6 Rd3 Rh8!** with a draw (383).

It would appear that the position of the black king on the g-file does not play any particular part here. But this is not altogether

Kopayev, 1958

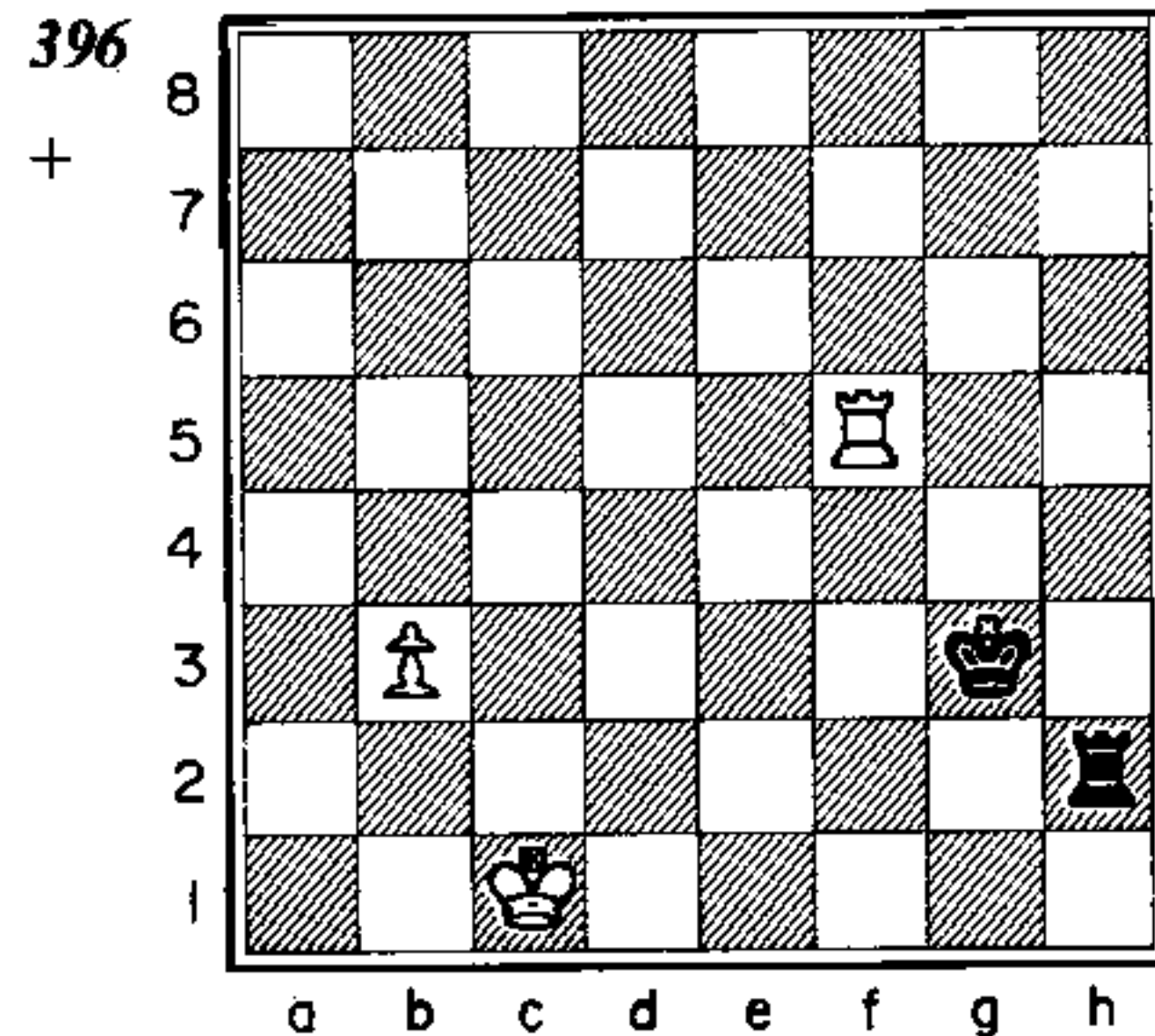


395. 1 b4 Kg4 (1 ... Ra4 2 b5 Rb4 3 b6 Kg4 4 Kc2 Kg5 5 Rc6 Kf5 6 Kc3 Rb1 7 Kd4 and wins) **2 b5 Kg5 3 b6.**

By no means the only move to win. **3 Ra6 Rh2 4 b6 Rh8 5 b7 Rb8 6 Rb6** etc. is also possible.

3 ... Ra8 4 b7 Rb8 5 Rb6 Kf5 6 Kc2 Ke5 7 Kc3 Kd5 8 Kb4, and White wins.

Kopayev, 1958



Rook and Pawn against Rook

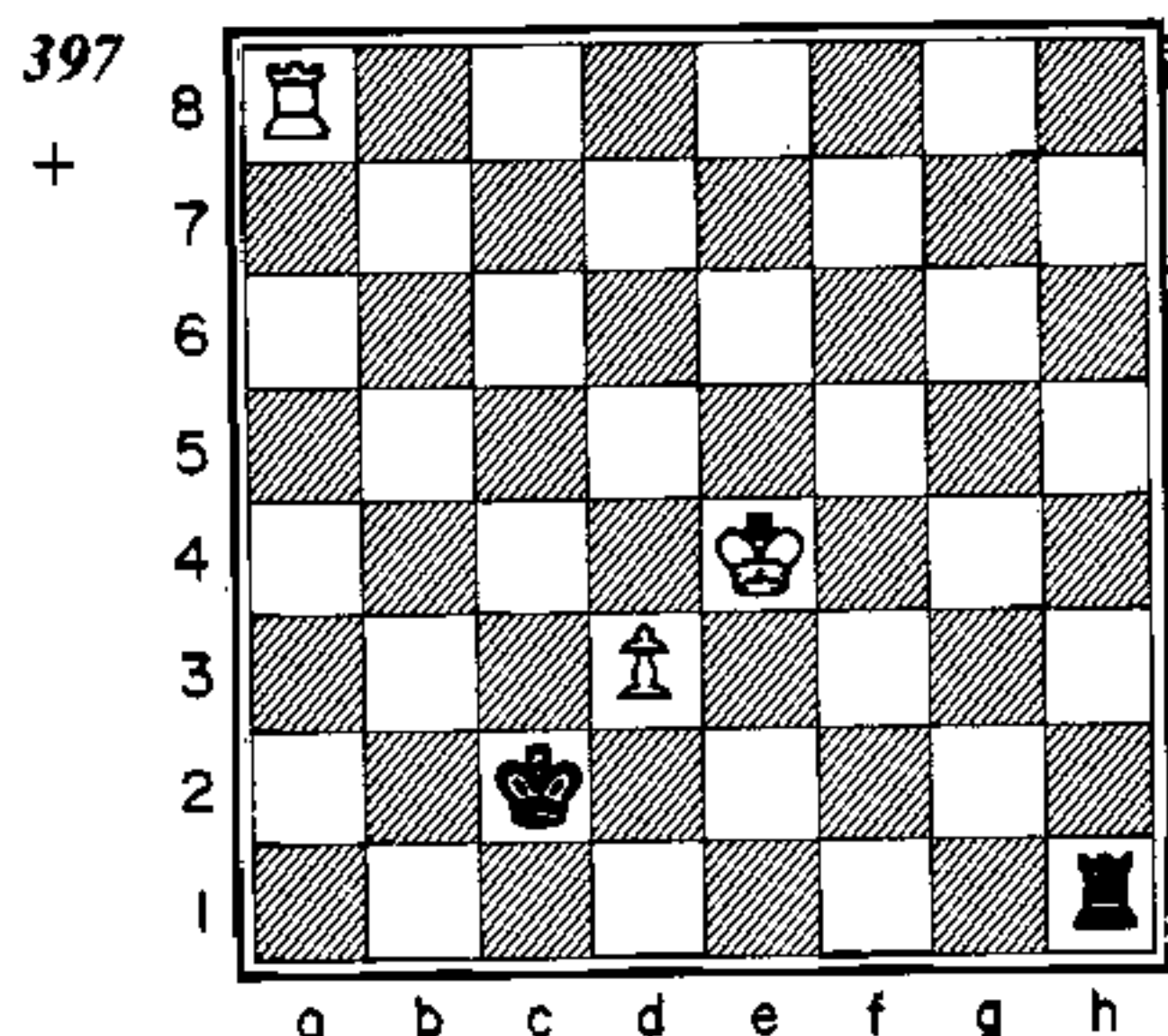
396. 1 b4 Kg4.

As in the previous example, nothing is promised by 1 ... Rh4 2 b5 Rb4 3 Kc2 Kg4 4 Rd5 Kf4 5 Kc3 Rb1 6 Kd4.

2 Rf8! Kg5 3 b5 Rh7! 4 Rb8! Kf6 5 b6 Ke6 6 b7 Re7 7 Kc2, and taking his king up to the pawn, White wins.

The possibilities for the two sides, if both rooks are fairly active, are shown in the next two examples, where the black king is to the rear of the pawn.

Grigoriev, 1936



397. After 1 d4 Black has two possibilities: he can either begin an immediate attack with his rook, or try to chase after the pawn with his king.

(a) 1 ... Rh4+ 2 Ke5!

This accuracy is necessary. 2 Kd5 is premature: 2 ... Kc3! 3 Ra4 Kb3 4 Ra1 Kb4 5 Rb1+ Kc3 6 Kc5 Rxd4! Of course, instead of 6 Kc5 White can play 6 Rd1, but this can be met not only by 6 ... Kb4, but even 6 ... Kc2.

2 ... Rh5+ 3 Kd6 Kc3 (3 ... Rh6+ 4 Kc5 and 5 d5) **4 d5 Kc4 5 Ra5! Kb4 6 Ra1 Kb5** (if 6 ... Kc4 7 Kc6, while on 6 ... Rh6+ there follows 7 Kc7 Kc5 8 d6) **7 Rb1+ Kc4 8 Kc6** and wins.

(b) 1 ... Kc3 2 d5 Kc4 3 Re8+!

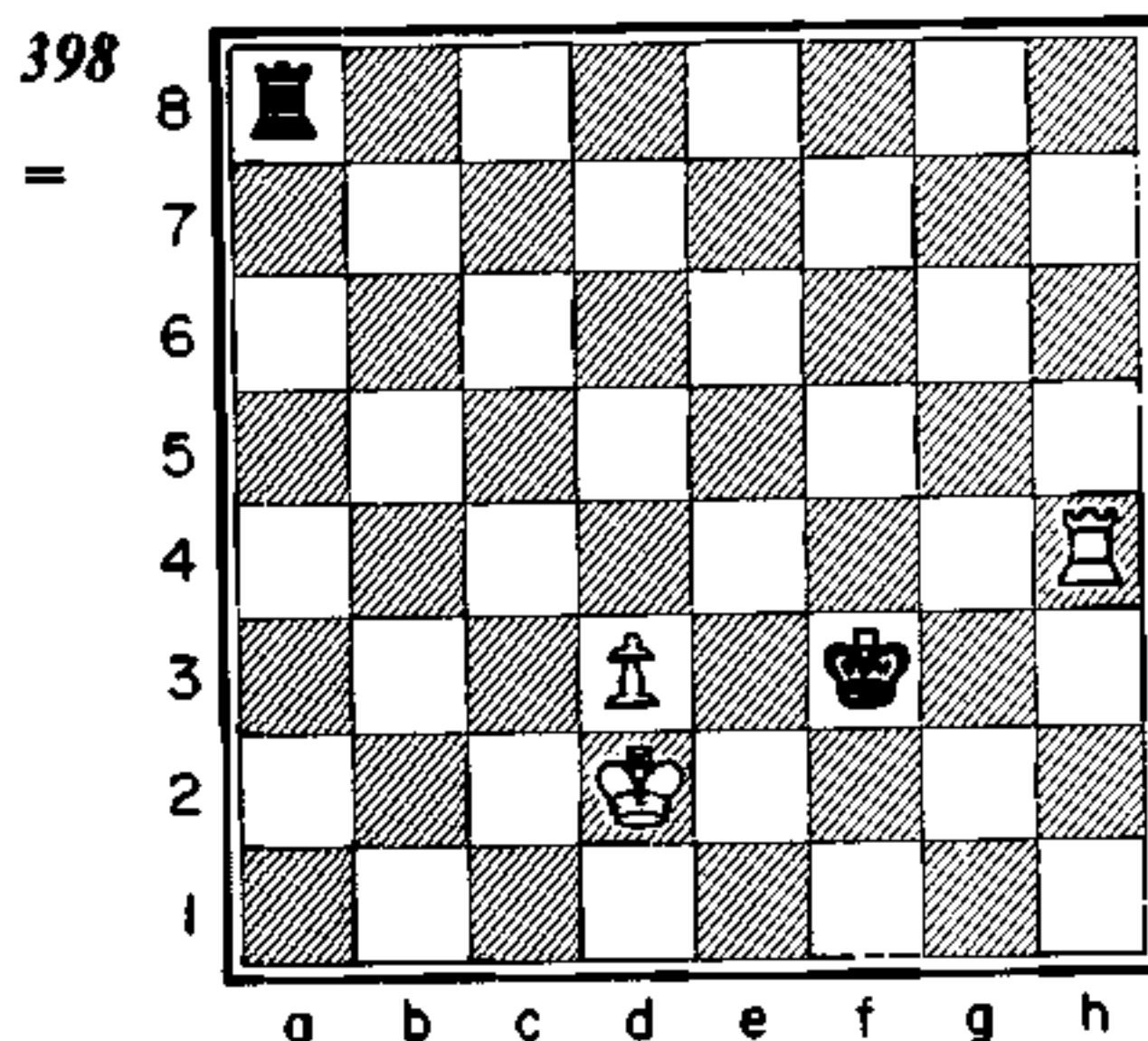
This check, pushing away the king, is

necessary. If immediately 3 d6, as considered by Grigoriev, then after 3 ... Rh4+ 4 Kf5 Rh5+ 5 Ke6 Rh6+ 6 Kd7 Kc5! 7 Ra5+ Kb6 8 Re5 Rh7+ 9 Re7 Rh8 White can no longer win.

3 ... Kb5 4 d6 Rh7 (if 4 ... Rd1, then 5 Ke5 Kb6 6 Ke6 Re1+ 7 Kf7 etc.) **5 Kd5 Rh5+** (6 Rb8+ was threatened) **6 Ke6 Rh6+ 7 Ke7 Rh7+ 8 Kd8 Kb6 9 d7 Kb7 10 Rc7+!**

It is important to drive the black king onto the rank on which the pawn promotes. The rest is familiar: **10 ... Kb8 11 Rc1 Rh8+ 12 Ke7 Rh7+ 13 Ke6 Rh6+ 14 Ke5 Rh8 15 Kf6! Kb7 16 Rh1! Rg8 17 Kf7** etc. However, the simpler **13 Kd6 Rh6+ 14 Kd5 Rh8 15 Kc6 Rh6+ 16 Kb5 Rh8 17 Kb6** is also possible.

Chéron, 1966



398. Here White's king is not as well placed as in the previous example, and so he can no longer win:

(a) **1 d4 Kg3 2 Re4** (2 Rh5 Ra3) **3 ... Kf3 3 Re6** (on 3 Re3+ there follows 3 ... Kf4, while if 3 Re7 Ra3) **3 ... Ra3 4 d5 Kf4 5 d6 Ra8 6 Kc3 Kf5 7 Rh6 Ke5 8 Kc4 Rc8+!** (all other moves lose) **9 Kb5 Kd5!**, and the pawn is lost.

(b) **1 Rh5 Ra3! 2 Rf5+ Kg4 3 Rf8 Ra7!** (Black switches to attack from the front) **4 d4** (if 4 Kc3, then 4 ... Rc7+ 5 Kb4 Rd7 6 Kc4 Rc7+ 7 Kb5 Rd7, driving the king back) **4**

... Ra3! 5 Kc2 Kg5 6 d5 Ra5 7 d6 Rd5 8 Rd8 Kf6.

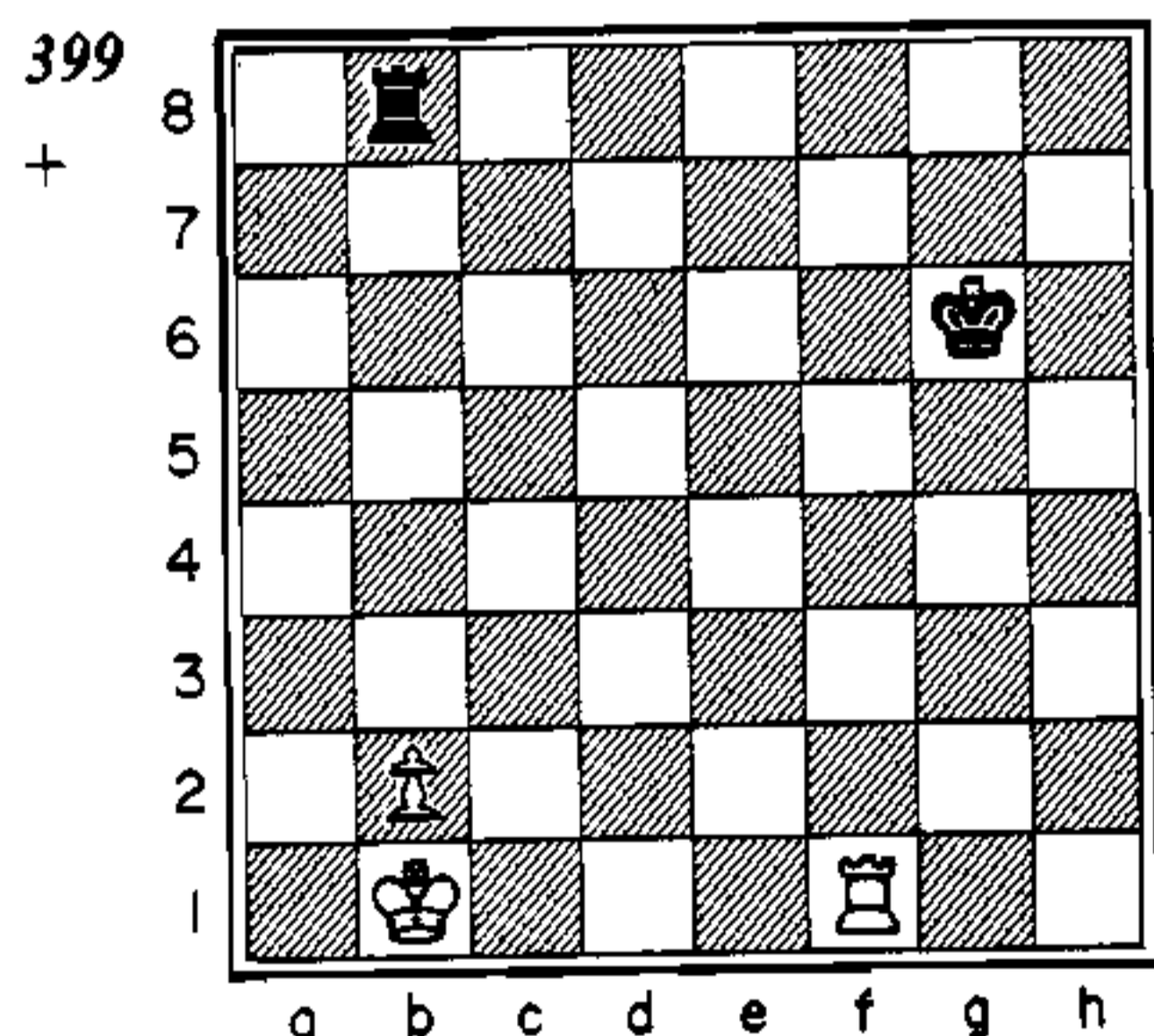
(c) 1 Kc3 Ra3+! (Black loses after 1 ... Rc8+ 2 Rc4! Rd8 3 Rc5!, then White advances his pawn, simultaneously cutting off the opponent's king) 2 Kc2 Ke3 3 Rg4 (3 Re4+ Kf3 4 Rc4 Ke3 is equally unpromising) 3 ... Ra2+ 4 Kb3 Rd2 5 Kc4 Rc2+.

(d) 1 Re4 Ra2+ (1 ... Ra3 2 Kc2 Kg3! is also possible) 2 Kc3 Ra3+ 3 Kc2 (3 Kc4 Ra4+ 4 Kd5 Ra5+ 5 Kd4 Ra4+ 6 Ke5 Ra5+ 7 Ke6 Ra3) 3 ... Kg3! (here this accuracy is necessary; bad is 3 ... Ra2+ 4 Kb3 Ra8 5 Re5!, when White wins) 4 d4 Kf3 5 Re1 (5 Rh4 Kg3 6 Kb2 Rd3 7 Re4 Kf3 with a draw) 5 ... Kf4 6 d5 Ra5 7 d6 Ra8. Draw.

5.7 PAWN ON THE 2ND RANK

Positions with the pawn on its initial square are considered the most difficult. As a rule, the stronger side wins if the distance between his pawn and the enemy king is not less than 4 files.

Fila, 1932



399. We will first consider this position with White to move: 1 Rf3 Kg5 2 Ka2!

Not 2 b3 Kg4 3 Rd3 Kf4 4 Kc2 Ke5 with a draw.

2 ... Ra8+.

If 2 ... Kg4, then 3 Rb3! Rh8 4 Rb5 Ra8+ 5 Kb3 Kf4 6 Kb4 Ke4 7 b3 Kd4 8 Ra5 Rb8+ 9 Ka4 Kc3 10 Rc5+ Kd4 11 b4 Ra8+ 12 Ra5 Rb8 13 Ra6 Kc4 14 Rc6+ Kd5 15 b5 and wins.

3 Ra3 Rb8 4 Ra6!

The strongest continuation. It is very important that the black king should be cut off from the 7th rank. Only a draw results from 4 Ra5+ Kf6 5 Ka3 Ke6 6 b4 Kd7 7 Rc5 Rc8.

4 ... Kf5 5 Ka3 Ke5 6 b4 Kd5 7 Ka4 Kc4 8 Rc6+ Kd5 9 b5 and wins.

Black could also have defended differently: 1 ... Rh8 2 Kc2!

The natural 2 b3 is a decisive mistake due to 2 ... Rh2!, when White can no longer win. Such positions were examined in detail a little earlier (394).

2 ... Rc8+ 3 Kd3 Rb8 4 Kc3 Rc8+ 5 Kd4 Rd8+ 6 Kc5 Rc8+ 7 Kd6 Rb8 8 b3! Kg5 9 Kc5! Kg4 10 Rd3 Rc8+.

Or 10 ... Kf4 11 b4 Rc8+ (11 ... Ke4 12 Rb3!) 12 Kd5 Rd8+ 13 Kc4 Rc8+ 14 Kb3 Rb8 15 Rd6! Ke5 16 Ra6 Kd5 17 Ka4 etc.

11 Kb6 Rb8+ 12 Kc7 Rb4 13 Kc6 Rb8.

If 13 ... Kf4, then 14 Kc5 Rb8 15 b4 Rc8+ 16 Kd5 Rb8 17 Kc4 Rc8+ 18 Kb3 Rb8 19 Rd6!, and the rest has already been considered earlier.

14 Rd4+ Kf5 15 b4 Ke5 16 Rh4, and White wins.

Many theorists thought that Black to move could draw by 1 ... Kg5, so as to attack the white rook if it should go to f3, e.g. 2 Rf3 Kg4 3 Rf6 Kg5 4 Ra6 Kf5 5 Ka2 Ke5 6 Ka3 Kd5 7 b4 Kc4 8 Rc6+ Kb5 with a draw.

Before analysing the play with Black to move, we will establish the possibilities available to the two sides. To do this we will examine the following ending.

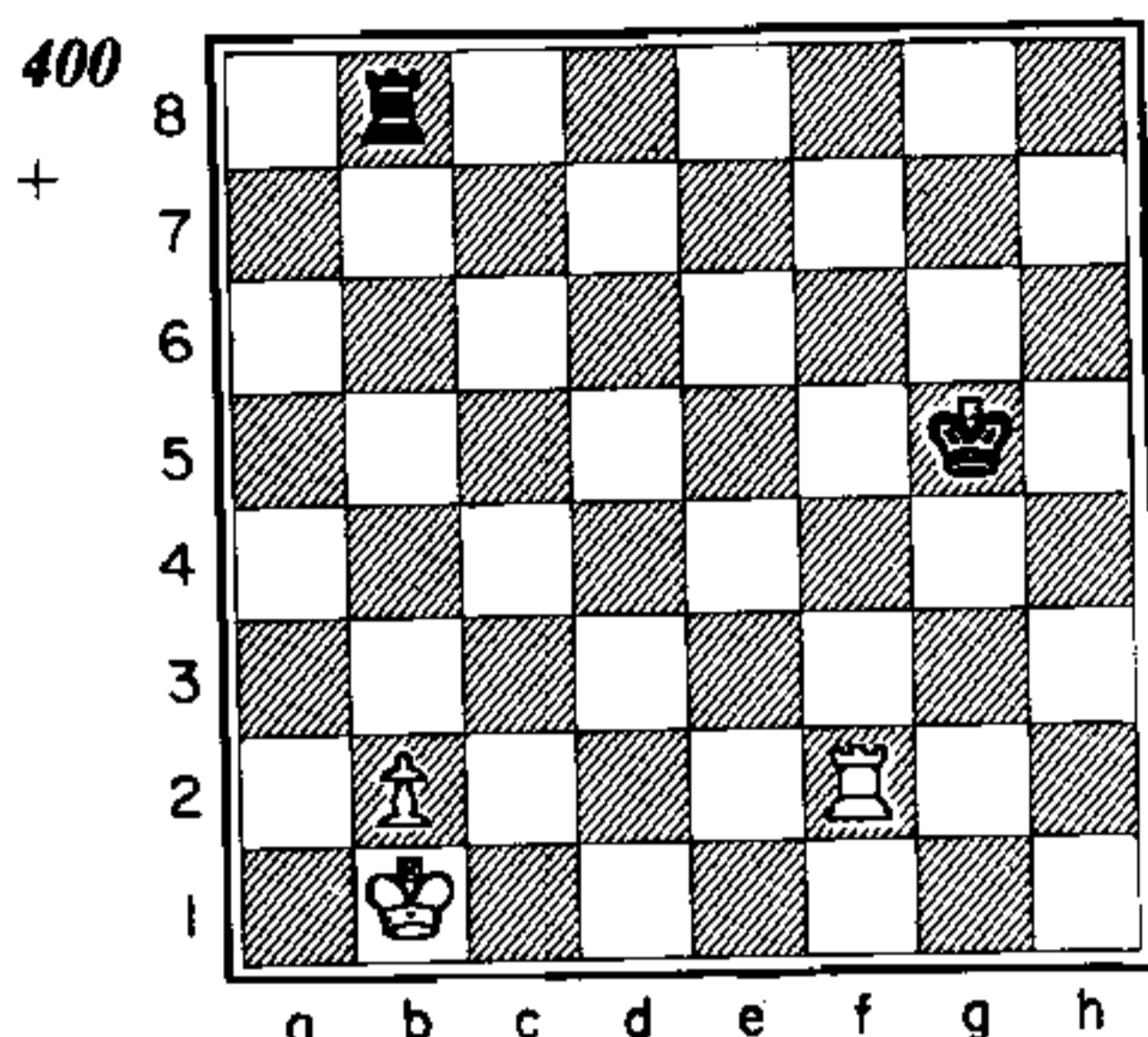
400. The clever plan, carried out with exceptional accuracy by White, is typical of such positions.

1 Kc2 Rc8+ 2 Kd3 Rd8+ 3 Kc4 Rc8+ 4 Kd5 Rd8+ 5 Kc5.

White's first problem is to transfer his king

Rook and Pawn against Rook

Ratner–Gayevsky
Kharkov, 1936



to a7. The c7 square is no good, since the c-file needs to be free for rook manoeuvres.

5 ... Rc8 + 6 Kb6 Rb8 + 7 Ka7! Rb3 8 Ka6! Rb8!

9 Ka5 was threatened. Now White embarks on the second stage of his plan—to drive the black rook off the b-file.

9 Rc2! Kf5.

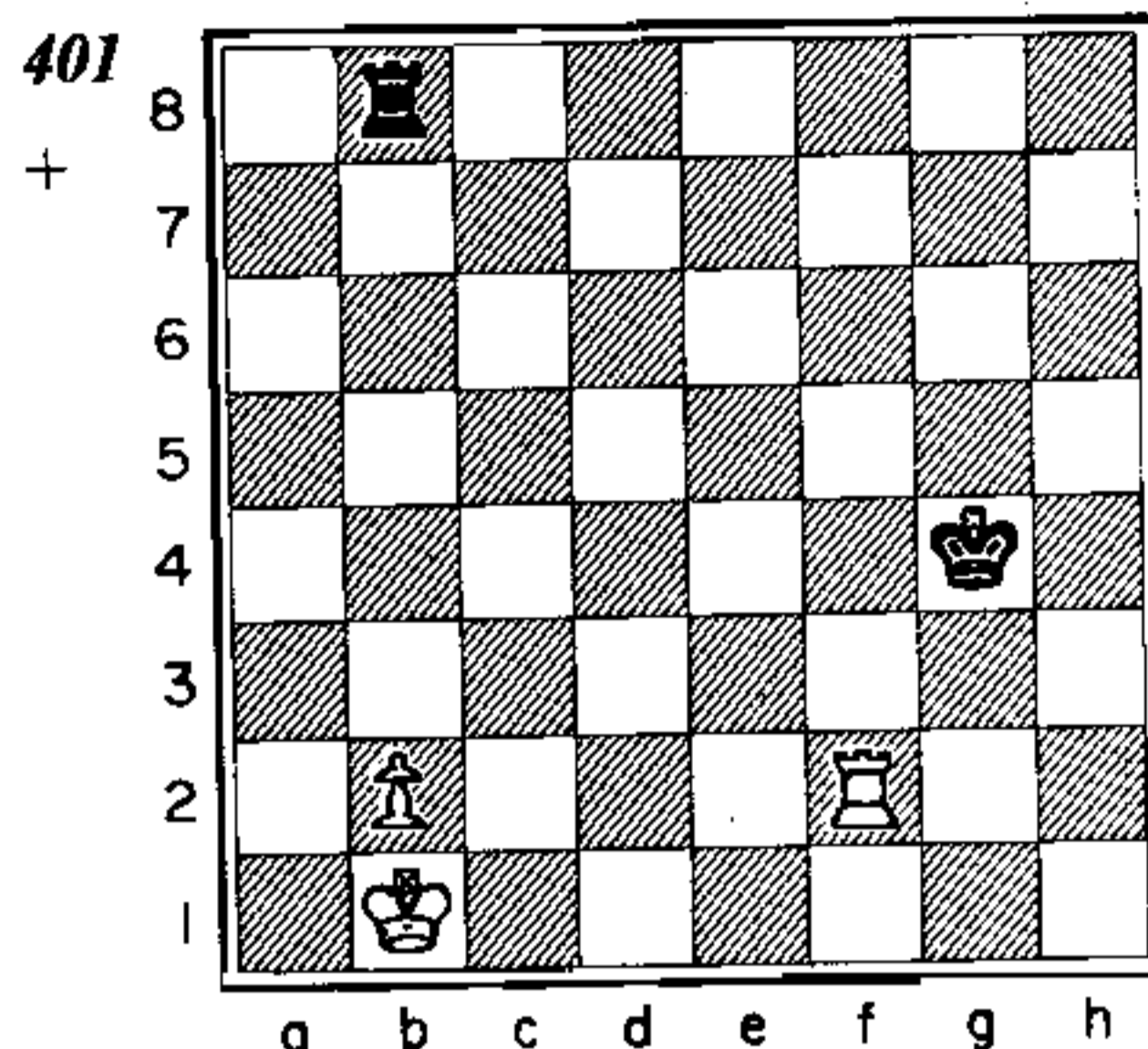
There is nothing better. Totally bad is 9 ... Kf4 10 Rc4+ Ke5 11 b4, or 9 ... Kf6 10 Rc6+ Ke7 11 Rb6 Ra8+ 12 Kb7 Ra2 13 b4 Rb2 14 b5 Kd7 15 Ka7 Ra2+ 16 Ra6 Rb2 17 b6 Kc6 18 Ra1 and wins.

10 Rc5 + Ke6 11 Rb5! Rg8 (or 11 ... Ra8+ 12 Kb7 Ra2 13 b4 Rb2 14 Kc6) **12 b4 Kd7 13 Rc5 Kd6 14 Rc1 Rg2 15 b5**, and White wins.

Kopayev correctly pointed out that White's plan, involving the switching of his rook via the c-file to the b-file, is feasible only if the black king has not crossed the demarcation line. Had it been at g4, 9 Rc2 (in analogy with the continuation just examined) would have been met by 9 ... Kf3! 10 Rc3+ Ke4 11 b3 Kd4, when Black saves the draw. Even so, as will be shown later, even with the king at g4 White is able to win.

Let us now return to the analysis of position 399 with Black to move. After 1 ... Kg5 2 Rf2! the only way to prevent the plan

carried out in the Ratner–Gayevsky game is by 2 ... Kg4! (401).



401. The only way to win is by 3 Kc1!! (Kopayev), when Black is in an unusual form of zugzwang, for example:

(a) 3 ... Rh8 4 b3 Kg3 5 Rf6 Rh2 6 b4 Kg4 7 b5 Kg5 8 Rf8! Rh7 9 Rb8 Kf6 10 b6 Ke6 11 b7! Re7 12 Kc2, and the king goes up to the pawn.

(b) 3 ... Ra8 4 b3 Kg3 5 Rf6 Ra2 6 b4, and White wins (395).

(c) 3 ... Rc8+ 4 Rc2 Rh8 (if 4 ... Rb8, then 5 Rc5 Kf4 6 Kc2 Ke4 7 Kc3, and the rest is simple) **5 Rc5! Rh2 6 Kb1 Kf4 7 Ka2 Ke4 8 Ka3 Kd4 9 b4** etc.

(d) 3 ... Kg5 4 Kc2, and White wins by advancing his king to a7, and then switching his rook via the c-file to the b-file.

In conclusion we will consider an example where the opponent's king is beyond the demarcation line and is forced to attack the pawn from behind. We have already encountered similar situations in our analysis of positions with pawns on the 3rd rank.

402. White's pawn is too cut off from the rest of his forces, a factor which Black can exploit: 1 ... Kd2.

Threatening 2 ... Rb3, so that White has only two possible replies:

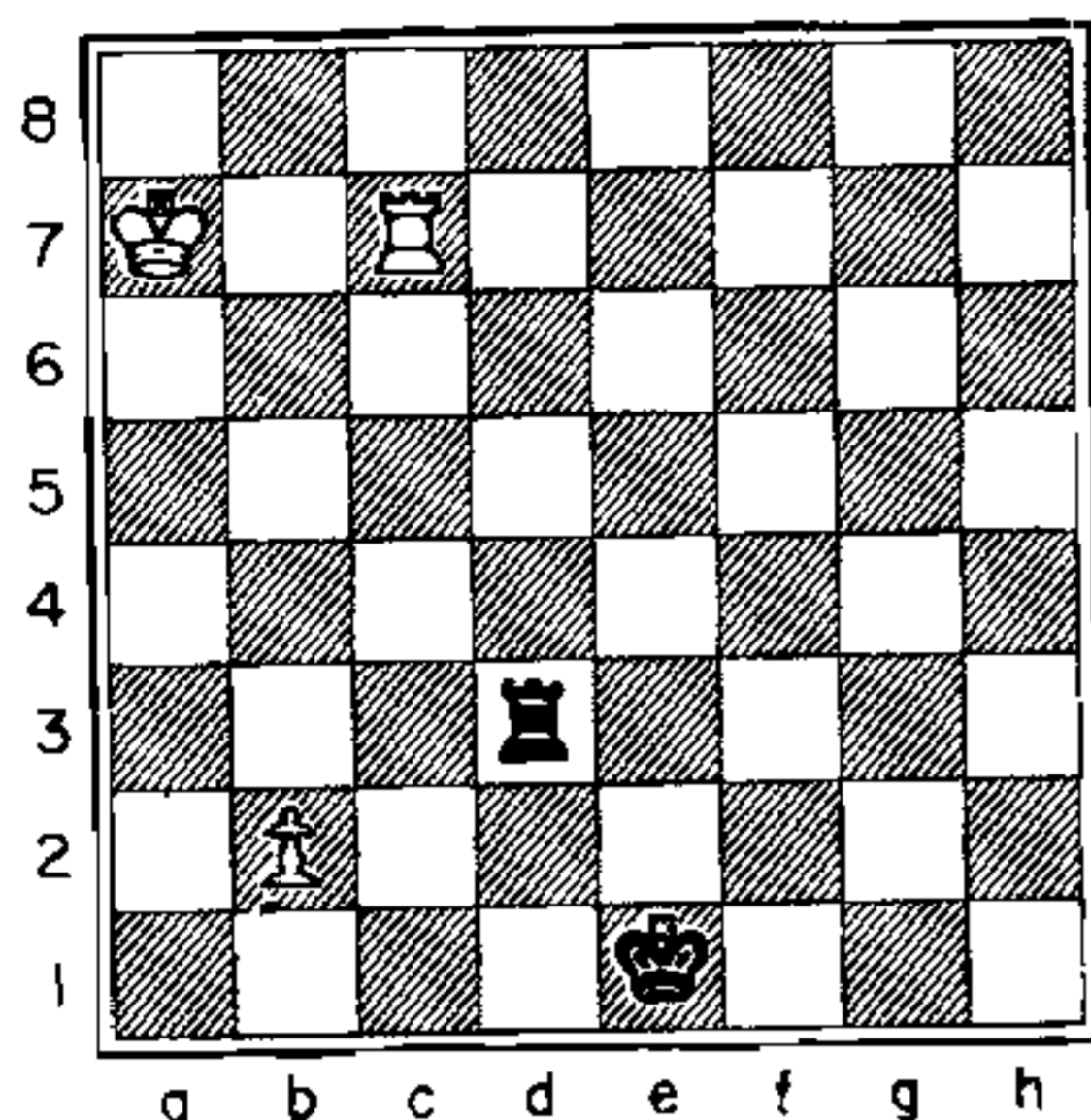
(a) 2 b4 Rb3! (it is important to force the rook to occupy an unfavourable position,

Pawn on the 2nd Rank

Grigoriev, 1936

402

/=



Rh7+ 10 Kd6, or 6 ... Kc5 7 Ra7! Rh3 8 Ra6! etc.

7 Kc8 Kb5!

Again an important finesse. Black loses after 7 ... Ra8+ 8 Rb8! Ra5 9 Kb7, or 7 ... Kc5 8 Kc7 when he is in zugzwang, e.g. 8 ... Ra1 9 Ra7 Rh1 10 Ra5+ or 8 ... Kb5 9 Rb8 Kc5 10 Rh8!

8 Kc7 Kc5 9 Rb8 Kb5 10 b7 Rc6+ 11 Kd7 Rb6! with a draw.

(b) **2 Rb7.**

How should Black continue now? If 2 ... Kc2 3 b4 Kb3, White does not reply 4 b5 Kb4! 5 b6 Ra3+! with a draw, but 4 Ka6! Rd6+ 5 Ka5, winning. Black is saved by only one reply, which clearly conveys the idea of the defence: attacking the pawn with the rook from the side.

2 ... Rd6! 3 Rb6.

White tries a little trickery. If 3 b4, then 3 ... Kc3 4 b5 Kb4 5 b6 Ka5! 6 Rb8 Rh6, and he is unable to improve his position.

3 ... Rd8! 4 Ka6 (4 b4 Kc3 5 b5 Kb4 6 Rb7 Ka5!) **4 ... Ra8+ 5 Kb5 Kc2 6 b4 Kb3 7 Rb7 Rh8** with a draw.

and to clear the way for the king) **3 Rb7 Kc3 4 b5 Kb4! 5 b6.**

On 5 Ka6 Black replies 5 ... Ra3+! 6 Kb6 Rh3, when the attack from the side leads immediately to a draw.

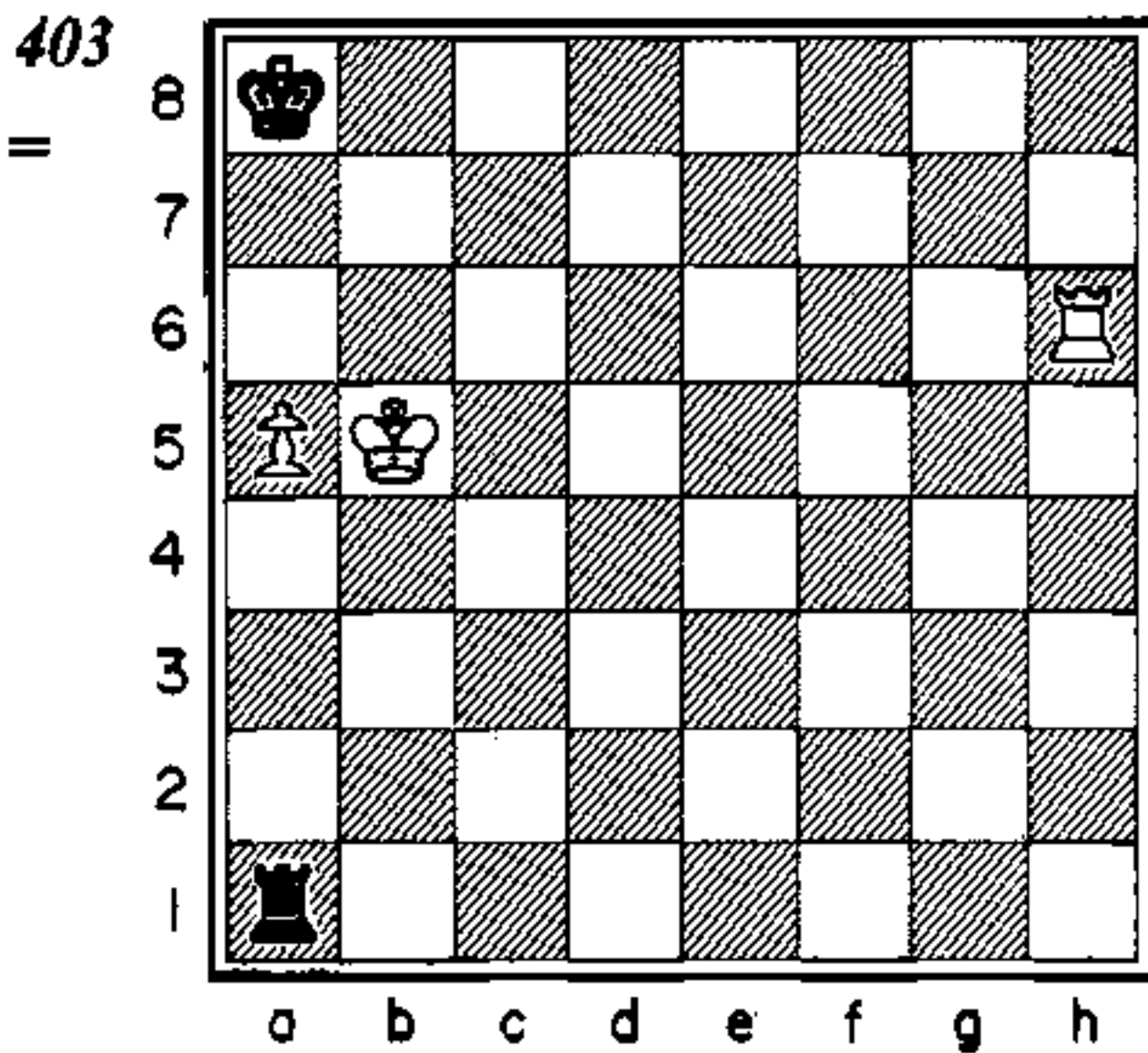
5 ... Ra3+ 6 Kb8 Ra6!

This switching of the rook onto the 6th rank is the idea of the defence. Black loses after 6 ... Kb5 7 Ra7! Rh3 8 b7! Rh8+ 9 Kc7

6. Rook and Rook's Pawn against Rook

In rook endings a passed rook's pawn is normally considered weaker than other pawns. Firstly, it can cover the king against checks only from the rear, and provides no defence at all against attacks from the side. Secondly, the side of the board seriously restricts the mobility of the king, if it is trying to support the advance of the pawn. Therefore against a rook's pawn the drawing chances are normally improved.

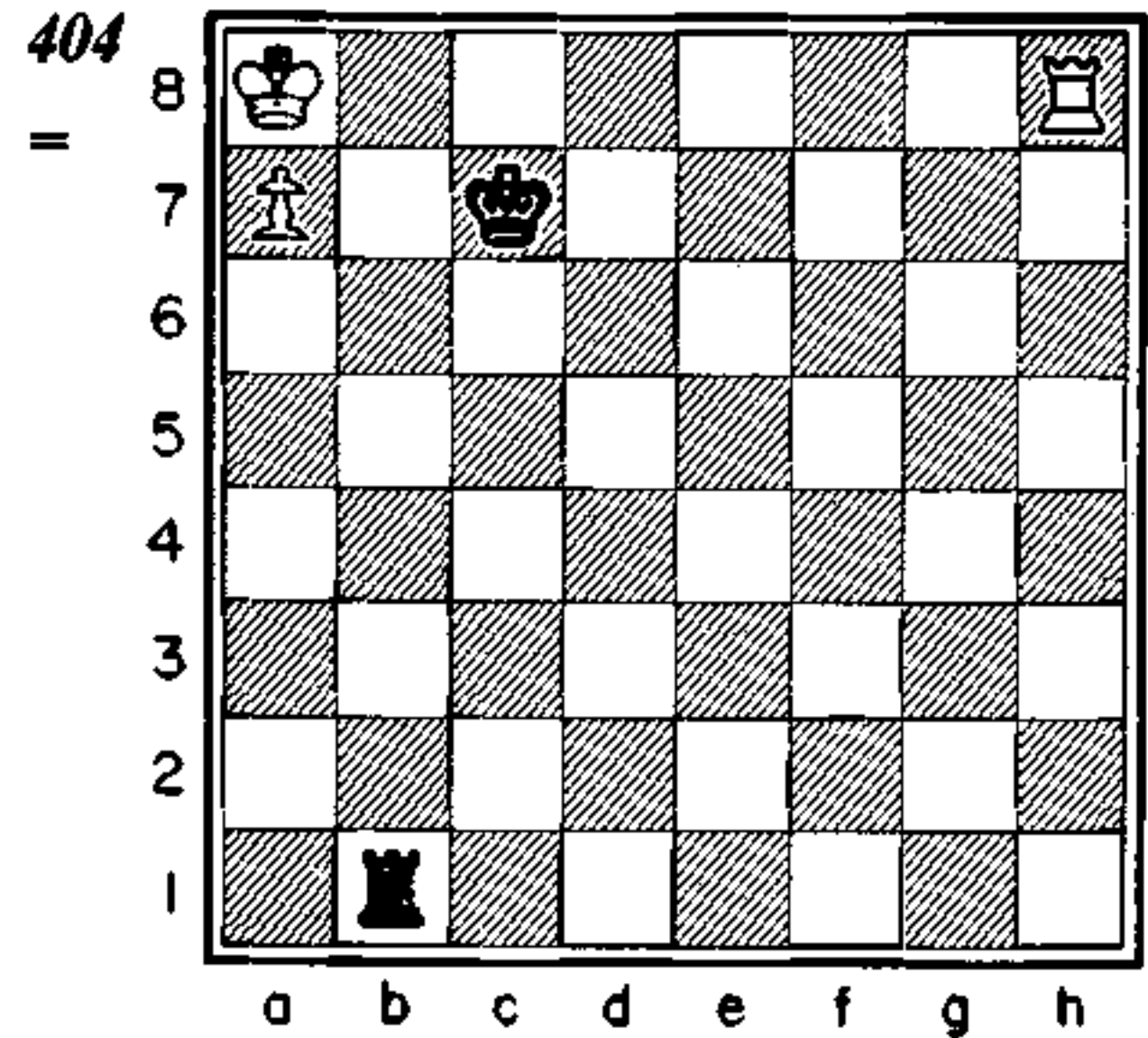
If, for example, the weaker side's king is in front of the pawn, it can be confidently stated that the game ends in a draw.



403. The defence is simple. On **1 Ka6** there follows **1 ... Rb1**, defending against the mate, and White has no way of strengthening his position. Black can also play **1 ... Kb8 2 Rh8+ Kc7**.

If the weaker side's king is to one side, and is not itself stopping the pawn, in this case too there are many drawing possibilities.

404. With any other pawn White would win easily, by bringing his king out from in



front of the pawn and building a bridge. But here the king cannot break free.

For example, **1 Rh2 Rc1**, and Black prevents the opponent's rook from driving his king off the c-file. However, he could perfectly well ignore this threat and play, say, **1 ... Rb3 2 Rc2+ Kd7**. Even here the white king is unable to escape from imprisonment, although the opponent's king is 2 files away from the pawn.

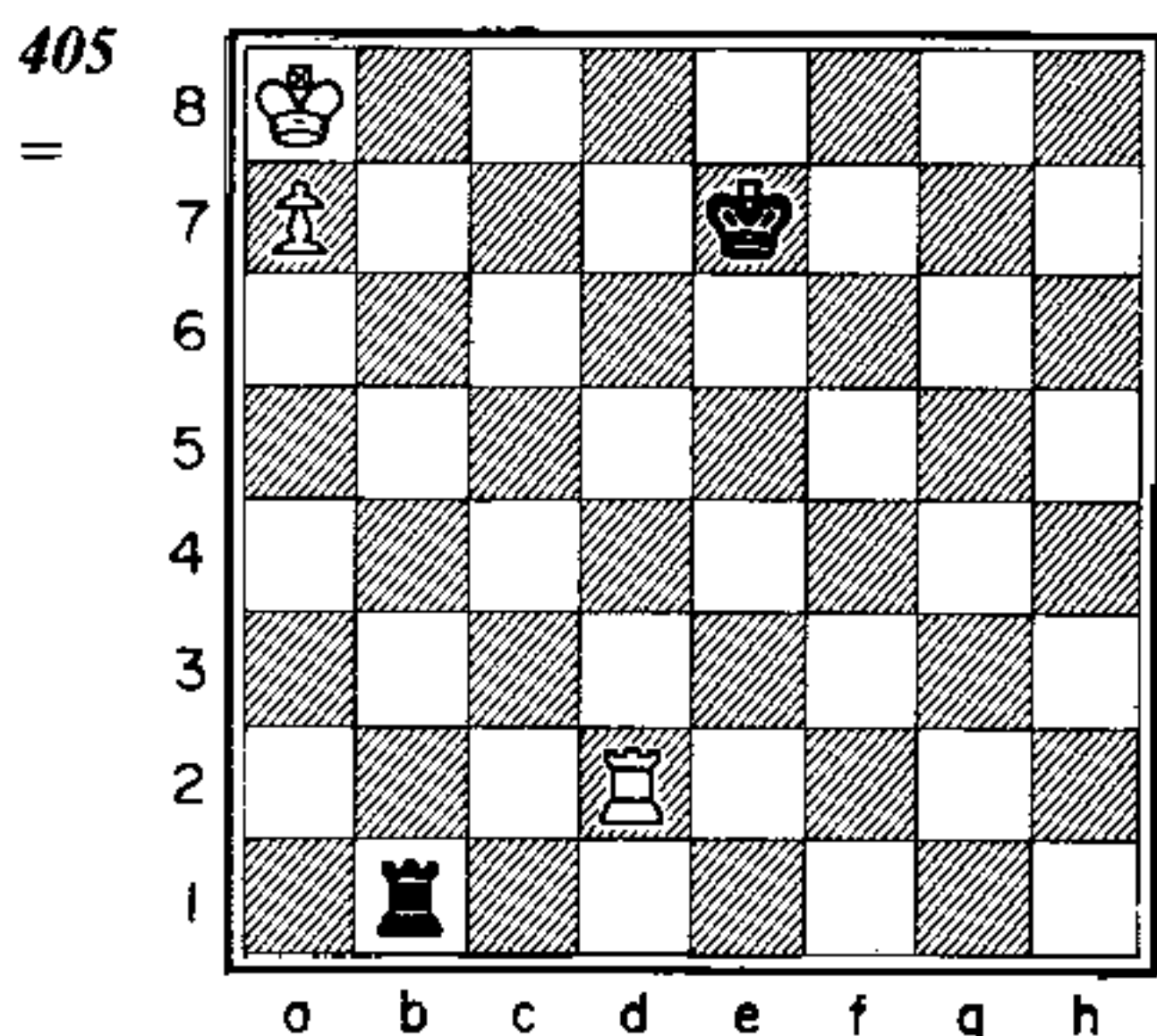
Interestingly enough, the defensive possibilities here are so great, that in certain cases Black can even let the enemy king out of the corner. Thus, for example, instead of **2 ... Kd7** it is also possible to play **2 ... Kd6**, allowing the opponent's rook onto the 8th rank. True, in this case Black has to defend accurately. On **3 Rc8** it is absolutely essential to move the rook away somewhere along the 3rd rank, e.g. **3 ... Ra3**. The king can now move out of its shelter, but this does not bring White any particular benefit, since it immediately comes under fire: **4 Kb7 Rb3+ 5 Ka6 Ra3+ 6 Kb6 Rb3+ 7 Ka5 Ra3+**, and the king has to go back. If instead White tries

Rook and Rook's Pawn against Rook

by **4 Rb8** to prepare the emergence of the king, after **4 ... Kc7** he loses this possibility.

Note that moving the rook off the b-file was the only way of maintaining the balance. Had Black delayed for an instant (e.g., by playing **3 ... Kd7?**), the situation would have changed, and White would have won by freeing his king: **4 Rb8! Ra3 5 Kb7 Rb3+ 6 Ka6 Ra3+ 7 Kb6 Rb3+ 8 Kc5** etc.

We will now try to establish by how many files the weaker side's king can be cut off from the pawn, without risk of losing.

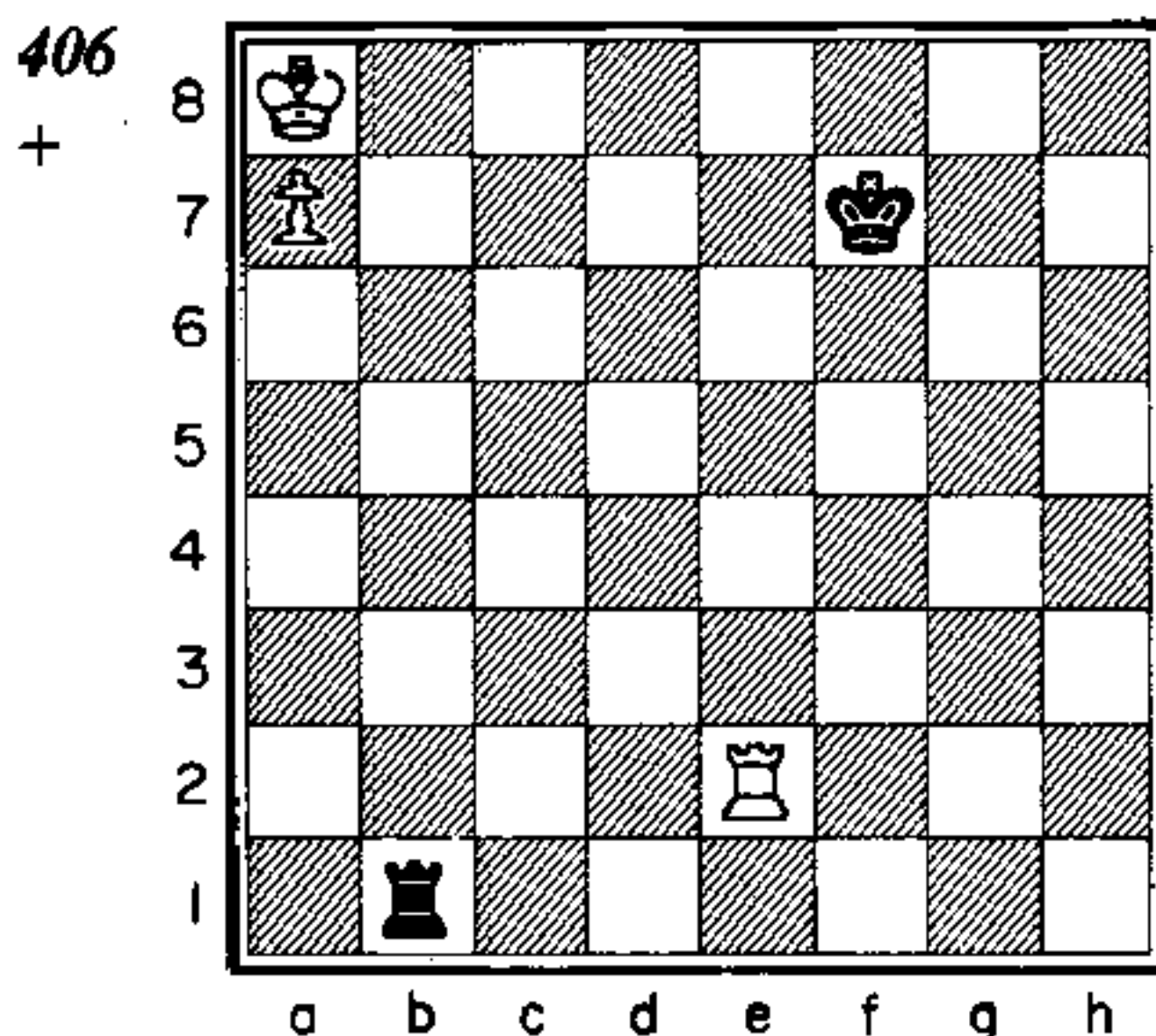


405. Even here, against correct defence, White cannot free his king. While he is transferring his rook to b8, to drive the opponent's rook off the b-file, the black king will have time to reach c7, replacing the rook as guard over the enemy king's cage. For example: **1 Rh2 Kd7 2 Rh8 Kc7** etc.

A win is possible only if the black king is cut off from the pawn by 4 files.

406. Here the king is too late in reaching the 'dungeon gates': **1 Rc2 Ke7 2 Rc8 Kd7 3 Rb8 Ra1 4 Kb7 Rb1+ 5 Ka6 Ra1+ 6 Kb6 Rb1+ 7 Kc5** etc. True, Black could have defended more tenaciously, by playing **2 ... Kd6!** instead of **2 ... Kd7**. In this case after **3 Rb8 Ra1 4 Kb7 Rb1+** moving the king to the left does not achieve anything: **5 Ka6 Ra1+ 6 Kb6 Rb1+ 7 Ka5 Ra1+**. The correct continuation is **5 Kc8! Rc1+ 6 Kd8 Rh1! 7 Rb6+! Kc5 8 Rc6+!**

from Karstedt, 1909

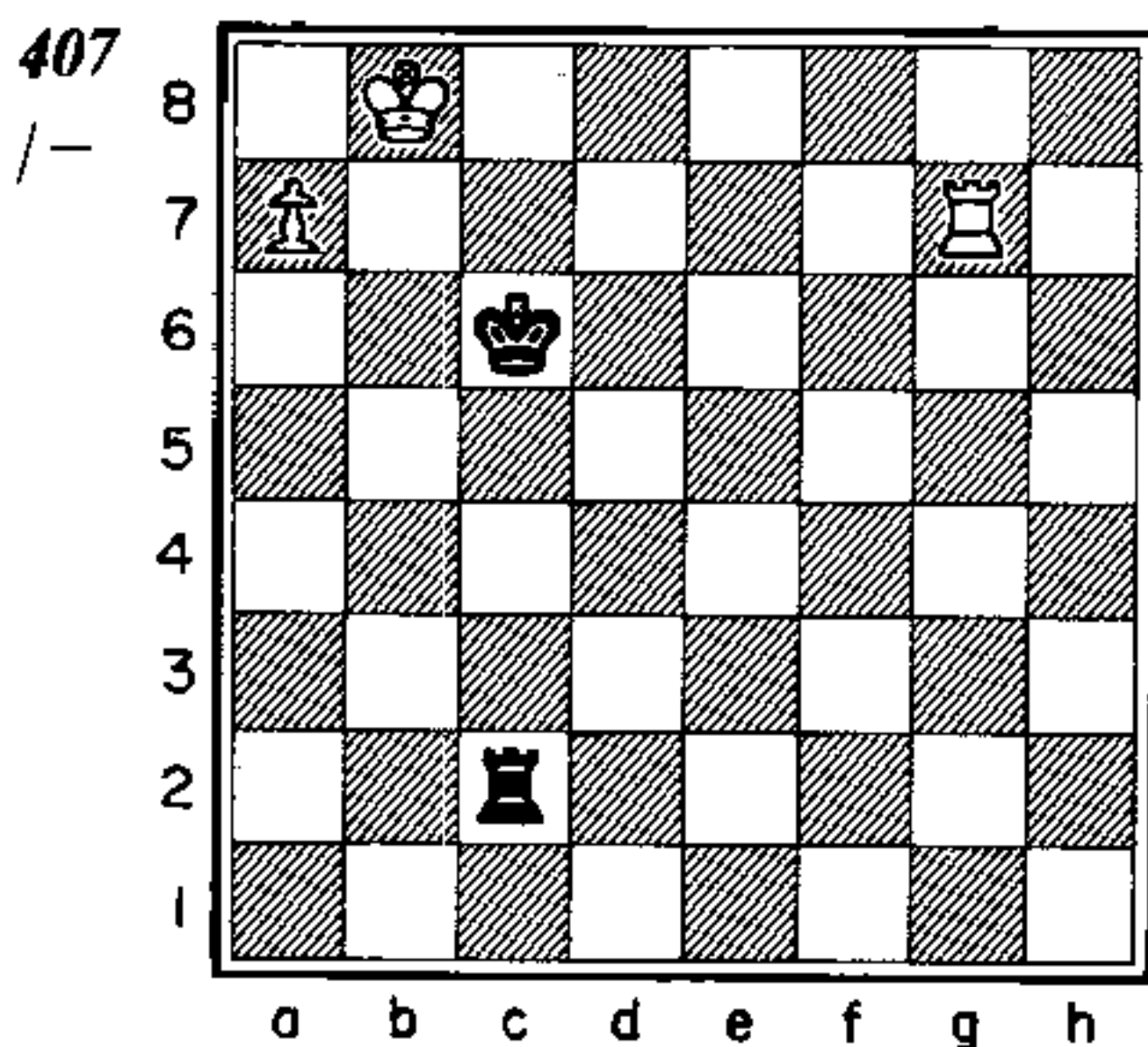


It is not too late to go wrong: only a draw results from **8 Ra6 Rh8+ 9 Ke7 Rh7+ 10 Kf8 Rh8+ 11 Kg7 Ra8**, or **8 Re6 Ra1 9 Re7 Kb6**. But now **8 ... Kd5** is met by **9 Ra6 Rh8+ 10 Kc7 Ra8 11 Kb7**.

8 ... Kb5 9 Rc8! Rh8+ 10 Kc7 Rh7+ 12 Kb8 and wins.

If the king is not shut in the corner and is supporting the pawn, the defence is usually hopeless.

Ponziani, 1782



407. 1 ... Rb2+ 2 Kc8! Ra2 3 Rc7+!

The simplest, although **3 Rg6+ Kc5 4 Kb7 Rb2+ 5 Kc7 Ra2 6 Rg5+ Kc4 7 Kb7 Rb2+ 8 Ka6 Ra2+ 9 Ra5** is also possible.

Rook and Rook's Pawn against Rook

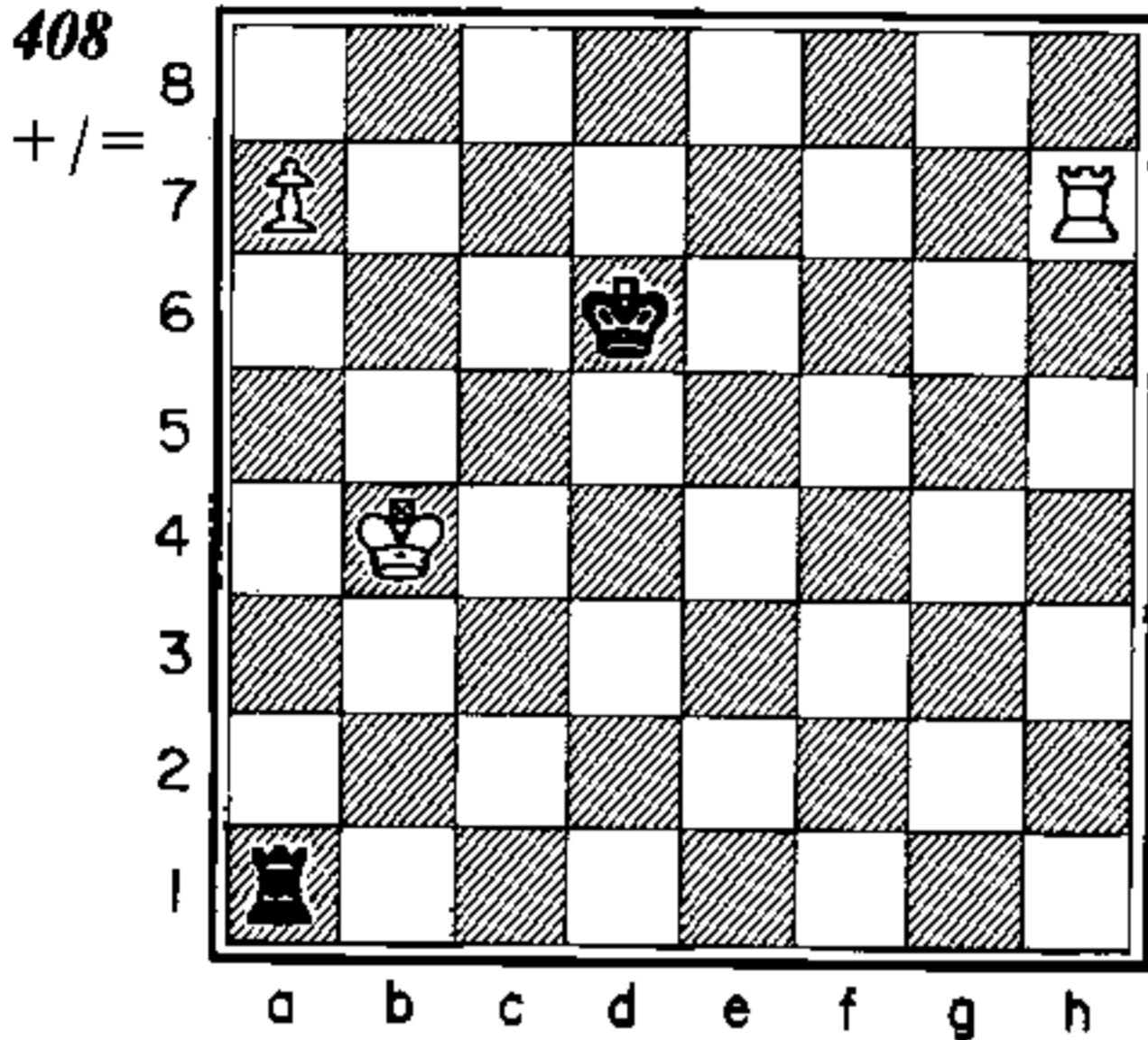
3 ... Kd6 4 Kb8 Rb2+ 5 Rb7, and White wins.

We will now consider several positions where the kings are at a significant distance from the pawn. In this case the result naturally depends on which king is the first to approach.

rook is in the way. And on **2 Kc4 Ra1 3 Kb3** Black replies **3 ... Kc6** with a draw.

The ideas examined in examples 408 and 409 are synthesized in the following position.

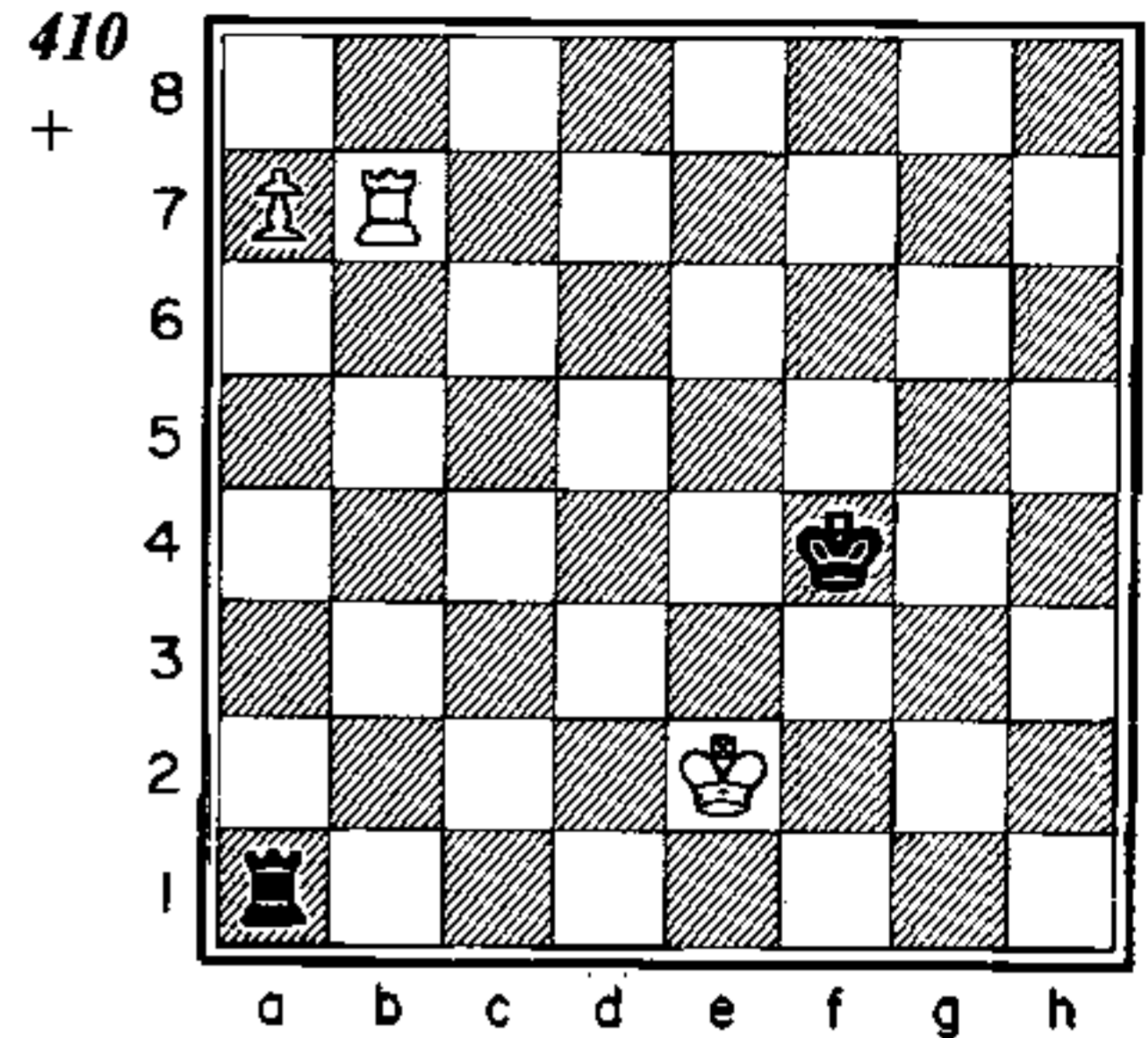
Averbakh, 1972



408. If White begins, he succeeds in supporting the pawn with his king: **1 Kb5 Rb1+ 2 Ka6 Ra1+ 3 Kb7 Rb1+ 4 Kc8** (407).

But if it is Black to move, after **1 ... Kc6** the pawn is lost.

It is worth noting that, if White's rook had been at **b7**, he would have been unable to win.



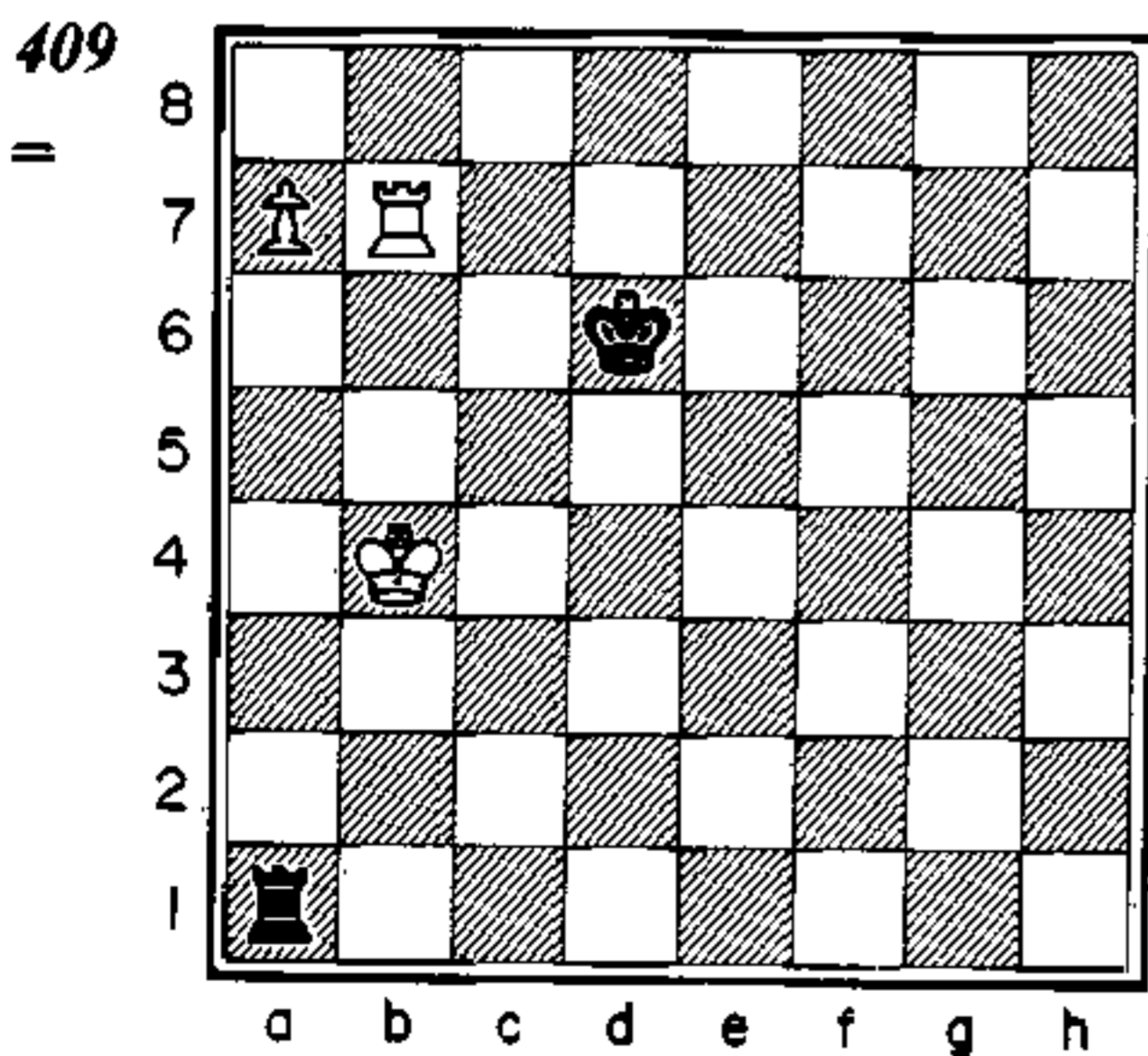
410. It turns out that the king race—**1 Kd3 Ke5 2 Kc4 Kd6 3 Kb5**—does not achieve anything: Black continues **3 ... Rb1+**, when the king cannot hide from the checks, while **4 Ka4 Ra1+ 5 Kb3 Kc6** leads to a draw.

White must first prepare a shelter for his king, and in doing so not lose valuable time. This aim is served by **1 Re7!**—White cuts off the opponent's king from the pawn, and simultaneously vacates b7. Black has two possibilities:

(a) **1 ... Kf5 2 Kd3 Kf6 3 Rh7!** (again the only move; all other rook moves later give Black an extra tempo for the approach of his king) **3 ... Ke6 4 Kc4 Kd6 5 Kb5 Rb1+ 6 Ka6 Ra1+ 7 Kb7 Rb1+ 8 Kc8**, and White wins.

(b) **1 ... Ra3** (Black in turn tries to sever the opposing king's path, but with less success) **2 Kd2 Kf5 3 Kc2 Kf6 4 Kb2 Ra6** (otherwise the king attacks the rook with gain of tempo) **5 Rh7! Ke5 6 Kb3 Kd5 7 Kb4**.

A position of mutual zugzwang has arisen. Because of **8 Rh6+** Black cannot reply **7 ... Kc6**. He has to play **7 ... Ra1**, but then comes **8 Kb5**, winning.

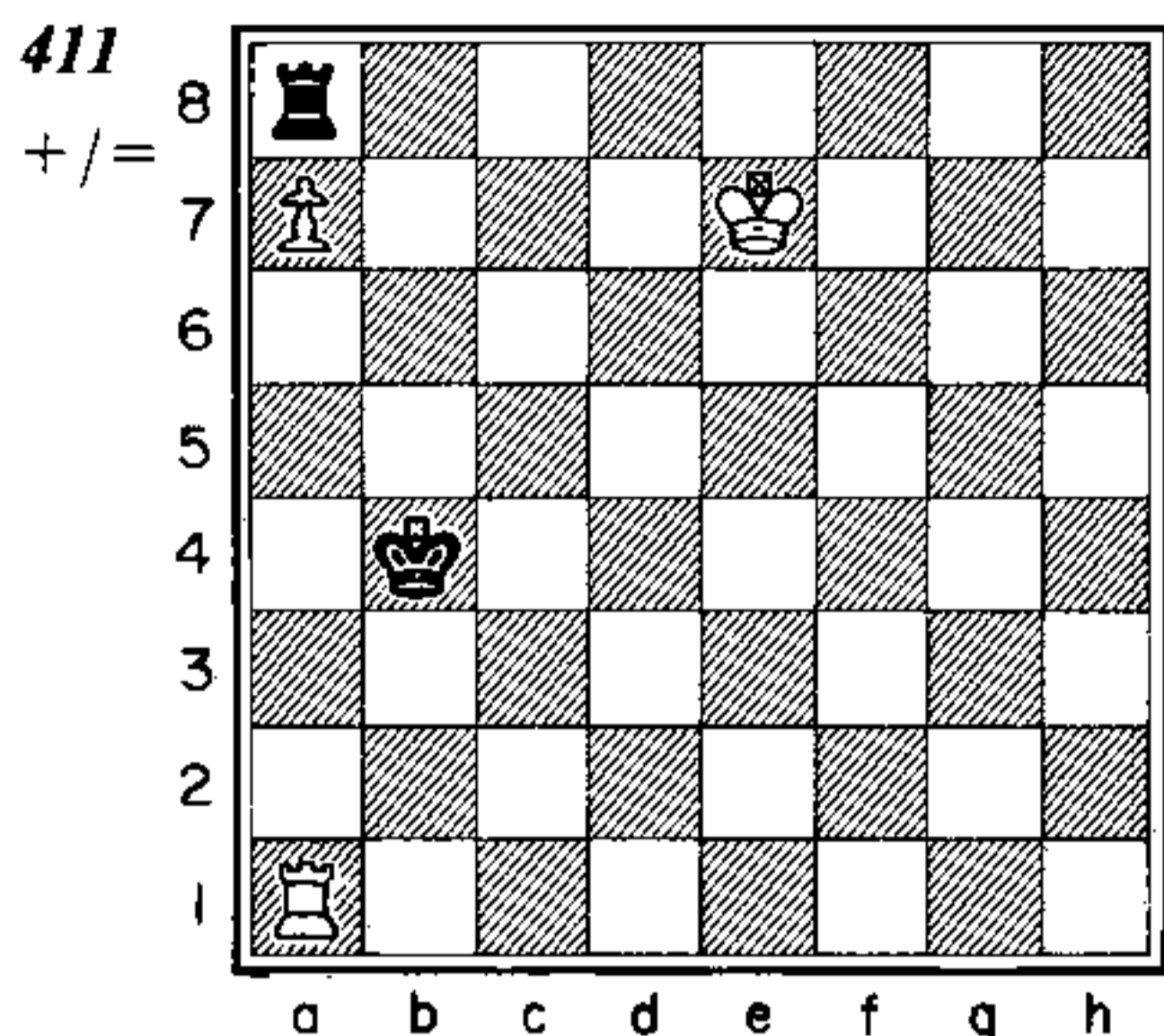


409. After **1 Kb5 Rb8+** it transpires that the king cannot get through to c8: its own

Rook and Rook's Pawn against Rook

The following ancient position is a critical one.

Seyboth, 1899



411. If it is White to move, he succeeds in supporting his pawn: **1 Kd6 Kb5 2 Kc7** and wins.

If it is Black to move, **1 ... Kb5?** is a blunder: **2 Kd6 Kb6 3 Rb1+ K×a7 (3 ... Ka6 4 Kc7! R×a7+ 5 Kc6) 4 Kc7**, and he must resign.

1 ... Kc5! is correct, depriving the opponent's king of d6, e.g. **2 Kd7 Kb6 3 Rb1+ Kc5! 4 Rb7 Rh8!** (but not **4 ... Kd5 5 Rb5+ Kc4 6 Ra5 Kb4 7 Ra1 Kb5 8 Kc7) 5 Kc7 Ra8.**

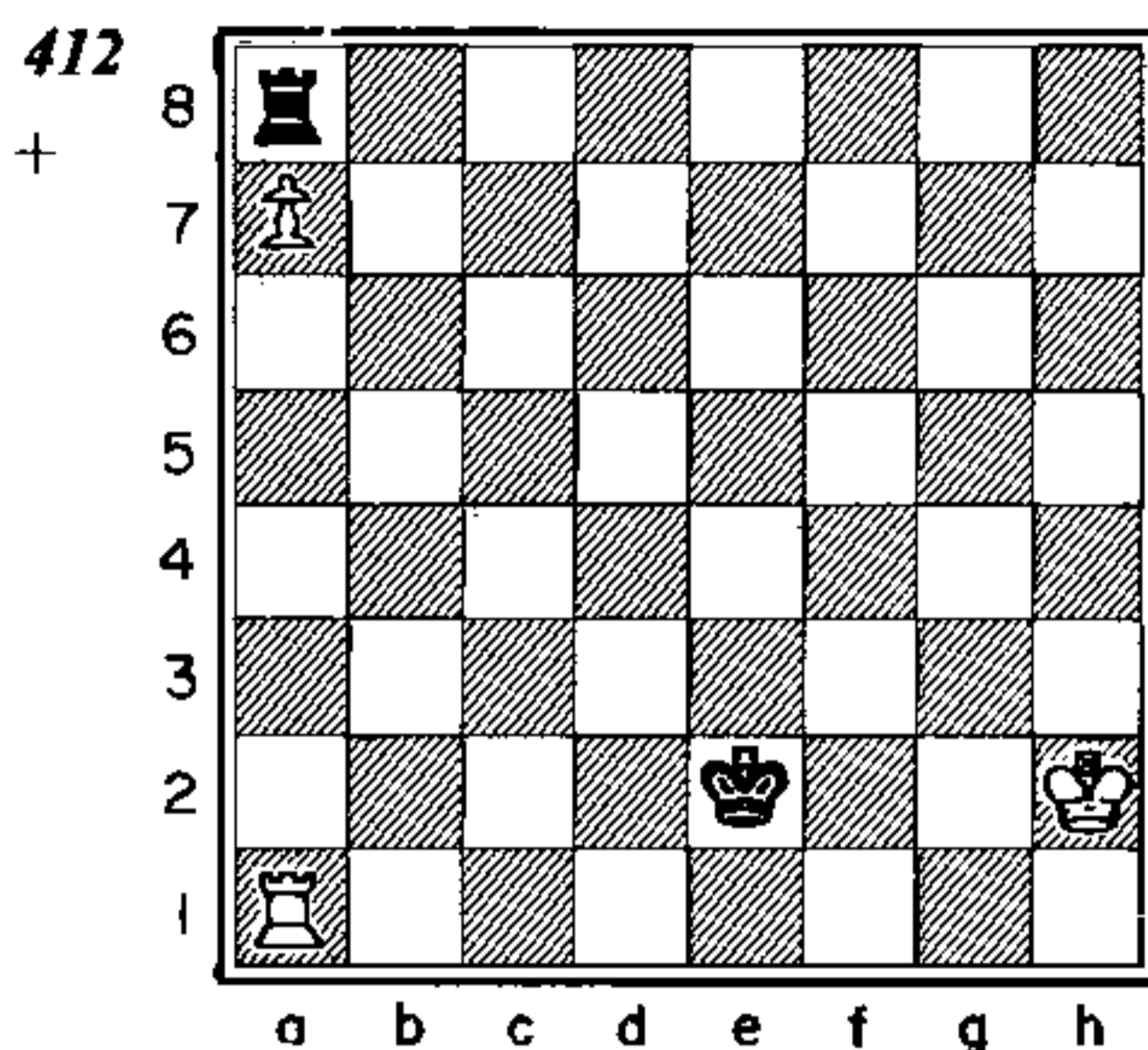
This is simpler than **5 ... Rh7+ 6 Kc8 Rh8+ 7 Kd7 Rh7+!** (Black loses after **7+ Ra8 8 Kc7 Rh8 9 Rb1 Rh7+ 10 Kb8 Rh8+ 11 Kb7 Rh7+ 12 Ka6 Rh6+ 13 Ka5 Rh2 14 Rb4 Rh8 15 Rb8 Rh2 16 Rc8+**) **8 Ke6 Rh6+ 9 Ke7 Rh7+ 10 Kf6 Rh6+ 11 Kg7 Ra6 12 Kf7 Kc6 13 Re7 Kb6.**

6 Kd7 Rh8. Draw.

Other positions, in which the kings are a long way from the pawn, reduce to position 411.

412. The black king is much closer to the pawn than its opponent, and therefore the direct march by the king does not achieve anything: **1 Kg3 Kd3 2 Kf4 Kc4 3 Ke5 Kc5! 4 Ke6 Kb6 5 Kd6 R×a7 6 Rb1+ Ka5! 7 Kc6 Rh7**, with a draw.

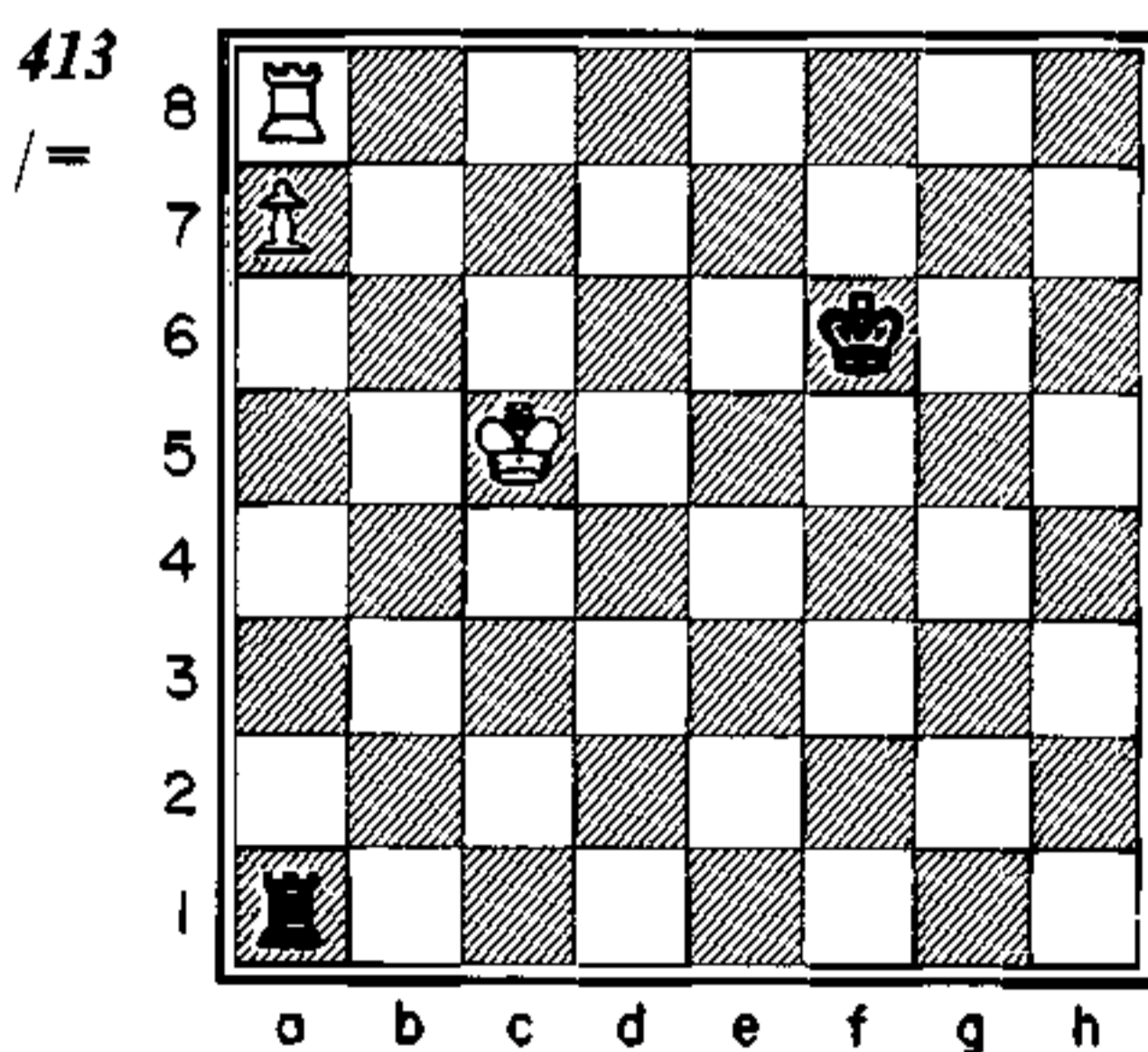
Kopayev, 1958



In the first instance White must cut off the opponent's king: **1 Ra3! Kd2 2 Kg3 Kc2 3 Kf4 Kb2 4 Ra6!** (the only move; if **4 Ra5**, then **4 ... Kb3 5 Ke5 Kb4 6 Ra1 Kc5!** with a draw) **4 ... Kc3 5 Ke5 Kb4 6 Kd6 Kb5 7 Ra1 Kb6 8 Rb1+ Ka6 9 Kc7 R×a7+ 10 Kc6** and wins.

The rook can defend the pawn from the rear, from the side, or from the queening square. This last position is the least favourable; in this case a draw is possible even when the weaker side's king is a considerable distance from the pawn.

from Tarrasch, 1908



413. White is threatening to free his rook with check, so Black must move his king onto

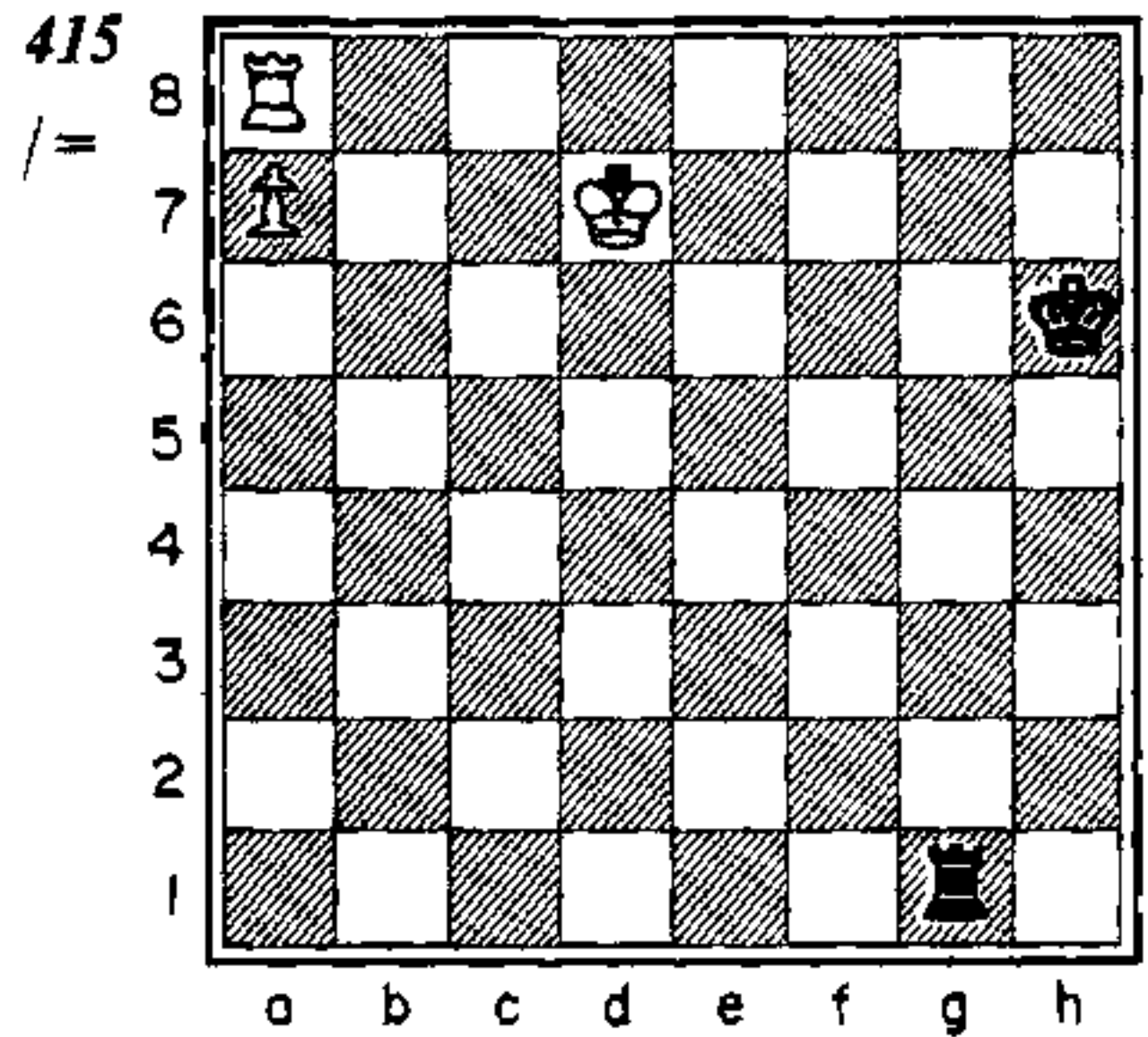
Rook and Rook's Pawn against Rook

the 7th rank. But where? The only way to draw is by **1 ... Kg7!**

To win, White has to relieve his rook from the defence of the pawn, but it is not possible to do this: his king has no shelter. Thus on **2 Kb6** there follows **2 ... Rb1+**, and Black begins harassing the king until it moves away from the pawn. Then the rook again takes up position on the a-file, while the black king does not interfere, by manoeuvring between h7 and g7. The attempt to approach the pawn is fatal: **1 ... Ke7?** (or **1 ... Kf7**) **2 Rh8!** **R × a7** **3 Rh7+** and wins.

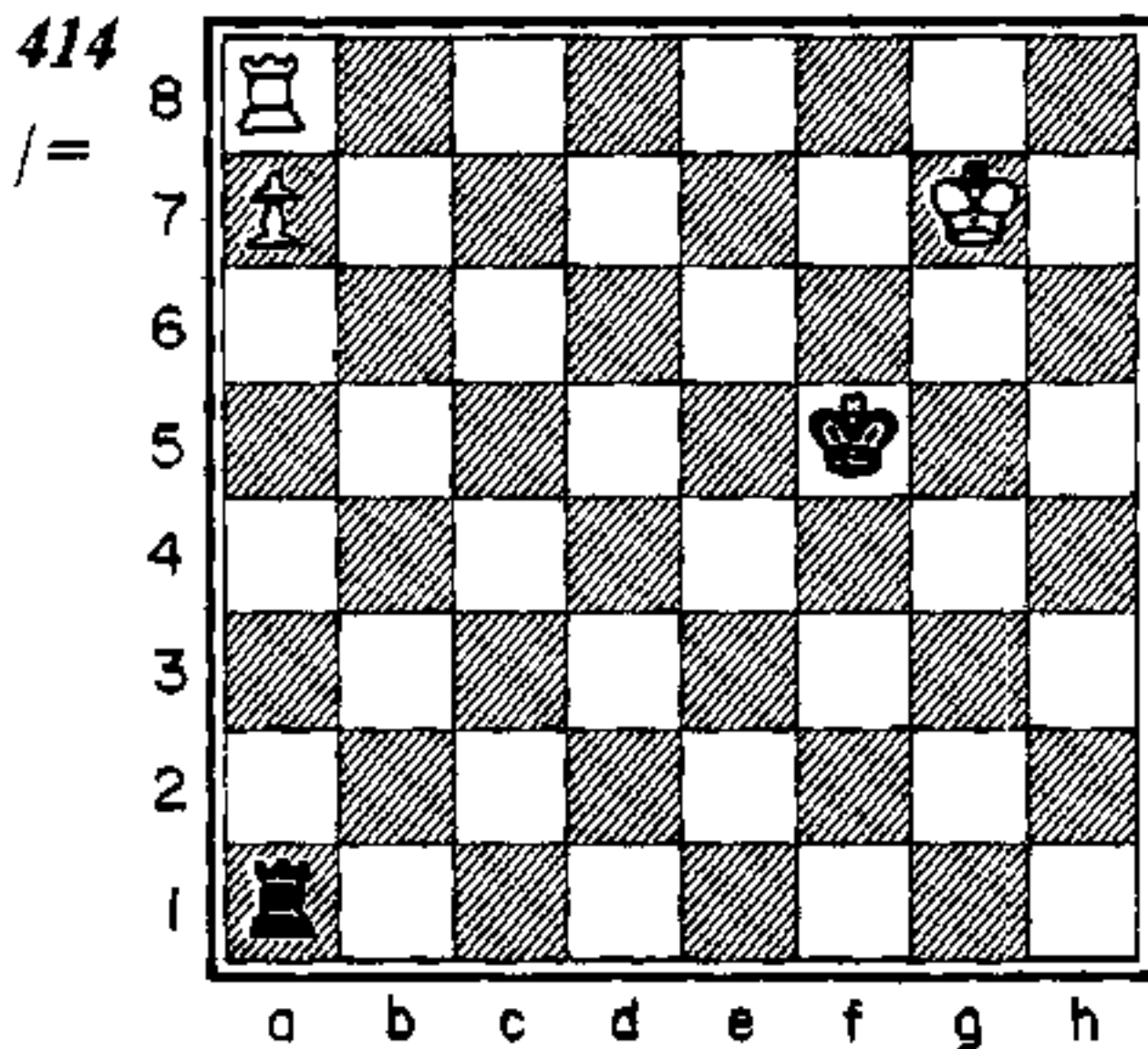
In such positions there is also another system of defence.

by hiding his king in the 'shadow' of his own rook.



415. 1 ... Rg7+ 2 Kc6 Kg5! (leaving g6 free, so that the rook can harass the opponent's king) **3 Kb6 Rg6+ 4 Kb5 Rg7 5 Ka5 Kg4. Draw.**

Troitsky, 1896
Berger, 1922



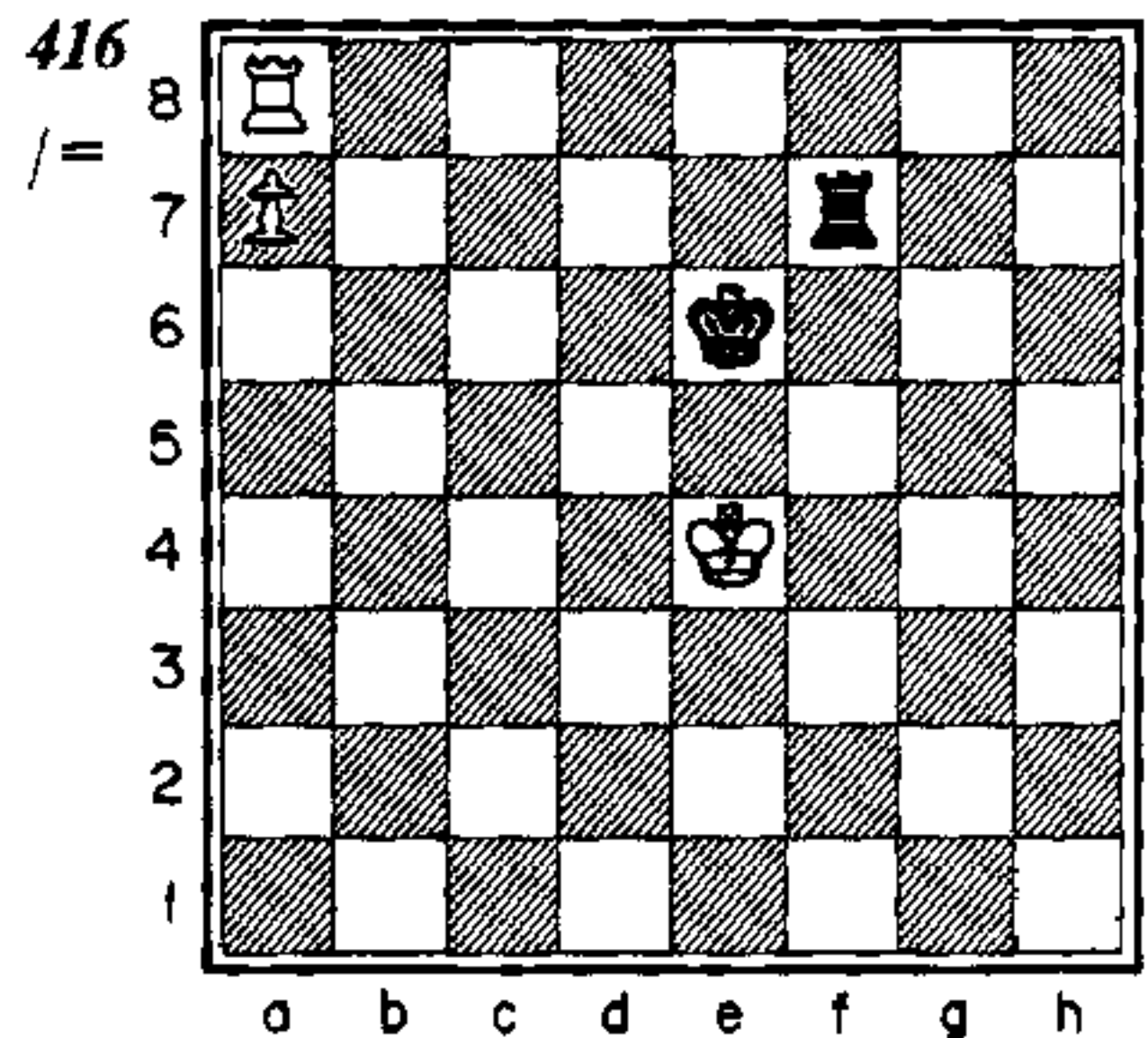
414. To win White has to move his rook away with check, but Black deprives him of this possibility, by hiding his king in the 'shadow' of White's.

1 ... Kg5! 2 Kf7 Kf5 3 Ke7 Ke5 4 Kd7 Kd5 5 Kc7 Kc5 6 Kb7 (the pawn sacrifice is also unsuccessful: **6 Rc8 R × a7+ 7 Kb8+ Kb6**) **6 ... Rb1+** with a draw.

But had Black played **1 ... Kg4**, this would have lost: **2 Kf6 Kf4 3 Ke6 Ke4 4 Kd6 Kd4 5 Kc6 Kc4 6 Rc8!** (now this ambush is decisive) **6 ... R × a7 7 Kb6+**, winning the rook.

In the next example Black saves the draw

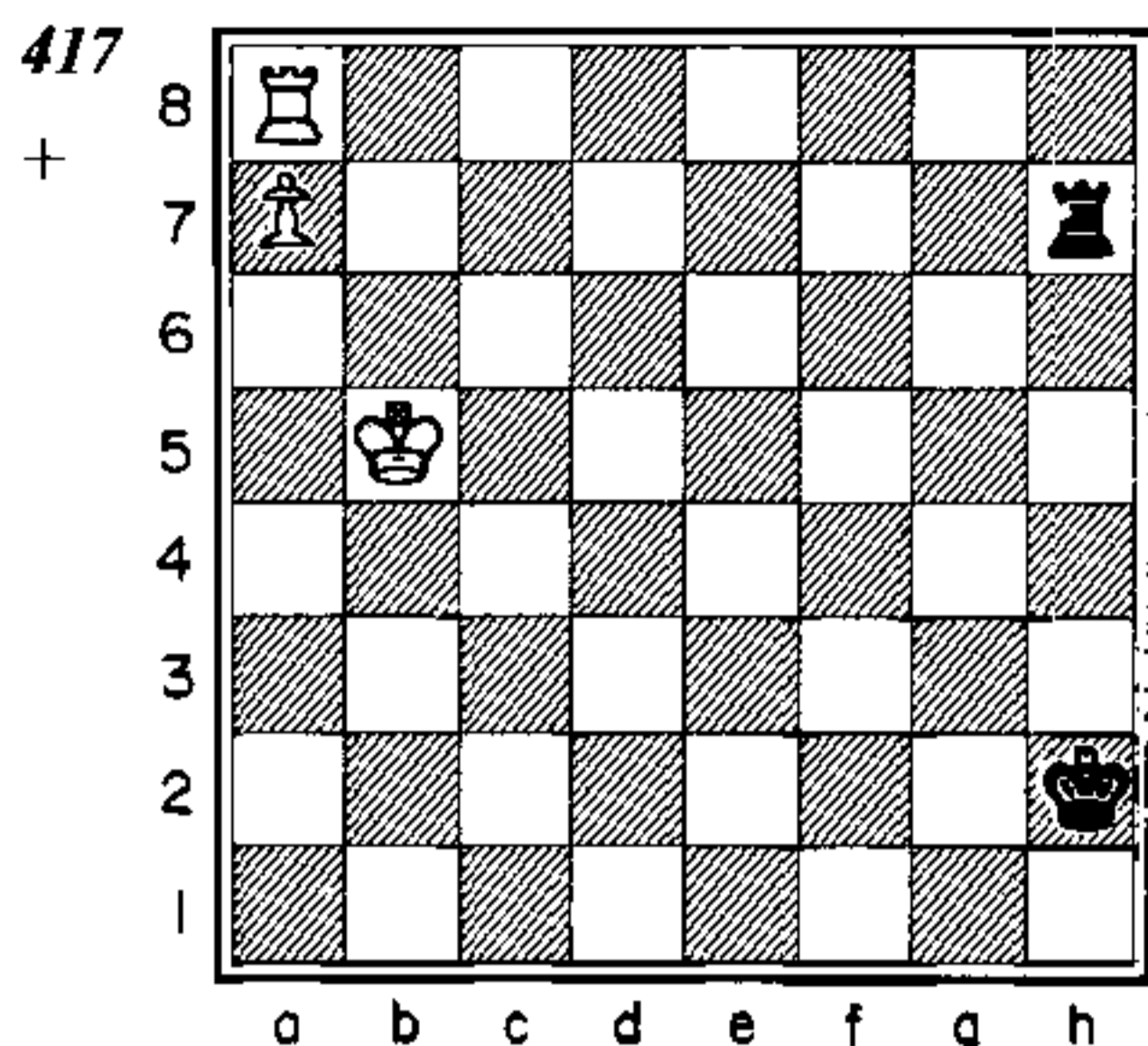
from Chéron, 1923



416. There are two ways to end up in the 'shadow': by playing **1 ... Re7** or **1 ... Kf6**. Which should Black choose? It turns out that the only way to draw is by **1 ... Kf6! 2 Kd5 Kf5! 3 Kc6 Kf4 4 Kb6 Rf6+**, whereas after **1 ... Re7 2 Kd4 Rd7+ 3 Kc5 Re7 4 Kb6** White wins.

Rook and Rook's Pawn against Rook

Romanovsky, 1938

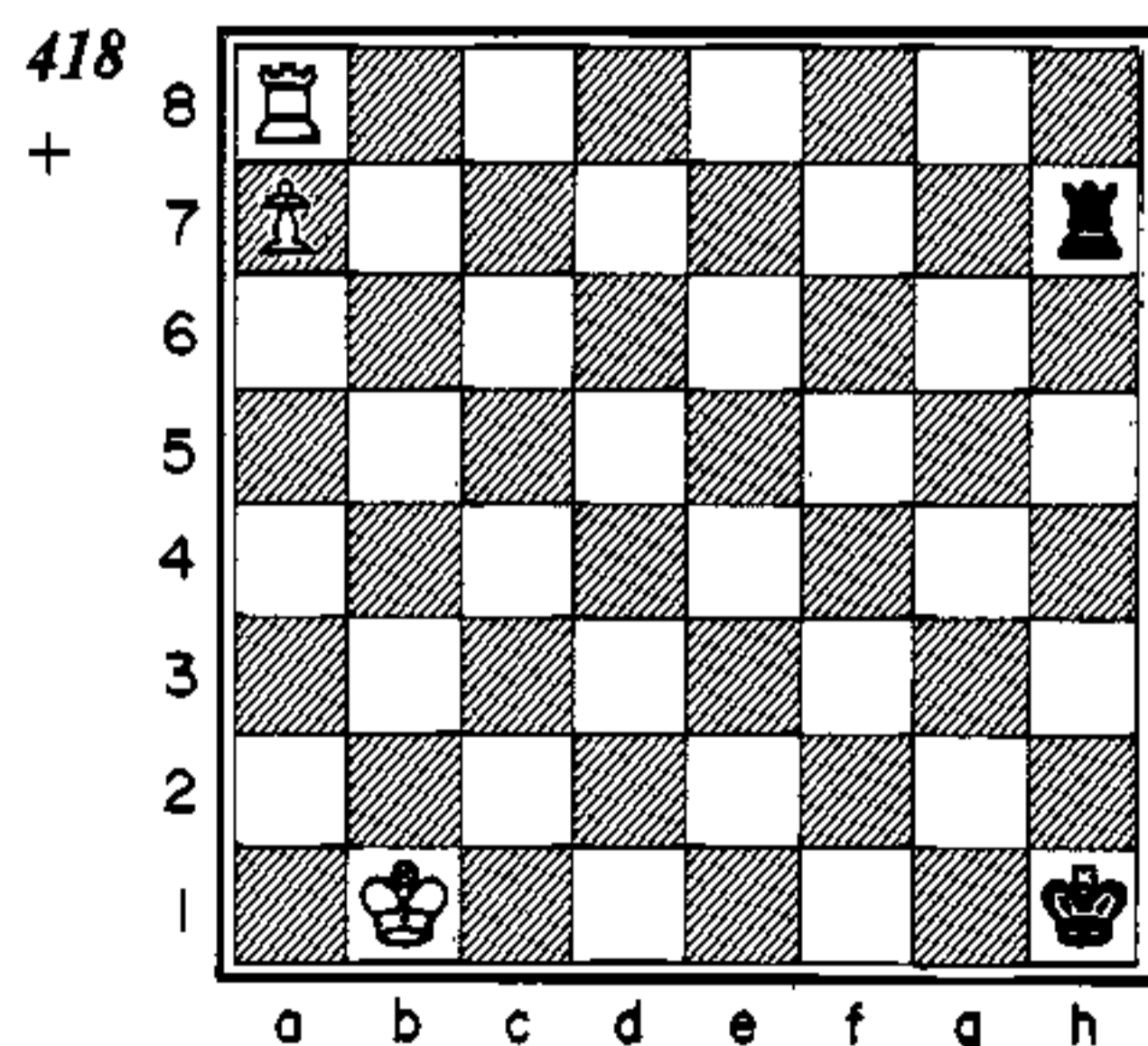


417. White succeeds in weaving a mating net, exploiting the fact that the opponent's king is on the edge of the board. But the immediate approach towards the black king does not achieve anything: 1 Kc5 Kh3 2 Kd5 Kh4 3 Ke5 Kh5 4 Kf5 Rf7+ 5 Ke6 Rh7 6 Kf6 Kh6 with a draw.

First a tempo must be gained: 1 Kb6 Rh6+ 2 Kc5 Rh7 3 Kd5 Kh3 4 Ke5 Kh4 5 Kf5 Kh5 6 Rf8! R x a7 7 Rh8+ etc.

The following position reduces to the same finish.

Gunst, 1946



418. 1 Kc2 Kh2 (the white king aims for g6,

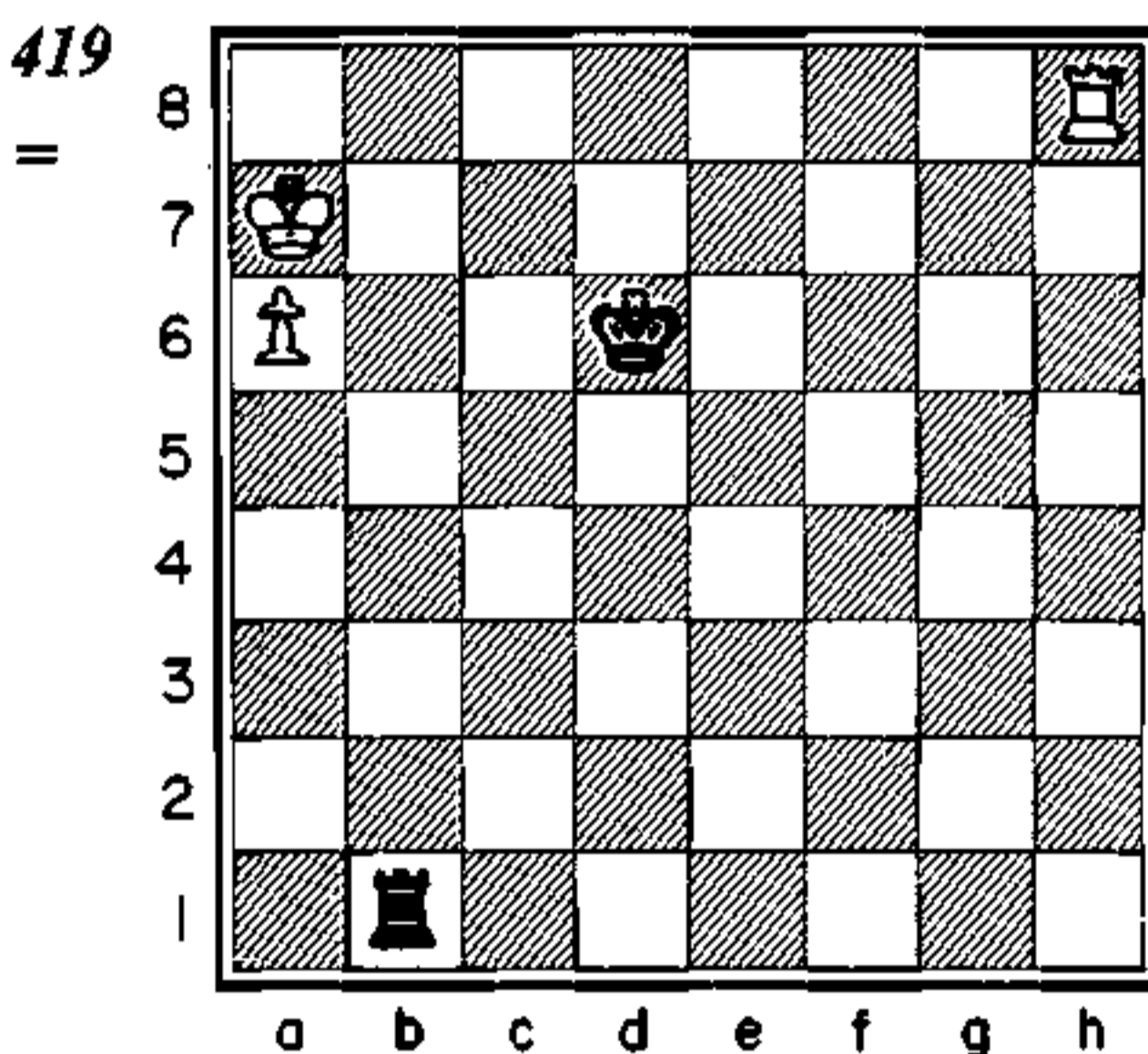
and Black tries to prevent this) 2 Kd3 Kh3 3 Ke4 Kh4 4 Kf5 Kh5.

Black has achieved his aim, but the opposition of the kings creates another threat.

5 Rf8! R x a7 6 Rh8+, and mate next move.

If the pawn is on the 6th rank, in the event of an attack by the rook from the rear the stronger side's king can hide in front of it. Then the crucial factor is whether or not it can escape from its shelter.

from Salvioli, 1887



419. In the similar position, but with the pawn at a7 and king at a8, White won by 1 Rb8, since his king was able to escape via c5. But here this does not work: 1 Rb8 Rc1 2 Kb7 Rb1+ 3 Ka8 Ra1 4 a7 Kc7 etc.

It is evident that, with his king at e7, Black would have been short of one tempo to reach c7, and he would have lost.

But with his king at d6 Black can draw.

420. 1 Rb8 Ra1 2 Kb7 Rb1+ 3 Kc8 Rc1+! (Black loses after 3 ... Ra1 4 Rb6+ Kc5 5 Kb7 Rh1 6 Rc6+ Kb5 7 a7) 4 Kd8 Rh1!

The unfortunate placing of the white pieces allows the rook to take up an active position.

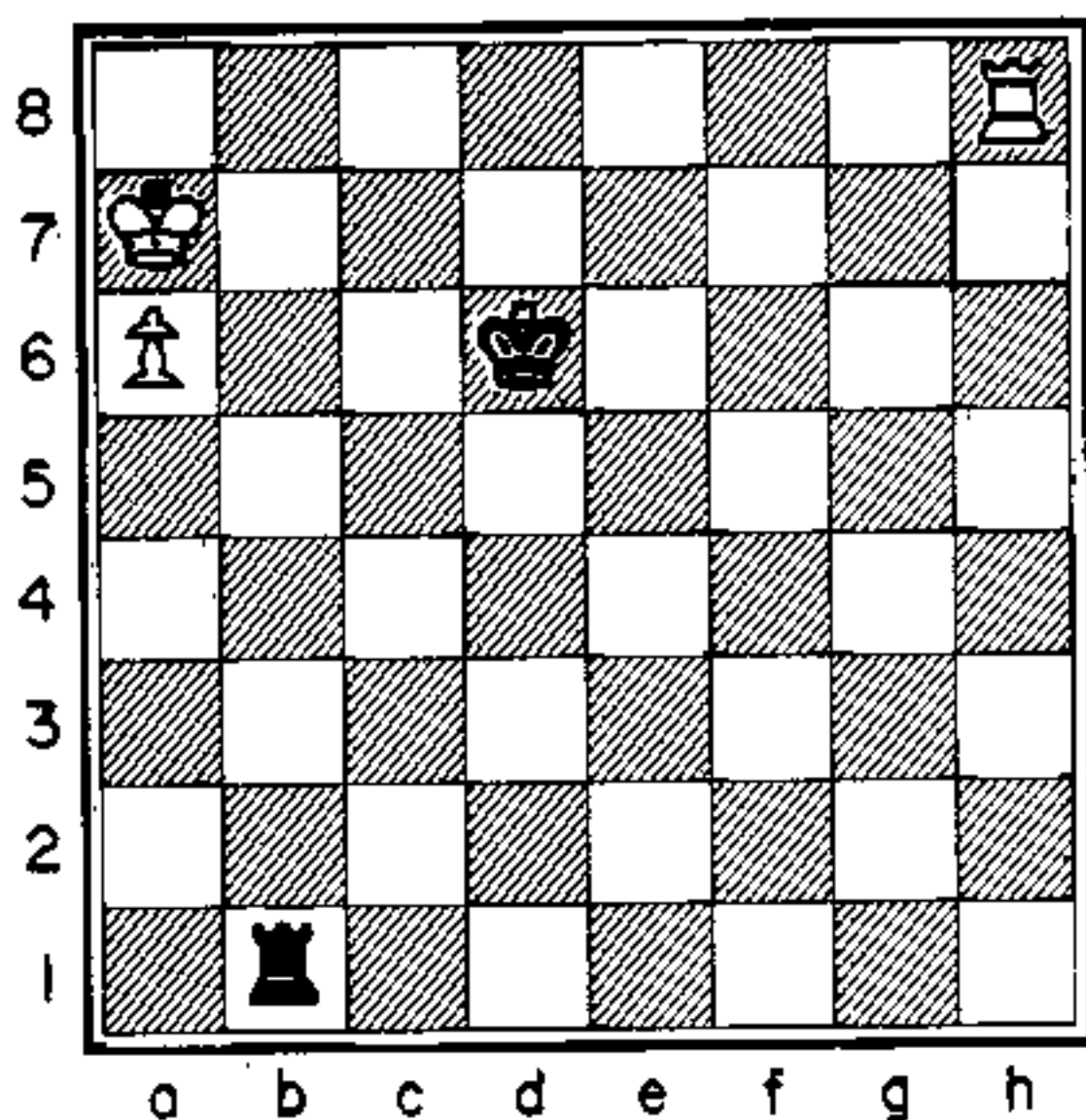
5 Rb6+ Kc5 6 Re6 Rh8+ 7 Kd7 Rh7+ with a draw.

The following two examples are key posi-

Rook and Rook's Pawn against Rook

420

=

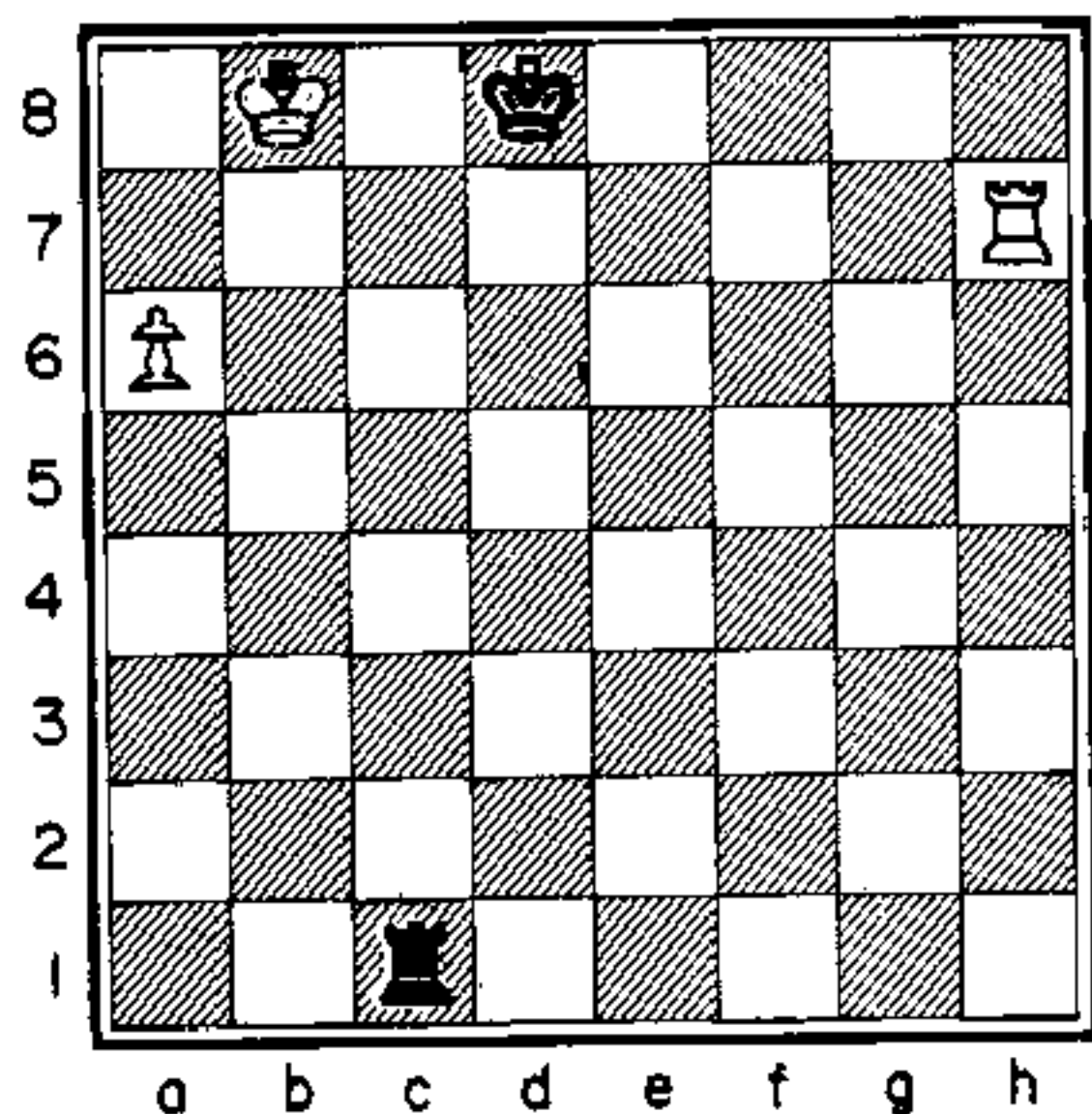


tions, showing what the stronger side should aim for in such endings.

Grigoriev, 1935

421

/-



421. White's forces are deployed in the best way possible: his king is supporting the pawn, while his rook is defending the king and is able to help the pawn.

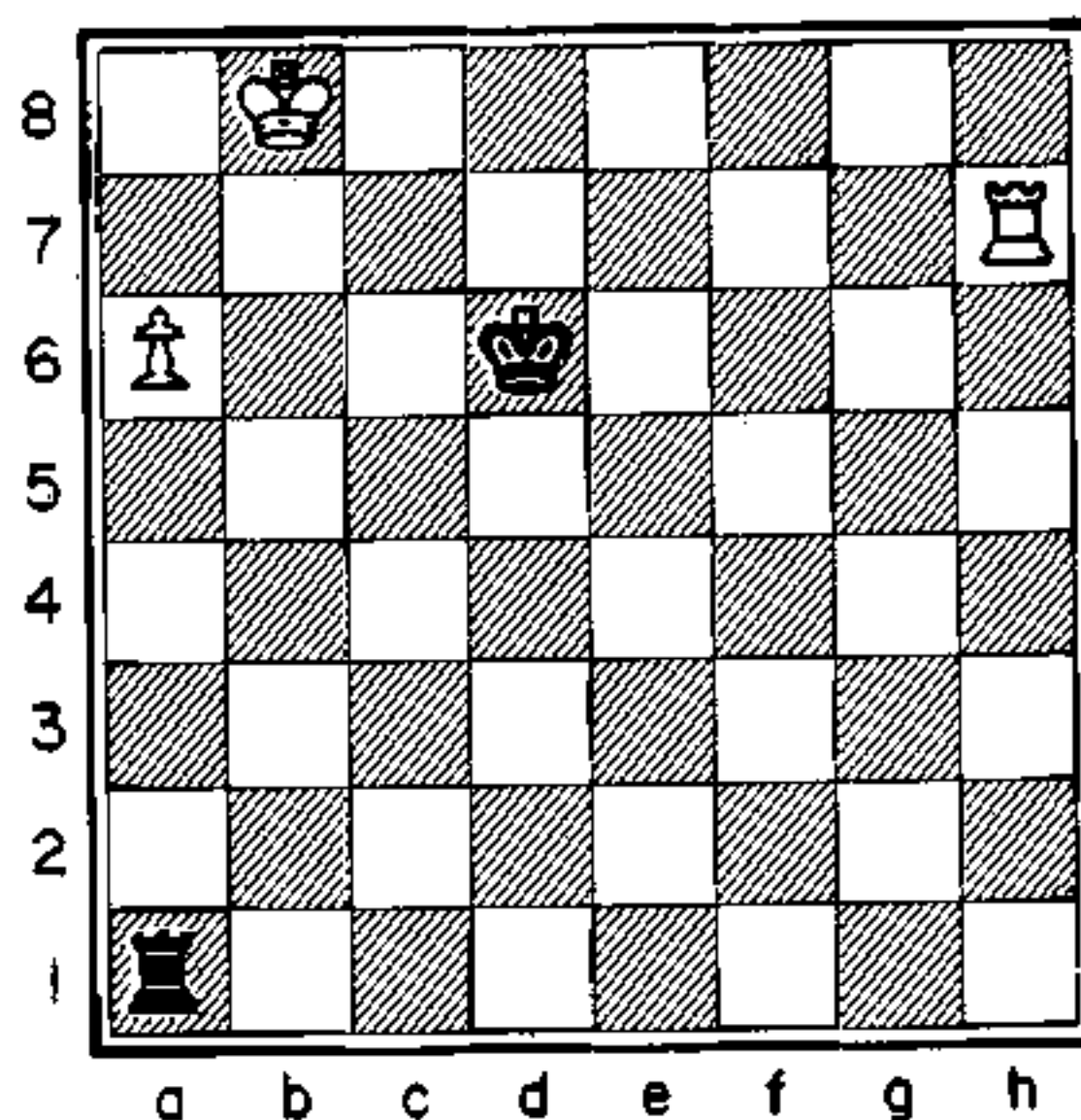
1 ... Rb1+ 2 Rb7 Rc1 3 Rb2 Rc8+ 4 Kb7 Rc7+ 5 Kb6 Kc8 6 Rh2 or 6 a7 and wins.

422. Here the black pieces are differently placed, but this does not affect the result: 1 ... Rb1+ 2 Rb7 Rh1 3 Rc7! (the only move to win; 3 Rb6+ Kc5 or 3 Rb2 Kc6 is insuf-

Grigoriev, 1935

422

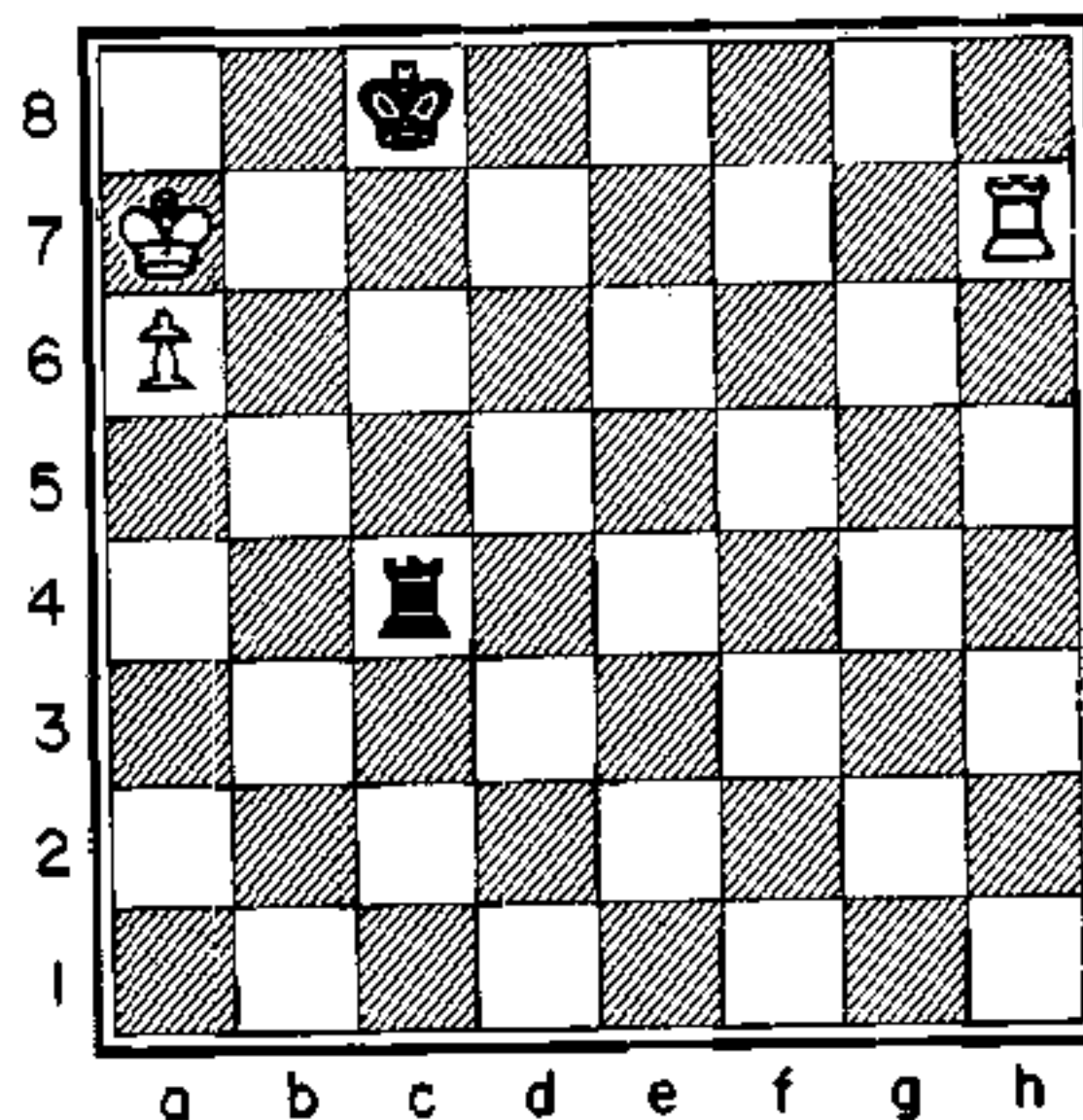
/-



ficient) 3 ... Rb1+ 4 Kc8! Rh1 5 a7 Rh8+ 6 Kb7 etc.

423

+



423. We will require this position later: it can arise in the ending with bishop's pawn and rook's pawn. The black rook is badly placed, and this allows White to win.

1 Kb6 Rb4+ (1 ... Kb8 2 Rh8+ Rc8 3 a7+ etc.) 2 Kc6!

Only a draw results from 2 Ka5 Rb1 3 a7 Ra1+ 4 Kb6 Rb1+ 5 Kc6 Rc1+ 6 Kd6 Rd1+ 7 Ke5 Ra1.

2 ... Rc4+ (2 ... Kb8 3 Rb7+!) 3 Kb5! Rc1 4 Rh8+ Kc7 5 a7 and wins.

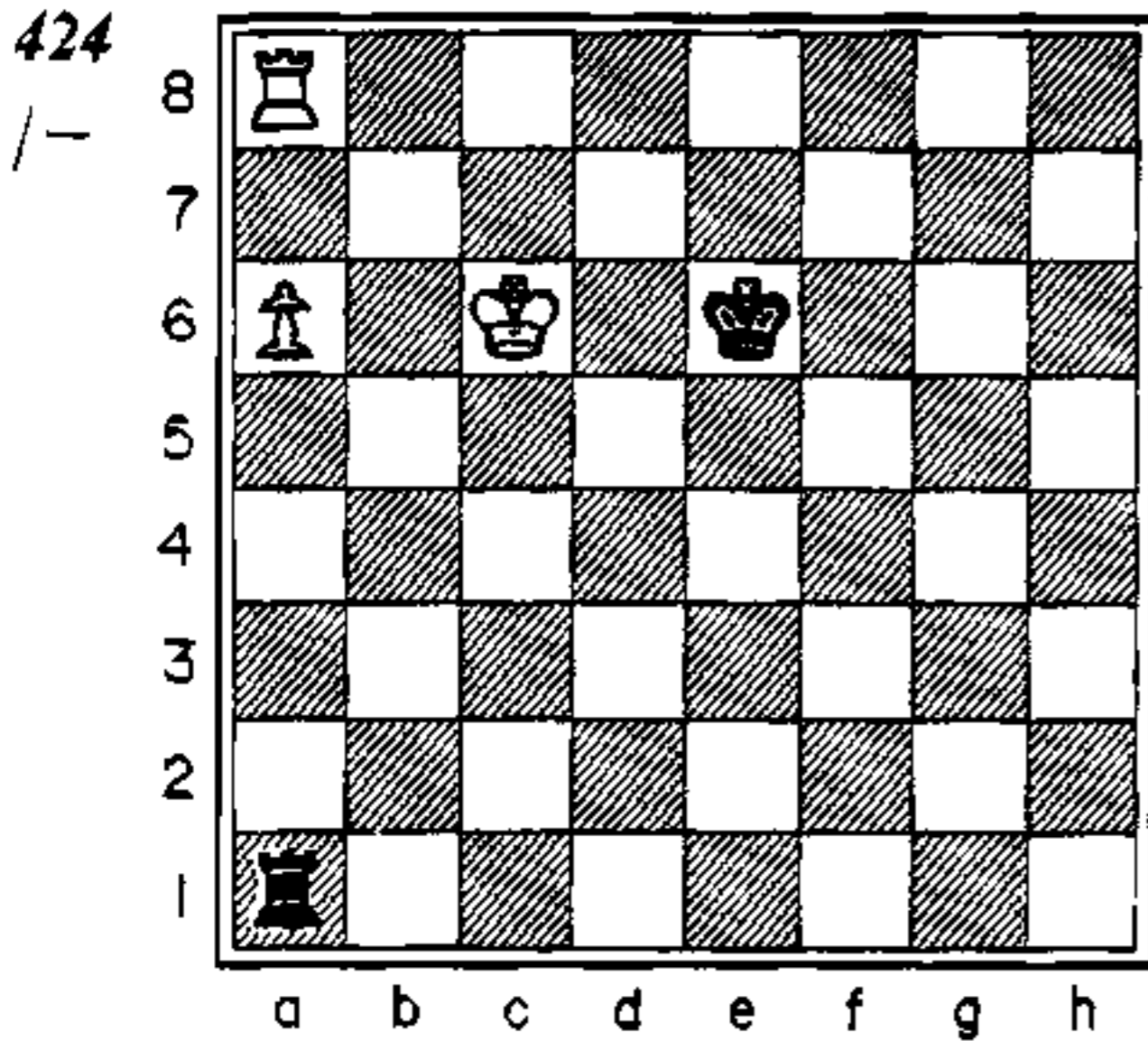
Positions where the rook is defending the pawn from the queening square are of great practical importance. As with the pawn on

Rook and Rook's Pawn against Rook

the 7th rank, the result here depends on the placing of the kings, but the play is undoubtedly more complicated and diverse.

squares: a5, a4, b4 and d4. We will examine the position with the king at b4.

Grigoriev, 1936



424. What should Black do? a6–a7 is threatened, since his king is at some distance from g7 (413), and on 1... Kf7 there follows 2 Kb7 Rb1 + 3 Ka7 Ke7 4 Rb8, when Black is too late. He must begin an immediate attack.

1... Rcl + 2 Kb5 (not 2 Kb7 Kd7 3 Rb8 Rb1 + 4 Ka8 Ra1 with a draw) 2... Rb1 + 3 Kc4 Rcl + 4 Kb3! Rc7 5 a7 Re7.

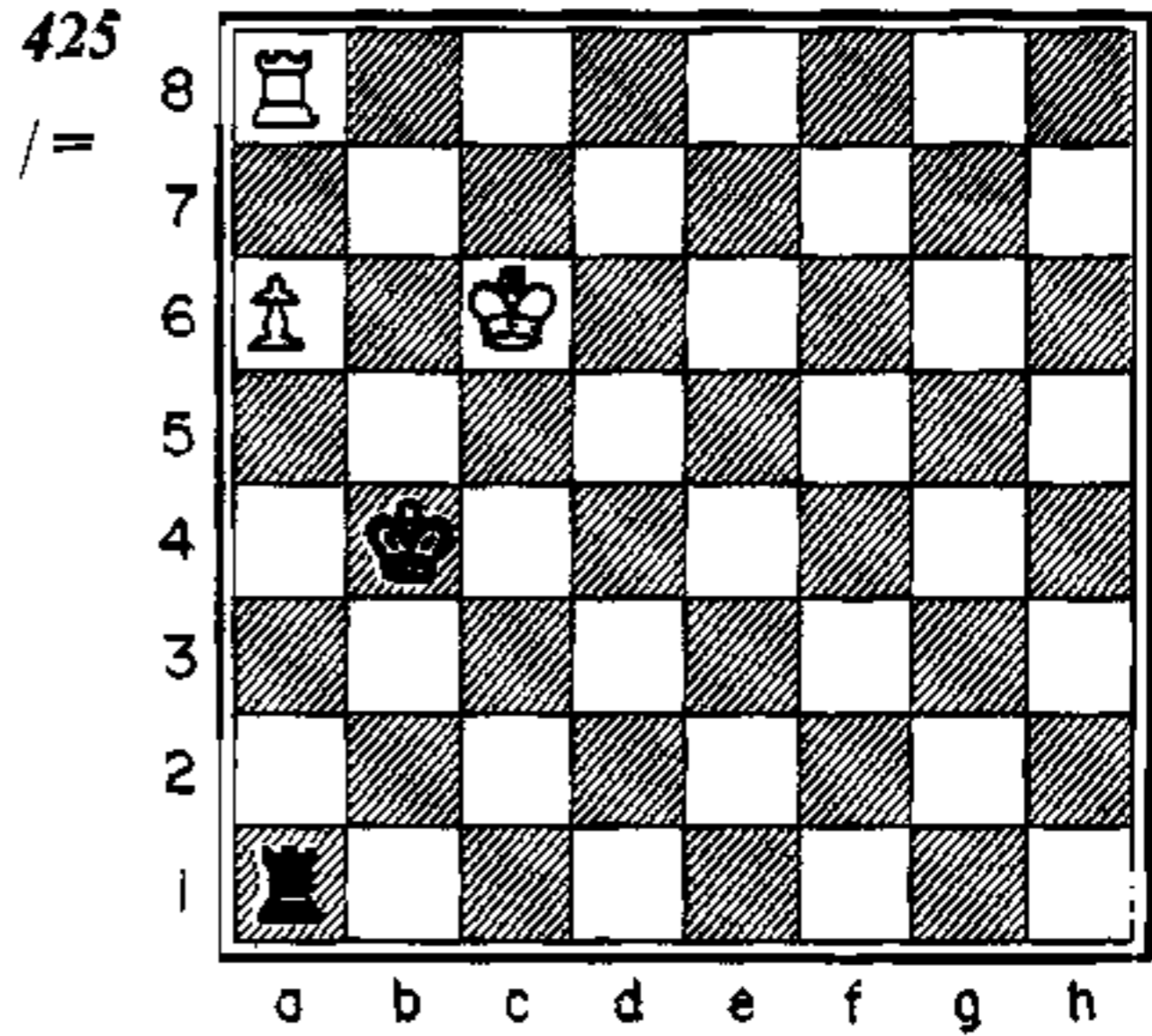
Black tries to hide his king in the 'shadow' of his rook, but this fails, since the white king is close to the pawn.

6 Kb4 Ke5 7 Kc5!, and Black is in zugzwang: 7... Ke4 is met by 8 Kd6, and 7... Ke6 by 8 Kb6.

Had White played 4 Kd3, this would have lengthened somewhat the winning path. True, 4... Rd1 + can be met not only by Grigoriev's 5 Kc2 Rd7 6 Kb3 Kd6 7 a7, but also by 5 Ke3! Rd7 6 Ke4! Kd6 7 a7 or 6... Kf6 7 Rb8 Ra7 8 Rb6 + Kg5 9 Kd5 (Levenfish and Smyslov).

Where then should the black king be in position 424, for the game to end in a draw? It turns out that there are quite a few such

Averbakh, 1972



425. 1... Ka5! (the only way!—after 1... Rh1 2 a7 or 1... Rcl + 2 Kb6 Rh1 3 Rc8 Black loses) 2 Rd8! Rcl + 3 Kb7 Rb1 + 4 Ka7 Rb5!

Again the only move. In the first instance Black must defend against checks from the side. If, for example, 4... Rh1 immediately, then 5 Rd5 + Kb4 6 Kb7 Rh7 + 7 Kc6 Rg7 8 Rd7 Rg6 + 9 Kb7 and wins.

5 Rd1 Rh5 6 Ra1 + Kb5 or 5 Rd6 Rh5 6 Kb7 Rh7 + with a draw.

The position with the black king at d4 is of great theoretical importance, showing a whole arsenal of means at Black's disposal.

426. The threat is 1 a7 Kc4 2 Rc8! R x a7 3 Kb6 +, so Black must begin his attack immediately: 1... Rcl +.

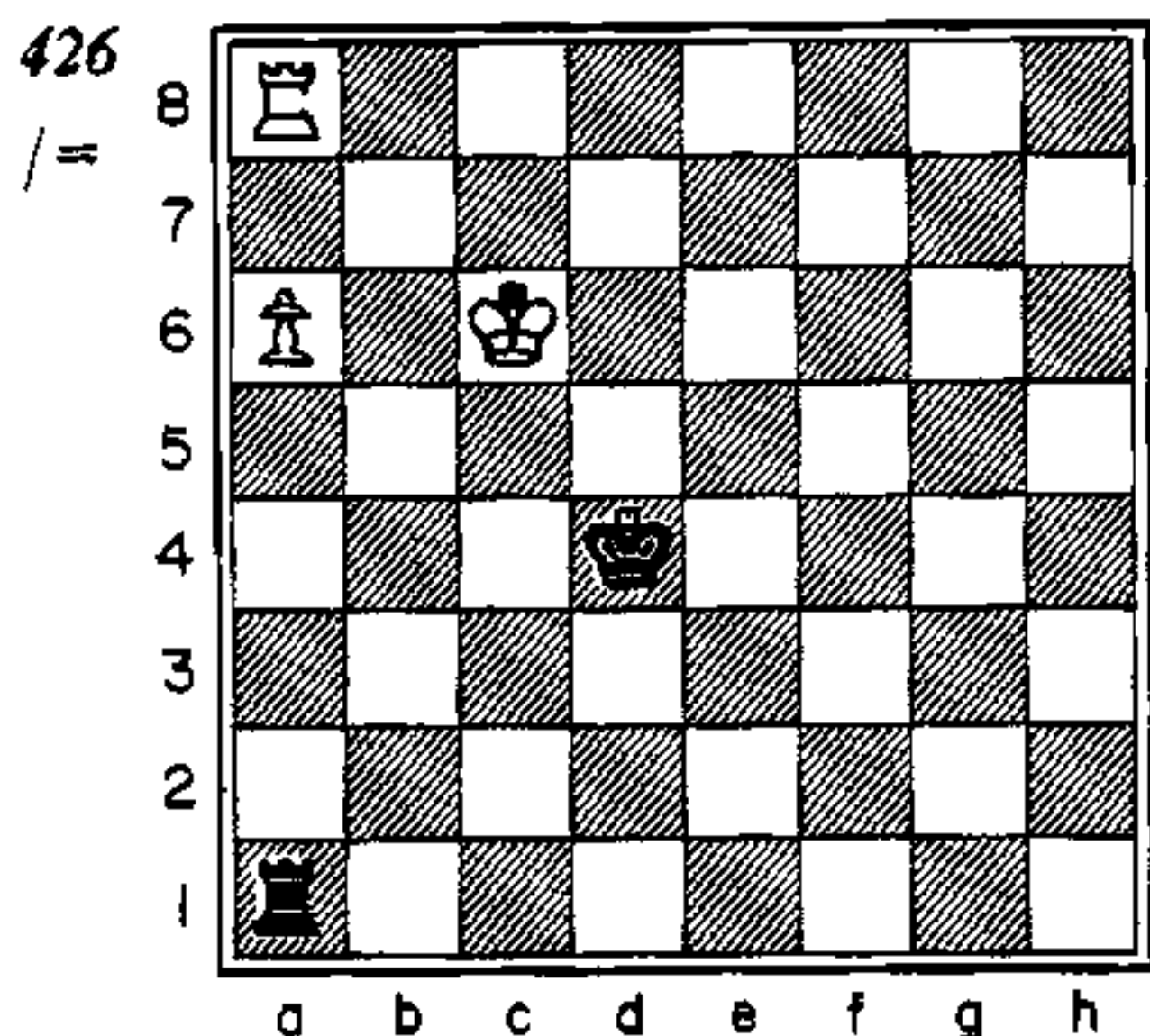
White has many possibilities, but by accurate defence they can all be parried by Black:

(a) 2 Kb7 Rb1 + 3 Ka7 Kc5! 4 Rb8 Rh1 5 Kb7 Rh7 + 6 Ka8 Kc6 7 a7 Rh1 8 Rc8 + Kd7 9 Rc4 Rb1, or 4 Rc8 + Kd6 5 Rb8 Rcl 6 Kb7 Rb1 + 7 Kc8 Rcl +! (7... Ra1? 8 Rb6 + Kc5 9 Kb7 Rh1 10 a7) 8 Kd8 Rh1 9 Rb6 + Kc5 10 Re6 Rh8 +.

(b) 2 Kb5 Rb1 + 3 Ka4 Ra1 + 4 Kb4 (4 Kb3 Kc5 5 a7 Kb6) 4... Kd5 5 a7 Kc6.

Rook and Rook's Pawn against Rook

Chéron, 1955



(c) **2 Kd6 Ra1! 3 Ra7 (3 a7 Ra6+! 4 Kc7 Kc5 5 Kb7 Rb6+ or 5 Rc8 Rxa7+ 6 Kb8+ Kb6) 3 ... Ra2! 4 Kc6 (4 Kc7 Rh2!) 4 ... Rc2+ 5 Kb6 Rb2+ 6 Kc7 Kc5! (6 ... Rc2+? 7 Kb8 etc.) 7 Rb7 Rh2 8 a7 Rh7+ 9 Kc8 Rb8+ 10 Kd7 Rh7+! (10 ... Ra8? 11 Kc7 Rh8 12 Rb3 and wins) 11 Ke6 Rh6+ 12 Kf7 Ra6!**

(d) **2 Kd7! Ra1 3 Kd6! Ra2! (3 ... Ra3? 4 Kc6 Rc3+ 5 Kb5 Rb3+ 6 Ka4 Rb6 7 a7 Rd6 8 Kb5 Rd7 9 Kc6) 4 Kc6 Rc2+ 5 Kb5 Rb2+ 6 Ka4 Kc4! (other moves lose: 6 ... Ra2+? 7 Kb3 Ra1 8 a7, or 6 ... Kc5? 7 a7) 7 Rc8+ (7 Ka3 Rb6 8 a7 Rc6! 9 Kb2 Rc7! 10 Ka3 Kc5 11 Ka4 Kb6) 7 ... Kd5 8 Rc3 Ra2+ 9 Kb5 Kd6!**

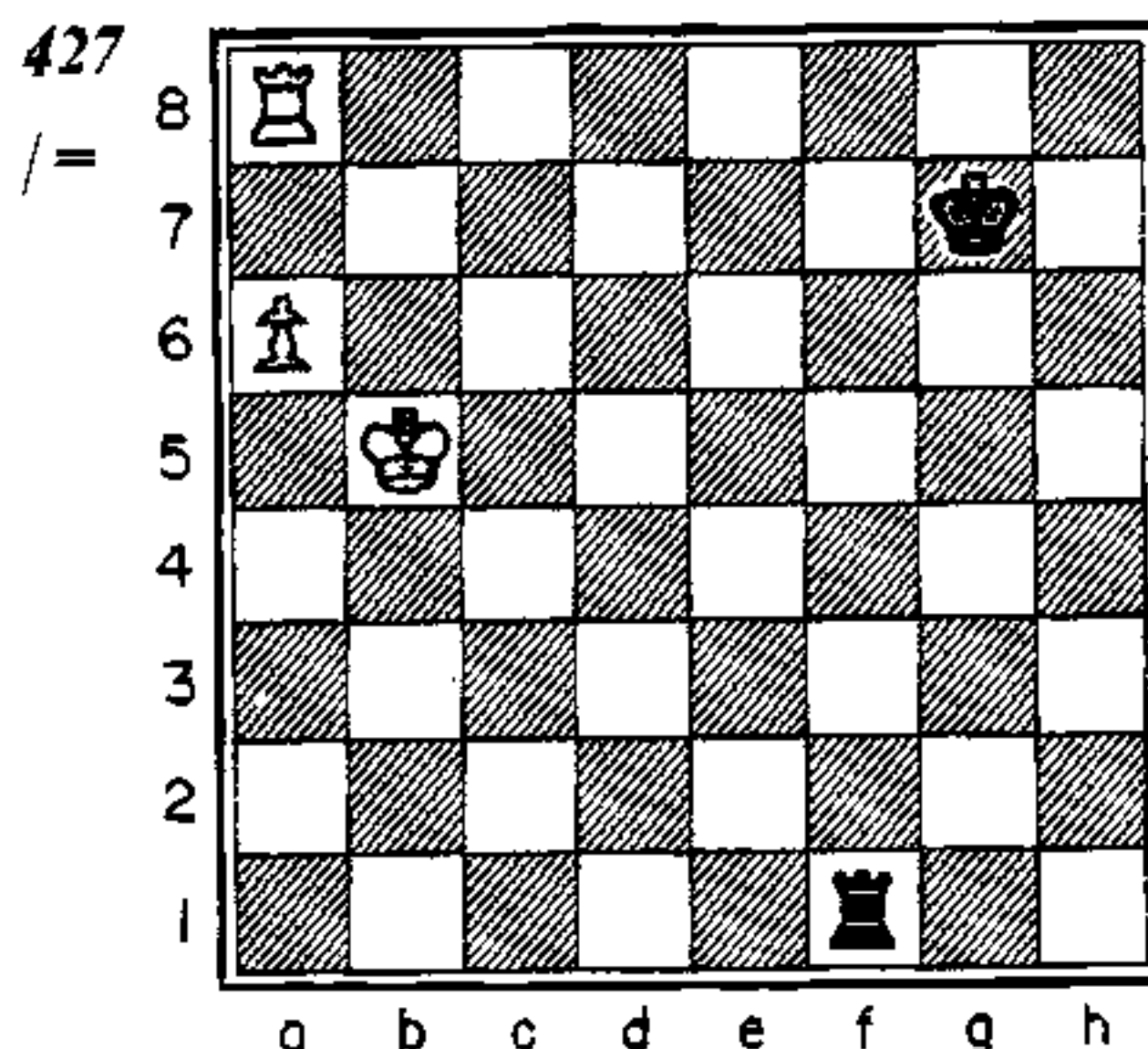
Another precise move. After 9 ... Rb2+? 10 Ka5! Kd6 11 a7 Ra2+ 12 Kb6 Rb2+ 13 Ka6 Ra2+ 14 Kb7 Rb2+ 15 Kc8 Ra2 16 Rc7, or 10 ... Ra2+ 11 Kb6 Rb2+ 12 Kc7 Ra2 13 Rc6 Rh2 14 Kb7 Rb2+ 15 Rb6 Rh2 16 a7 White wins.

10 Kb6 Rb2+ 11 Ka7 Kd7 with a draw.

In this example the black rook operated dynamically, attacking the opponent first from the rear, and then from the side, while at the necessary moments the king supported the rook and in no way interfered with it. Such a system of defence against a pawn on the 6th rank is by no means the only one.

There is another very important system, in which the entire burden falls on the rook, and the king stays passive, avoiding interfering with the rook.

from Vancura, 1924



427. White is threatening to bring his rook into play, so energetic action is required of Black. But if he plays 1 ... Rb1+ 2 Kc6 Rc1+ 3 Kb7 Rb1+ 4 Ka7 Kf7, after 5 Rb8 it is all over.

1 ... Rf5+! 2 Kb4 Rf6! (Black should not be carried away into giving unnecessary checks) **3 Kc5 Re6 4 Kd5 Rb6 5 a7 Ra6!** with a draw.

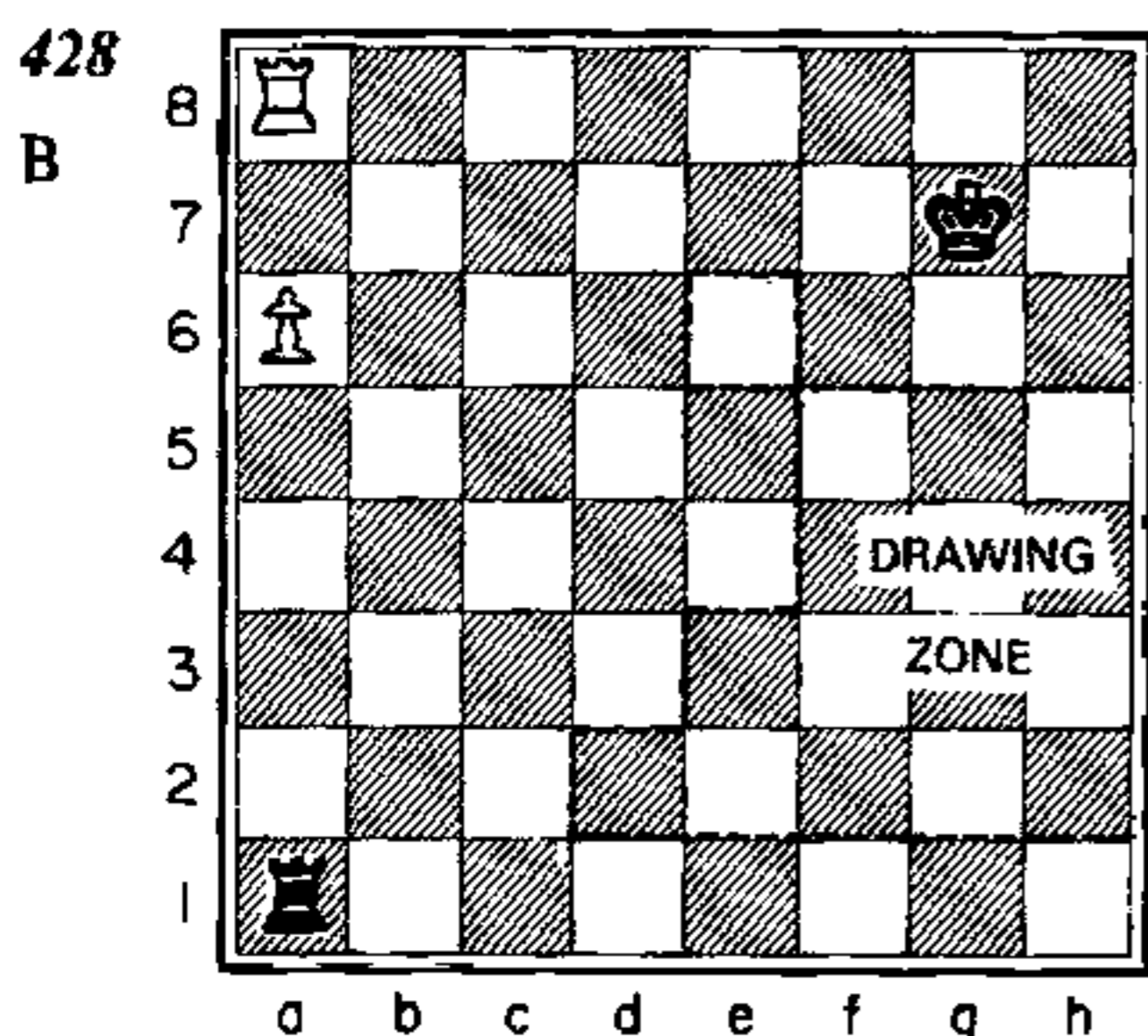
Such a transfer of the rook onto the 6th rank, where it is uncommonly active, is in many cases the only possibility of saving the game.

428. This position with the white king at g2 was regarded by Tarrasch (1909) and Berger (1922) as lost for Black. But Rauzer and Rabinovich found that by **1 ... Ra5! 2 Kf3 Rf5+ 3 Ke4 Rf6!** Black can switch to the system of defence along the 6th rank.

Later Romanovsky made a fundamental study of this position. He established that, if the white king is inside the indicated zone, Black to move can draw by transferring his rook to the 6th rank. To check this, we will examine several positions for the white king.

Rook and Rook's Pawn against Rook

Romanovsky, 1950



We will begin with the king at f5: 1 ... Ra5+! (other moves lose: 1 ... Rf1+ 2 Ke5 Rf6 3 Rg8+, or 1 ... Rb1 2 Ra7+ Kh6 3 Rb7 and 4 a7) 2 Ke6 (2 Ke4 Rb5 3 Ra7+ Kg6 4 Rb7 Ra5 5 a7 Kf6 6 Kd4 Ke6 7 Kc4 Kd6 8 Kb4 Kc6) 2 ... Rh5!! (again the only move; if now 3 Ra7+ Kg8 4 Rf7, then 4 ... Ra5! 5 Ra7 Rh5!) 3 Kd7 Rh6 4 Kc7 Rf6! 5 Kb7 Rf7+ 6 Kc6 Rf6+ 7 Kb5 Rf5+ 8 Kc4 Rf6 with a draw.

With the king at e6, only 1 ... Rh1! leads to a draw, e.g. 2 Kf5 Rh5+. Black loses after 1 ... Rf1 2 Ke5! Re1+ 3 Kd5 Rd1+ 4 Kc5 Rcl+ 5 Kb6 Rb1+ 6 Ka7 Kf7 7 Rb8.

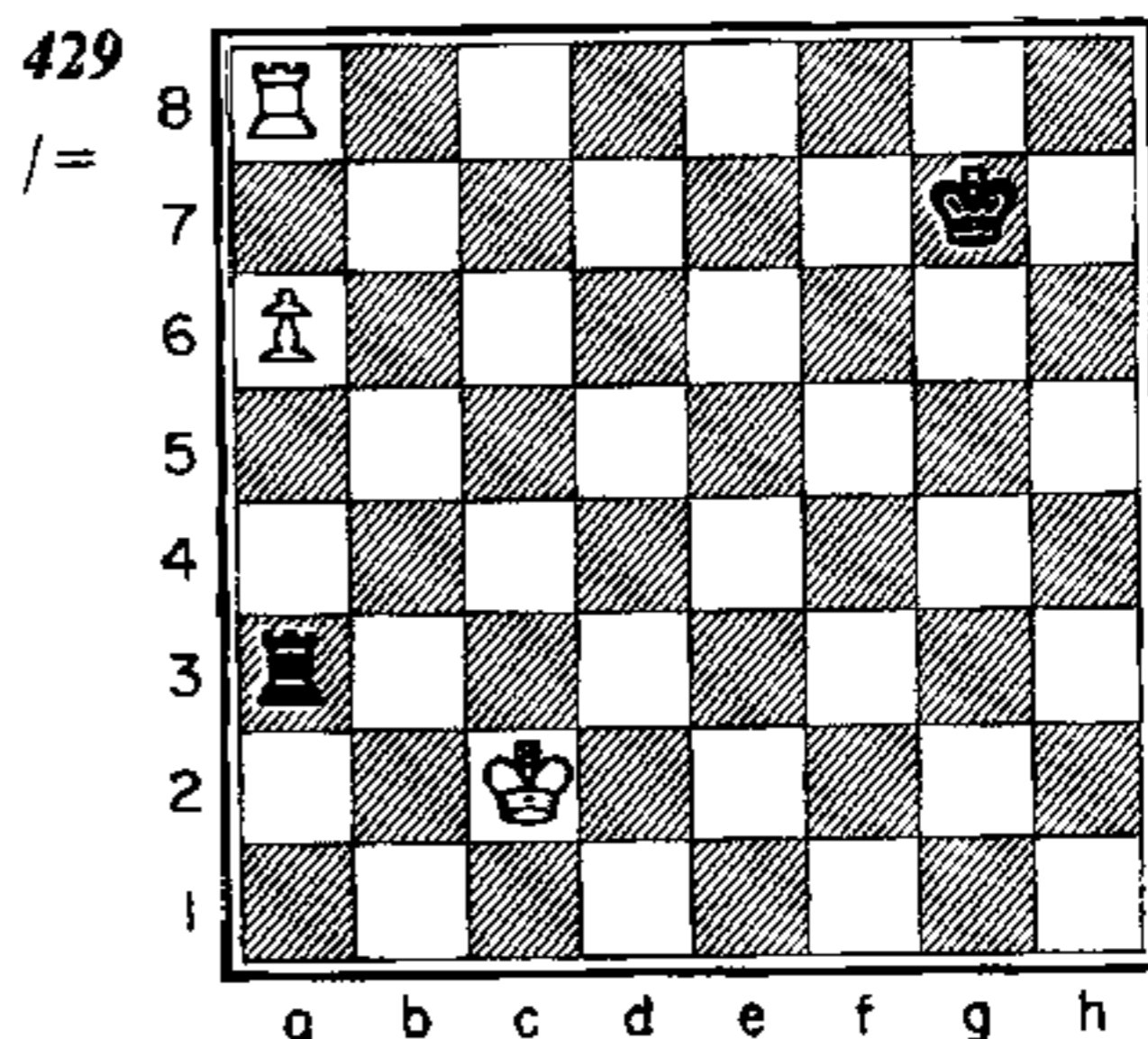
If the king is at e5, Black cannot save the game, e.g. 1 ... Ra5+ 2 Kd4 (the simplest, but 2 Kd6 Rf5 3 Ra7+ Kf8 4 Ke6! Ra5 5 Ra8+ Kg7 6 Kd7 Rf5 7 Re8 Ra5 8 Re6 is also possible) 2 ... Rb5 3 Ra7+ Kf6 (3 ... Kg6 4 Rb7 Ra5 5 a7 Kf6 6 Kc4 Ke6 7 Kb4 Ra1 8 Kc5) 4 Rh7! Ra5 5 a7 Ke6 6 Kc4 Kd6 7 Kb4 Ra1 8 Kb5 etc.

The game also goes in White's favour with his king at c2: 1 ... Re1 (1 ... Ra5 2 Kb3 Rb5+ 3 Ka4 Rb6 4 Ka5) 2 Ra7+ Kf6 3 Rh7! (but not 3 Rb7? Ra1 4 a7 Ke6, and the king arrives in time) 3 ... Ke6 4 a7 Ra1 5 Kb2! Ra4 (5 ... Ra5 6 Rh6+ Kd7 7 Rh8!) 6 Kb3 Ra1 7 Kb4 etc. Black can play more cunningly: 1 ... Rh1 2 Ra7+ Kf6, but then there follows 3

Kb3! Rh8 (3 ... Ke6 4 Ra8 and 5 a7) 4 Rb7 Ke6 5 a7 Ra8 6 Kb4 Kd6 7 Kb5 and wins.

But if, with the king at c2, Black's rook is at a3, he is able to draw in the way just considered.

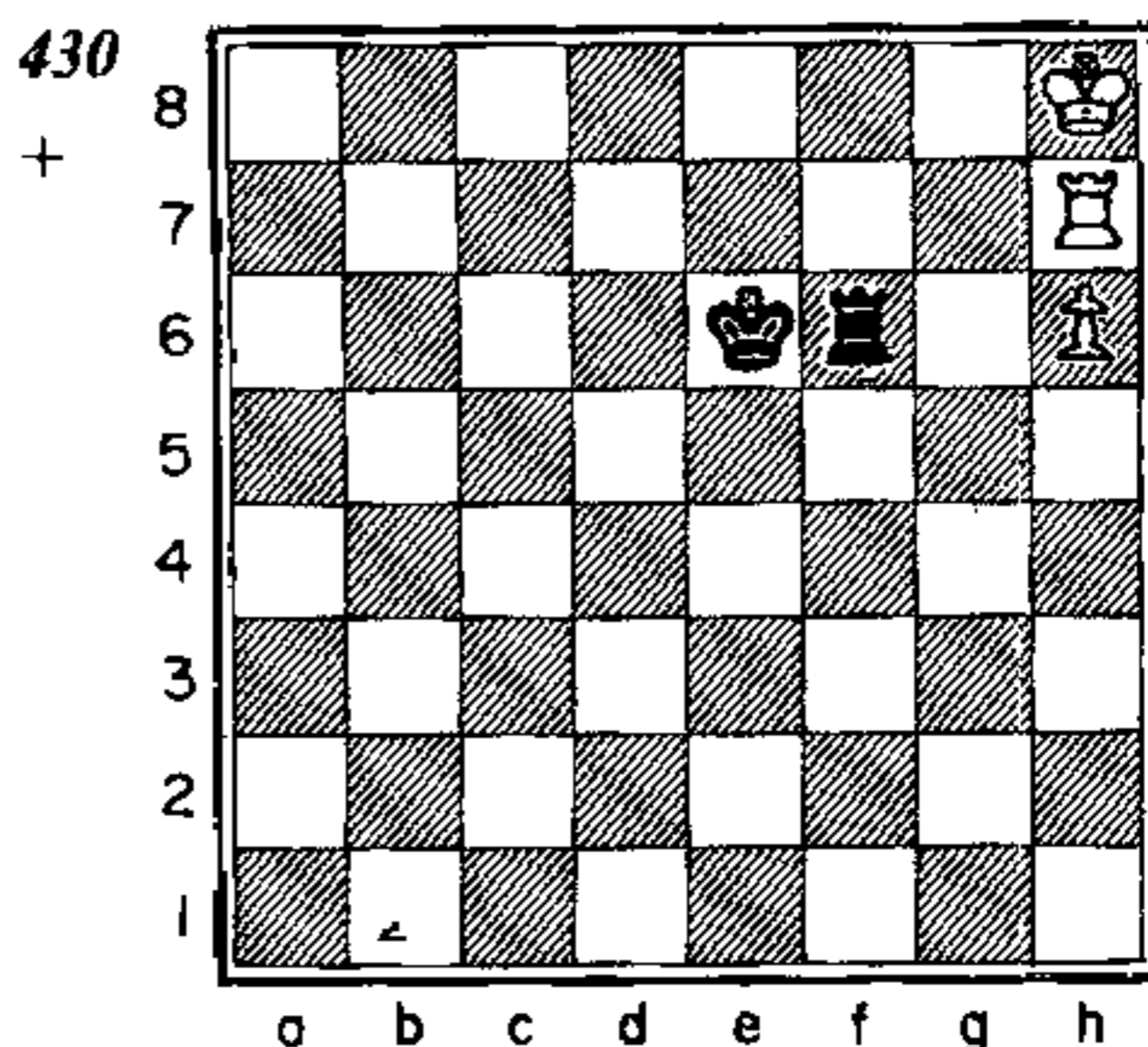
Romanovsky, 1950



429. 1 ... Rh3! 2 Ra7+ Kf6 3 Kb2 (3 Kb3 is not possible!) 3 ... Rh8! 4 Kb3 (4 Rb7 Ra8 5 a7 Ke6) 4 ... Ke6 5 Kc4 Kd6 6 Kb5 Rb8+ 7 Rb7 Rxb7+ 8 axb7 Kc7. Draw.

White wins by an interesting procedure in the following study.

L. Kaznelson, 1973

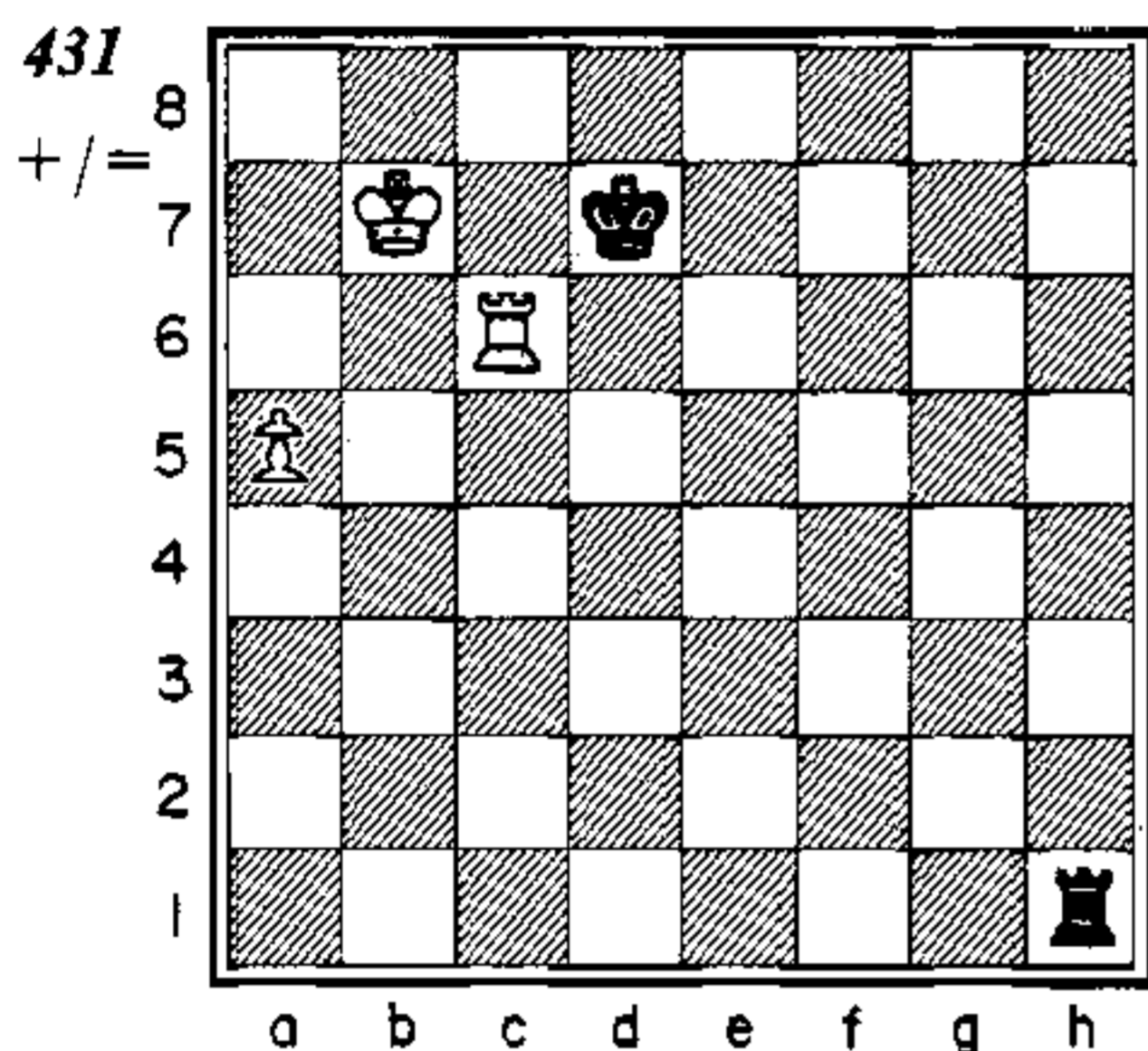


430. Black has no way of exploiting the

Rook and Rook's Pawn against Rook

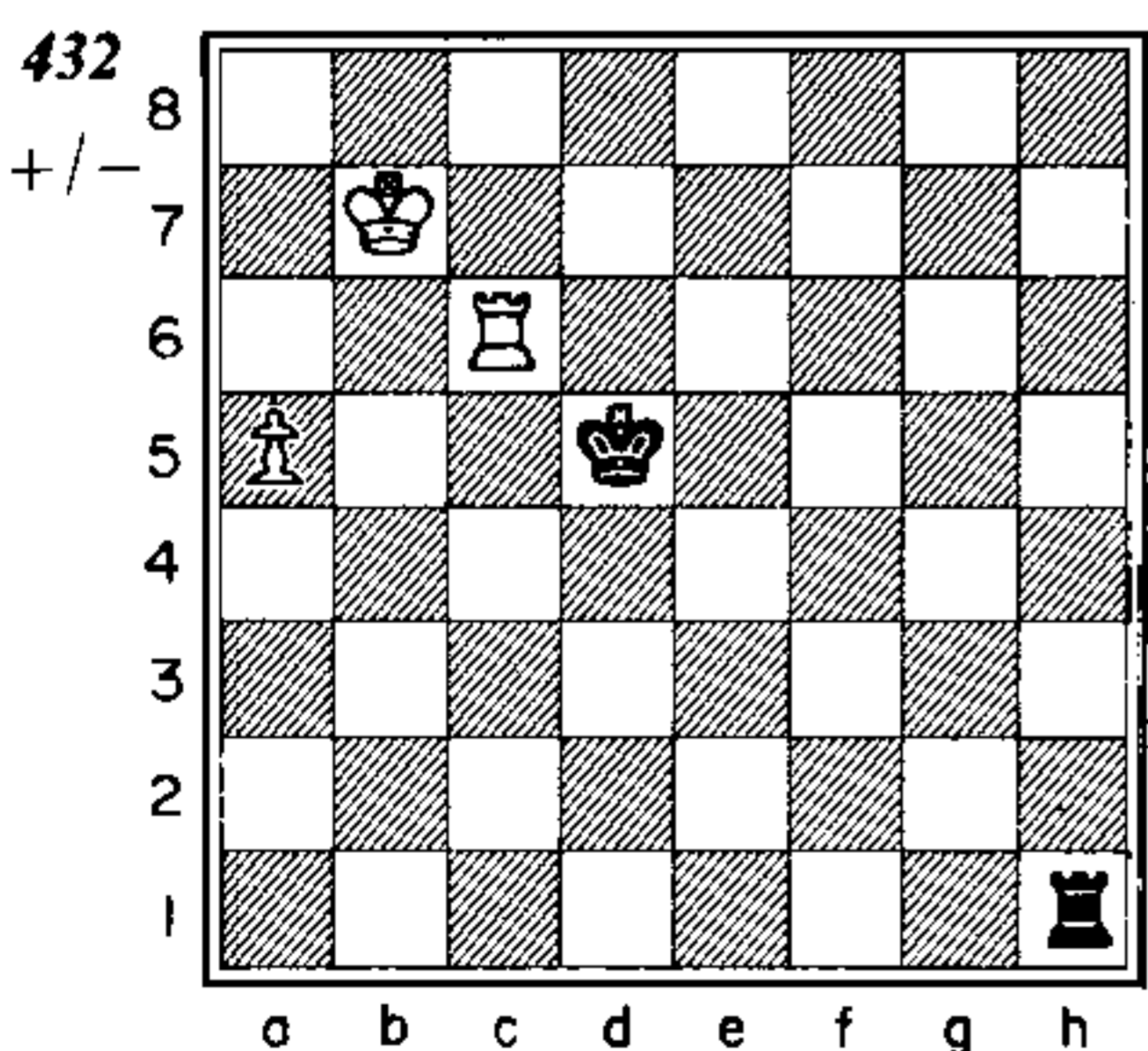
rather unfortunate placing of the white pieces: 1 Kg8 Rg6+ (there appears to be nothing better: 1... Ke5 is met by 2 Re7+ Kd6 3 Ra7) 2 Kf8 Rf6+ 3 Ke8 Kf5 4 Rf7 Kg6 5 h7 Ra6 6 Rf6+! and White wins.

With the pawn on the 5th rank, the following is a critical position.



431. If he begins, White wins by 1 a6, e.g. 1... Rb1+ 2 Rb6 Rc1 3 a7.

Black to move is able to draw: 1... Rb1+ 2 Rb6 Rc1! 3 a6 (3 Rb4 Rc7+ 4 Kb6 Rc6+ 5 Kb5 Kc7 is no better) 3... Rc7+ 4 Ka8 Rc8+ 5 Ka7 Rc7+ 6 Rb7 Kc8 7 Ka8 Rc6 8 a7 Rc1. Draw.

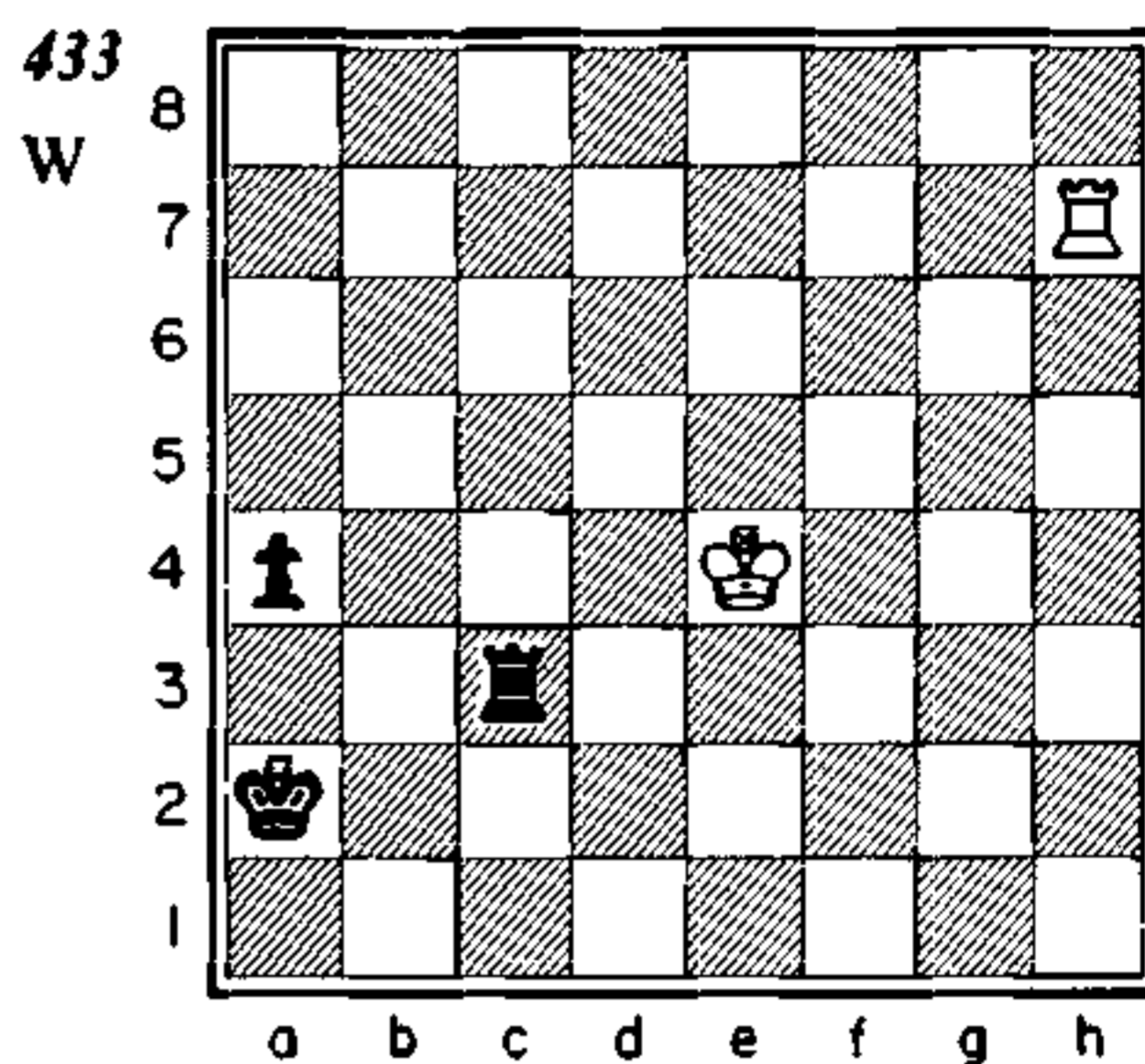


432. The threat is 1 a6, and neither 1... Rb1+ 2 Kc7 Rh1 3 a6, nor 1... Rh7+ 2 Kb6 Rh1 3 a6 is any help.

With this position as a guide, Black could have won in the following ending.

Emden-Miller

San Benedetto del Tronto, 1956



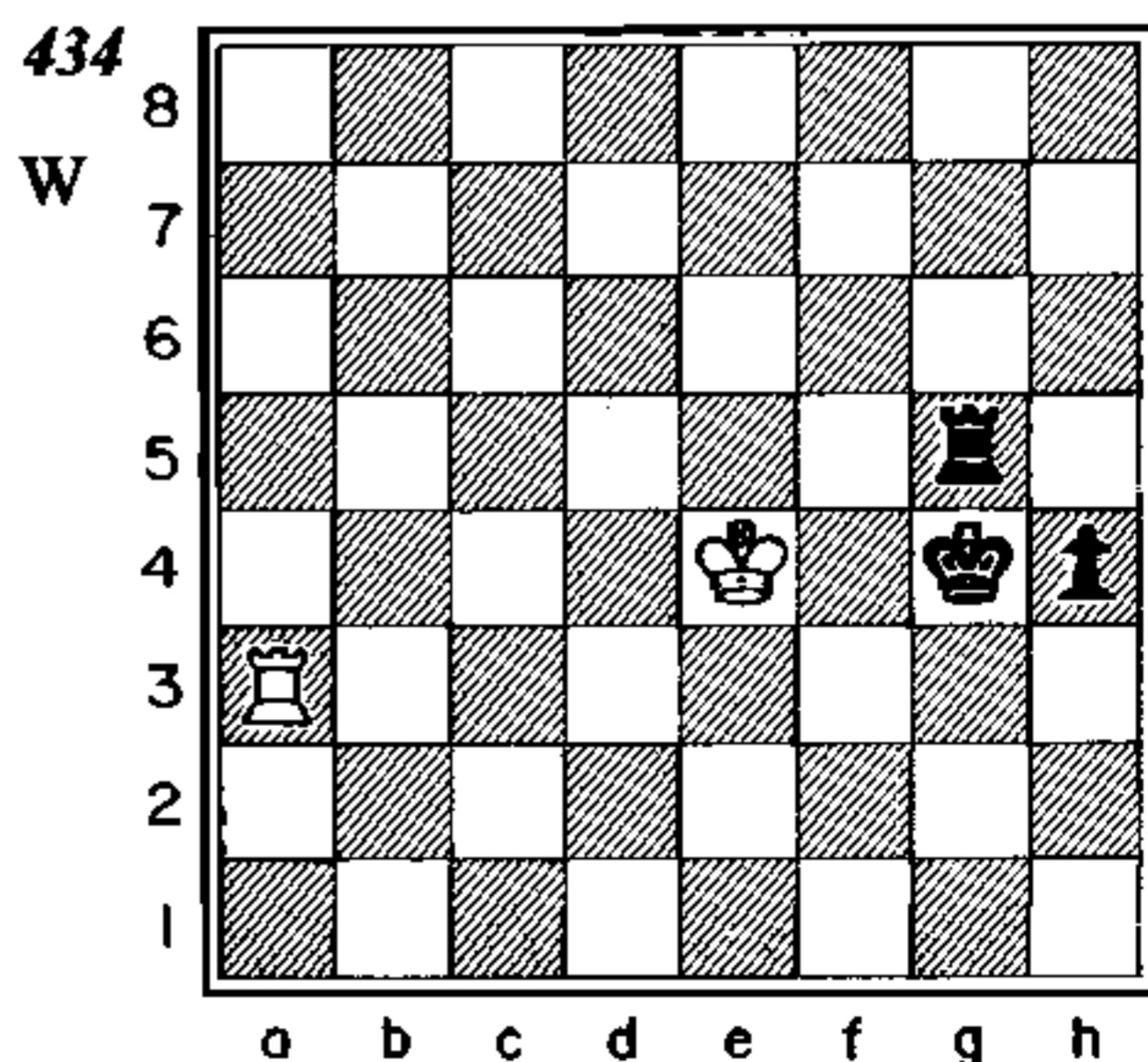
433. After 1 Kd4 Rc8? (1... Rc1 2 Kd3) 2 Rb7 a3 3 Kd3 Rc1 4 Ra7 Rb1 5 Kc2 the game ended in a draw.

But Black could have won by 1... Kb2!, e.g. 2 Rh2+ Kb3 3 Rh8 a3 4 Rb8+ Kc2 5 Rh8 Kb2 6 Rb8+ Rb3 7 Rh8 a2 8 Rh2+ Ka3, or 2 Rb7+ Kc2 3 Rh7 a3 4 Rh2+ Kb3 and wins.

White made an instructive mistake in the following position.

Zinn-Bronstein

Berlin, 1969

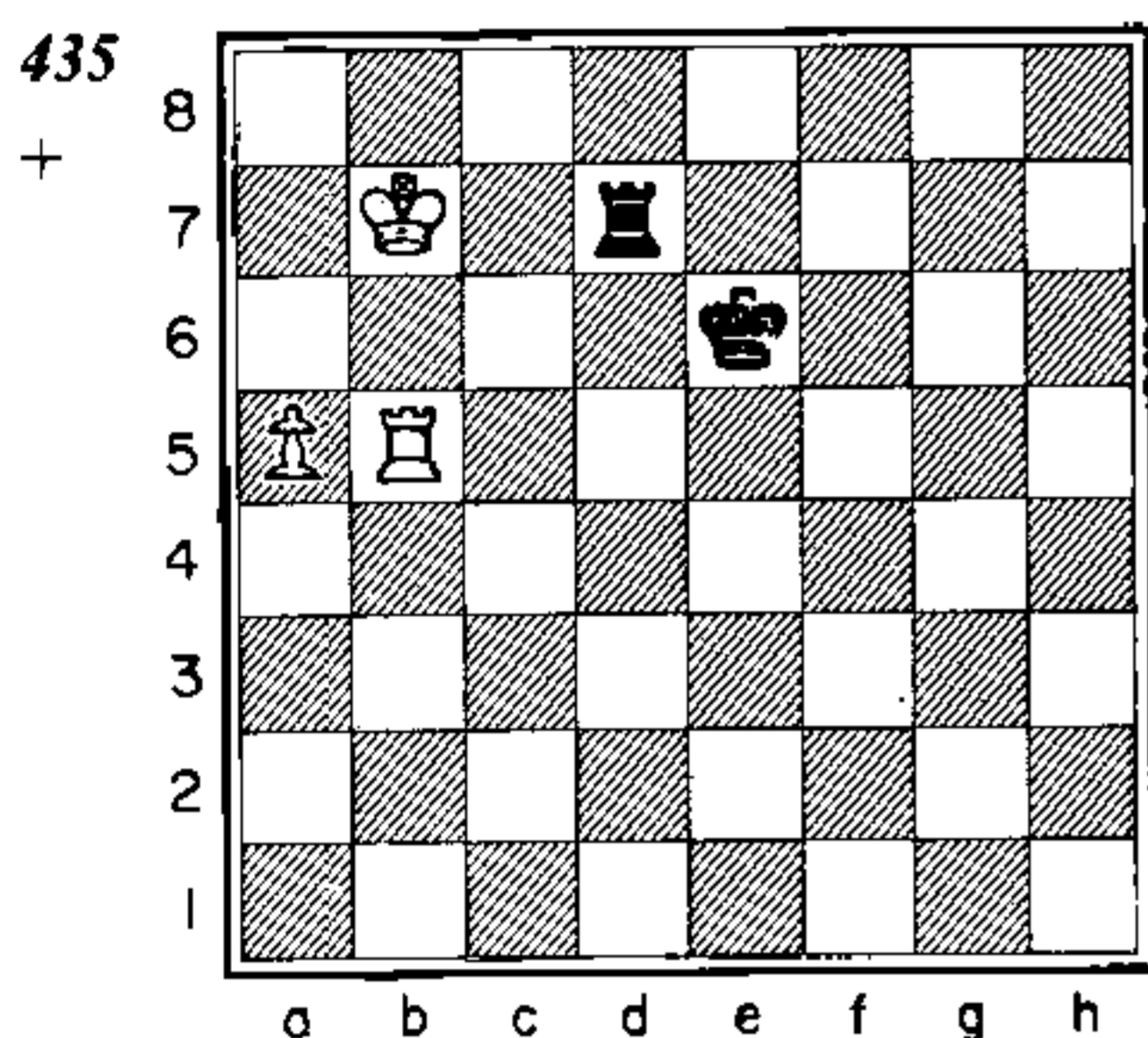


Rook and Rook's Pawn against Rook

434. White could have drawn by **1 Ke3 Rf5** (1 ... h3 2 Kf2 or 1 ... Kg3 2 Ke4+! Kh2 3 Ra8 Rg3 4 Kf4) **2 Ra8! h3 3 Rg8+ Kh4 4 Rh8+ Kg3 5 Rg8+ Kh2 6 Ke2** etc.

The game went: 1 Ra1? h3 2 Ke3 (here White noticed that 2 Rg1+ Kh4 3 R×g5 is met by 3 ... h2!) 2 ... h2 3 Kf2 Ra5! 4 R×a5 h1=Q White resigns.

Polugayevsky, 1972



435. Where should the king move to? If, for example, **1 Kb6 Rd6+ 2 Ka7** (2 Kc5 Rd5+ 3 Kc4 R×b5 4 K×b5 Kd7) 2 ... Rd7+ 3 Rb7, then 3 ... Rd1! 4 a6 Kd6 5 Kb8 Kc6! 6 Kc7+ Kb6 with a draw.

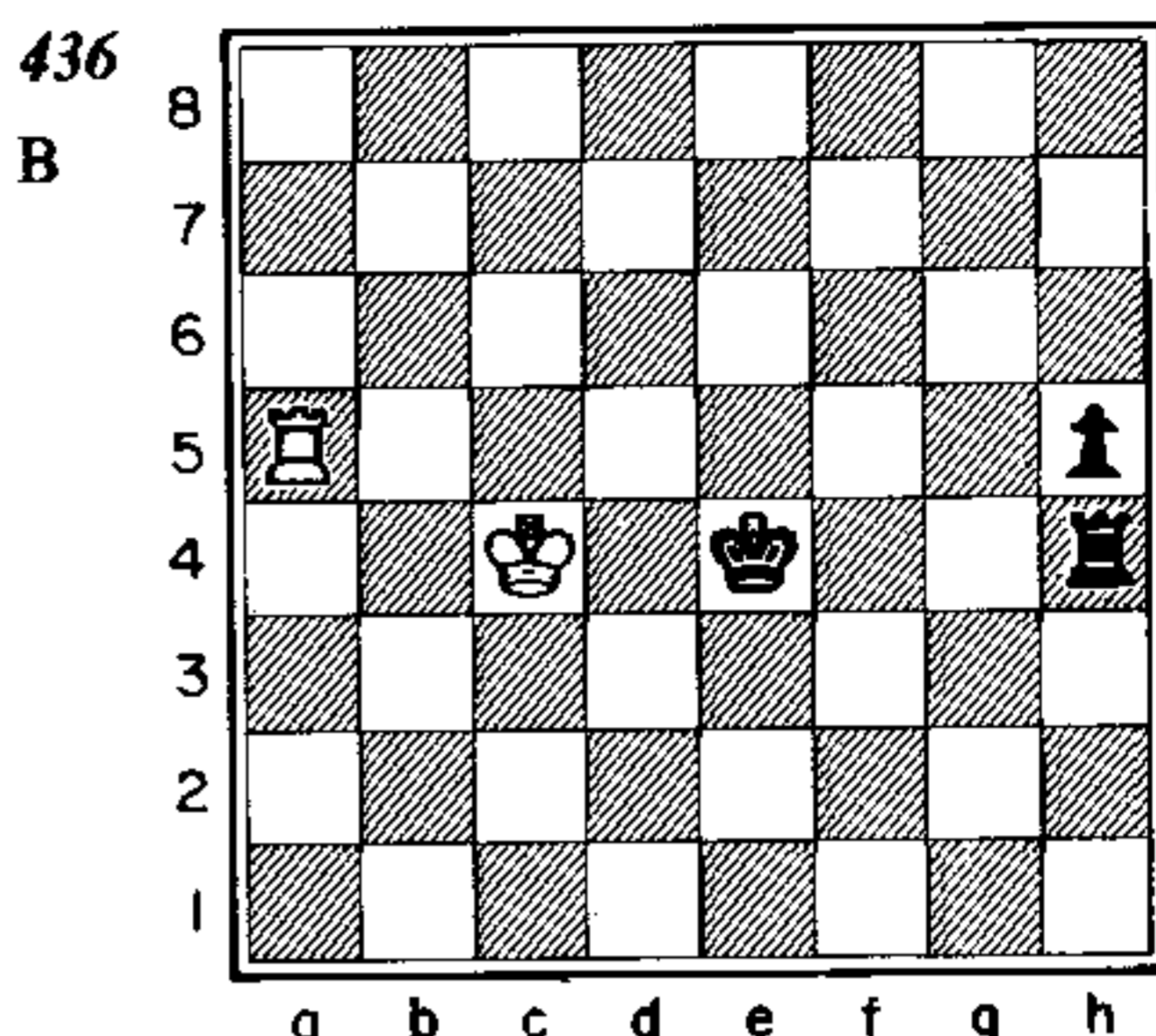
1 Kc8! Rh7 2 Rb7!

The only move; on 2 a6 there would have followed 2 ... Kd6! 3 Rb6+ Kc5 4 Rg6 Rh8+ etc.

2 ... Rh8+ (2 ... Rh1 3 a6 Kd6 4 Rc7) 3 Kc7 Rh7+ (3 ... Rh1 4 a6 Rc1+ 5 Kb8 Rh1 6 a7 Rh8+ 7 Kc7 Ra8 8 Kb6) 4 Kc6 Rh1 5 Rb4! (not 5 a6 Rc1+ 6 Kb6 Kd6!, when White can no longer win) **5 ... Rc1+ 6 Kb7 Kd7 7 Rd4+ Ke6 8 a6 Rb1+ 9 Kc6 Rc1+ 10 Kb5 Rb1+ 11 Ka5 Ra1+ 12 Ra4**, and White wins.

436. Had White's rook been on the c-file, he could have counted on a draw by achieving position 427. But here the rook is less well placed, so that a draw is not possible.

Belinkov, 1982

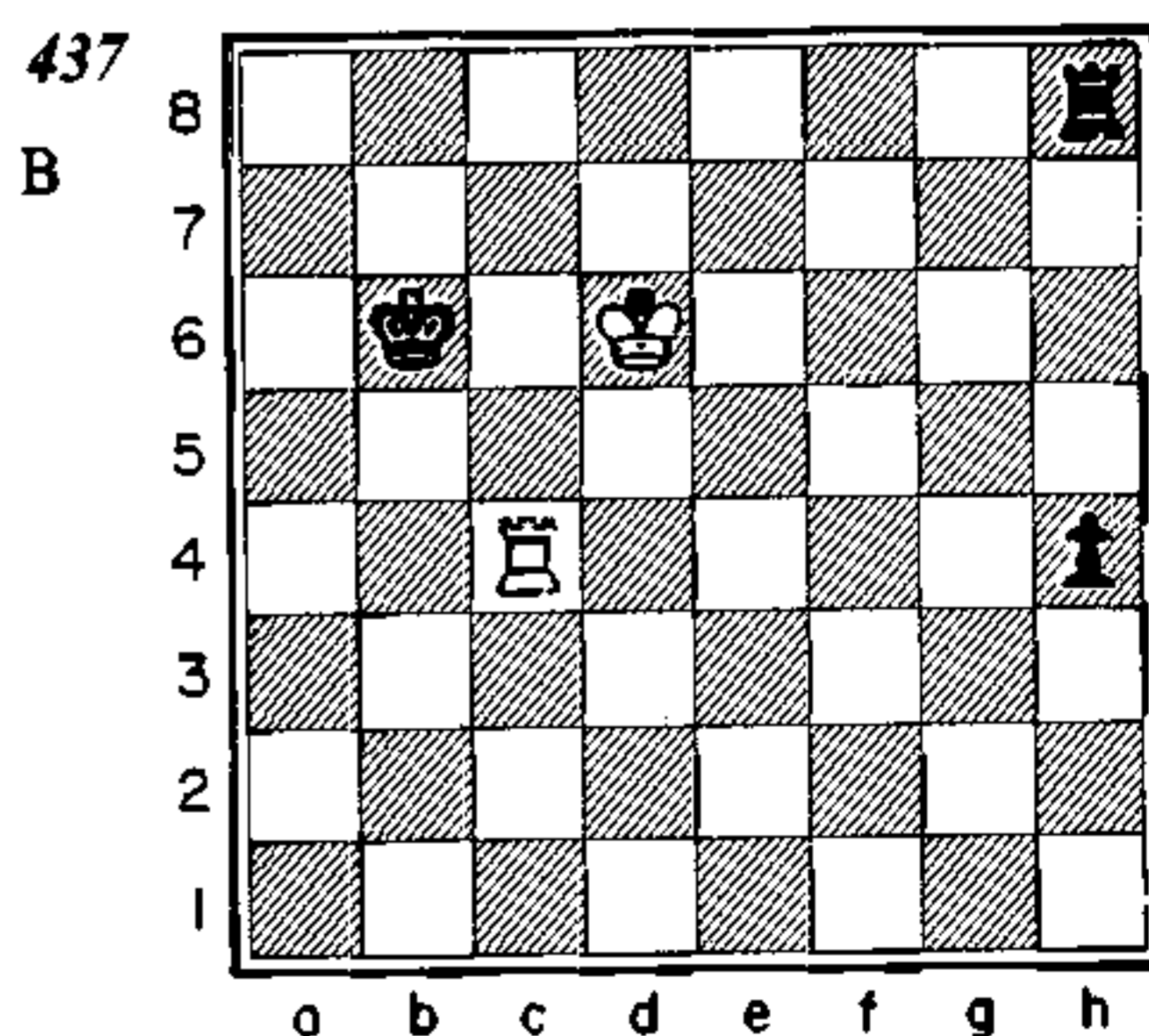


1 ... Rh1 2 Kb3! h4 3 Kb2!

3 Rc5 is weaker: 3 ... h3 4 Rc4+ Kd5! 5 Ra4 (5 Rc3 h2 or 5 Rc2 Rg1 6 Rh2 Rg3+ 7 Kb4 Ke4 with an easy win) 5 ... Ke5, and by approaching the pawn with his king, Black wins.

3 ... Kf3! (of course, not 3 ... h3? 4 Ra3 Kf4 5 Rc3 with a draw) **4 Ra3+ Kf2 5 Rc3 Re1 6 Rh3 Re4** and Black wins.

Przepiorka, 1926



437. After **1 ... h3** White is faced with difficult problems. If, for example, **2 Rc1 h2 3 Rh1**, then **3 ... Rh5!** (for the moment cutting off the opponent's king from the pawn) **4 Ke6**

Rook and Rook's Pawn against Rook

Kc5 5 Kf6 Kd4 6 Kg6 Rh8 7 Kf5 Ke3 8 Kg4 Kf2, and Black wins.

How can White prevent the rapid approach to the pawn by the black king? This problem is solved by **2 Rb4+ Ka5 3 Rb1** (2 Rcl h2 3 Rb1 +! Ka5 4 Rh1 is also possible), driving the king to the side of the board.

3 ... h2 4 Rh1 Rh5!

If 4 ... Kb4, then 5 Ke5 Kc3 6 Kf4 Kd2 7 Kg3 with a draw (411).

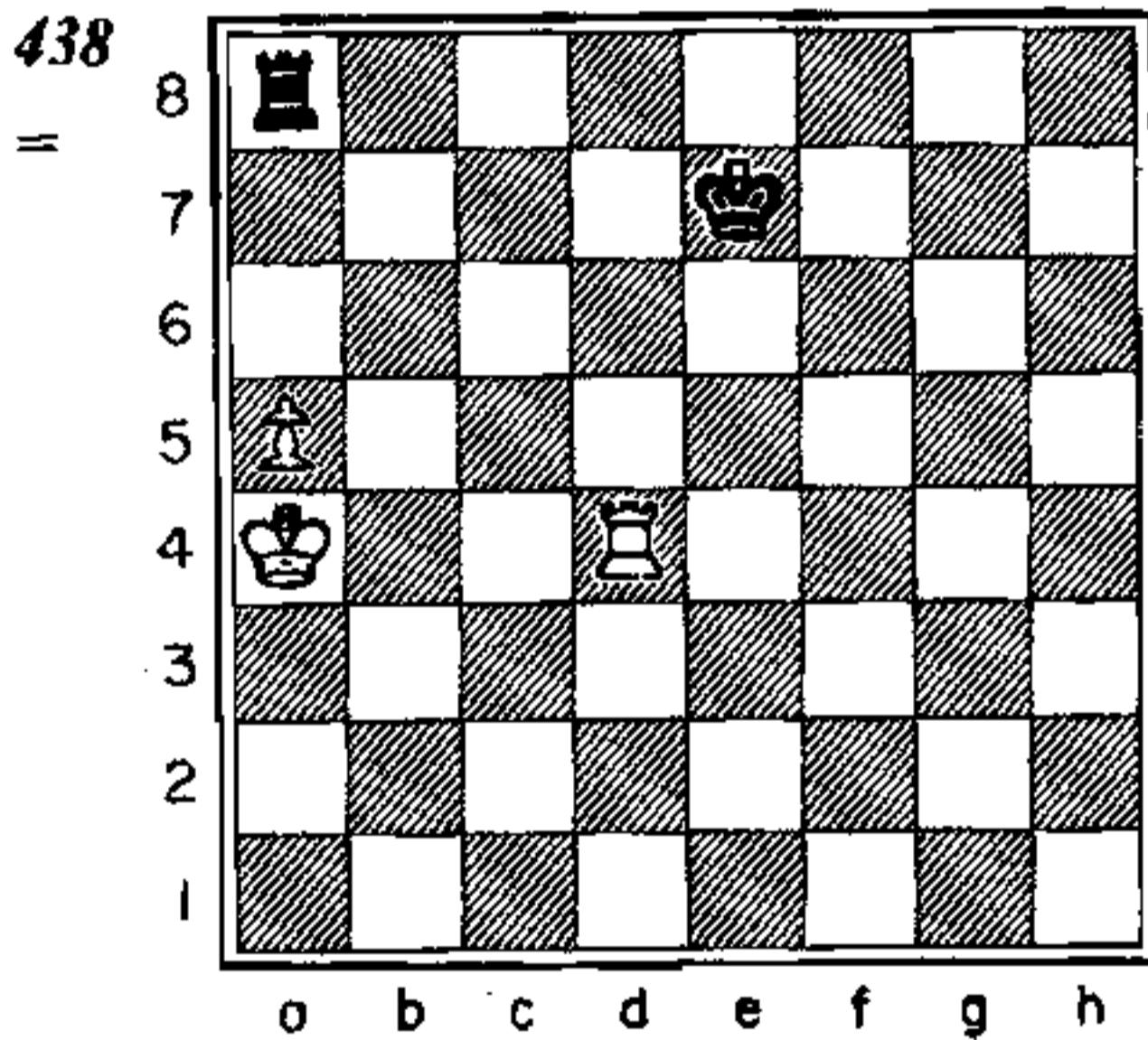
5 Ke6 Kb4 6 Kf6 Kc3 7 Kg6 Rh8 8 Kf5 Kd3 9 Kf4!

The only move. Not 9 Kg4 Ke3! 10 Kg3 Rg8+! 11 Kh3 Kf2! 12 R×h2+ Kf3 etc.

9 ... Ke2 10 Kg3 Rg8+ 11 Kf4! Draw.

If the pawn is on the 5th rank, it can also be successfully attacked from the front.

Chéron, 1927



438. Black is saved by the possibility of transposing into a pawn ending: **1 Kb5 Rd8!**

In the first instance the d-file must be gained for the king. If 1 ... Rb8+, then 2 Kc6 Rc8+ 3 Kb7 Rcl 4 a6 Rb1+ 5 Kc7! Rcl+ 6 Kb6 Rb1+ 7 Ka5 Ra1+ 8 Ra4 and wins.

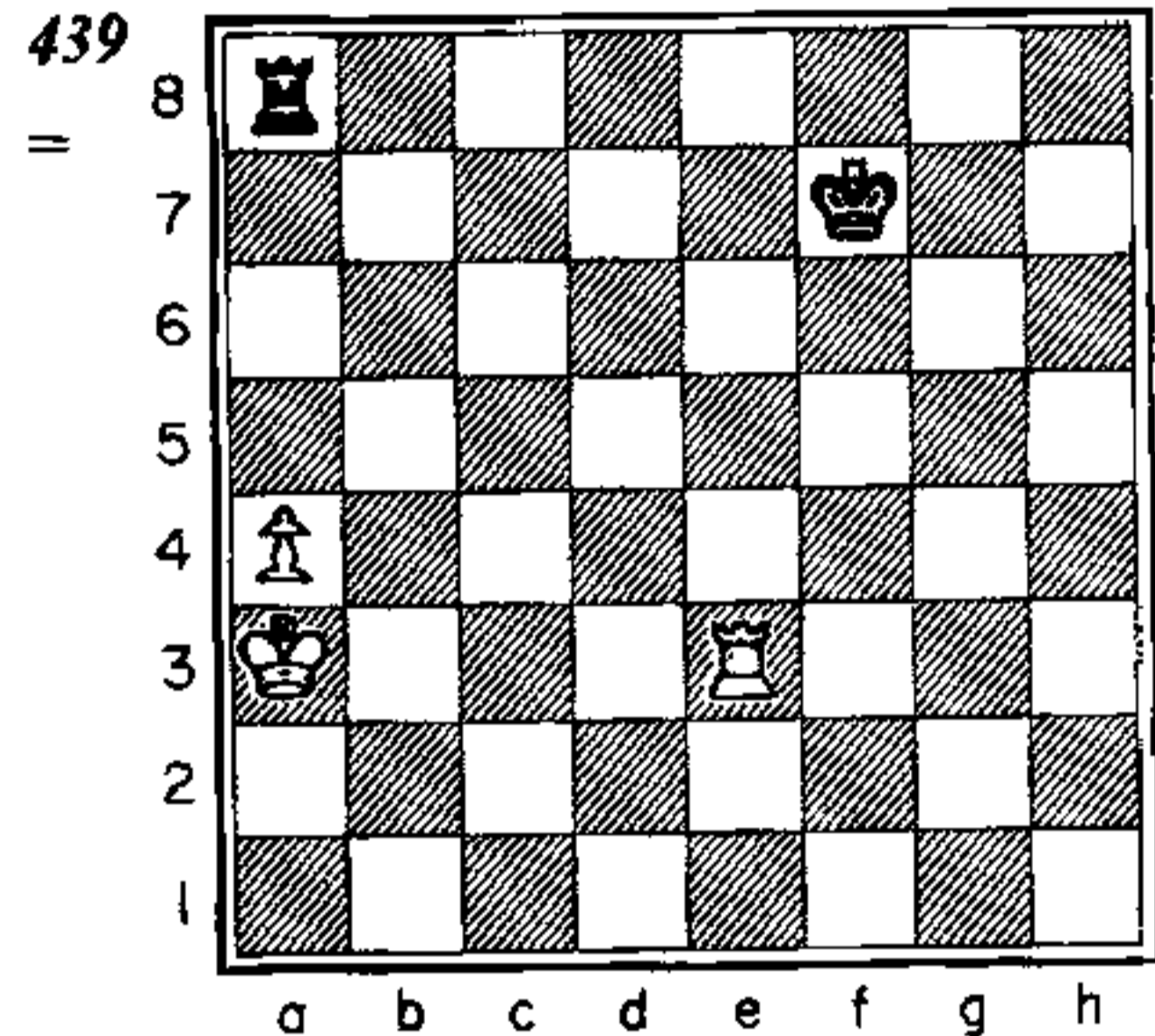
2 Rc4 (2 Ra4 Kd7 3 a6 Kc7) **2 ... Rb8+!** (but now this is the only way; not 2 ... Kd7 3 a6 Rc8 4 a7) **3 Ka4 Kd7 4 a6 Rc8 5 Rb4 Rc1!** (simpler than Chéron's recommendation of

5 ... Rh8 6 Ka5 Kc7 7 Rb7+ Kc8! 8 Rb5 Rh7) **6 Ka5 Kc7** with a draw.

It is clear that, with the black king at e6, 1 ... Rd8 is not possible, and White wins.

The possibility of exchanging rooks often saves Black also when the pawn is less far advanced.

Chéron, 1926



439. 1 Kb4 Re8 2 Rd3 Ke7 3 a5 Rd8 etc.

For a rapid assessment of positions where the rook is attacking the pawn from the front and the king is on the 7th rank, the 'rule of eight' put forward by Chéron may prove useful: *if the sum of the number of the pawn's rank and the number of files separating the pawn from the enemy king is equal to eight, the position is drawn, if it is more than eight, it is lost.* In the two examples considered this sum was in fact equal to eight.

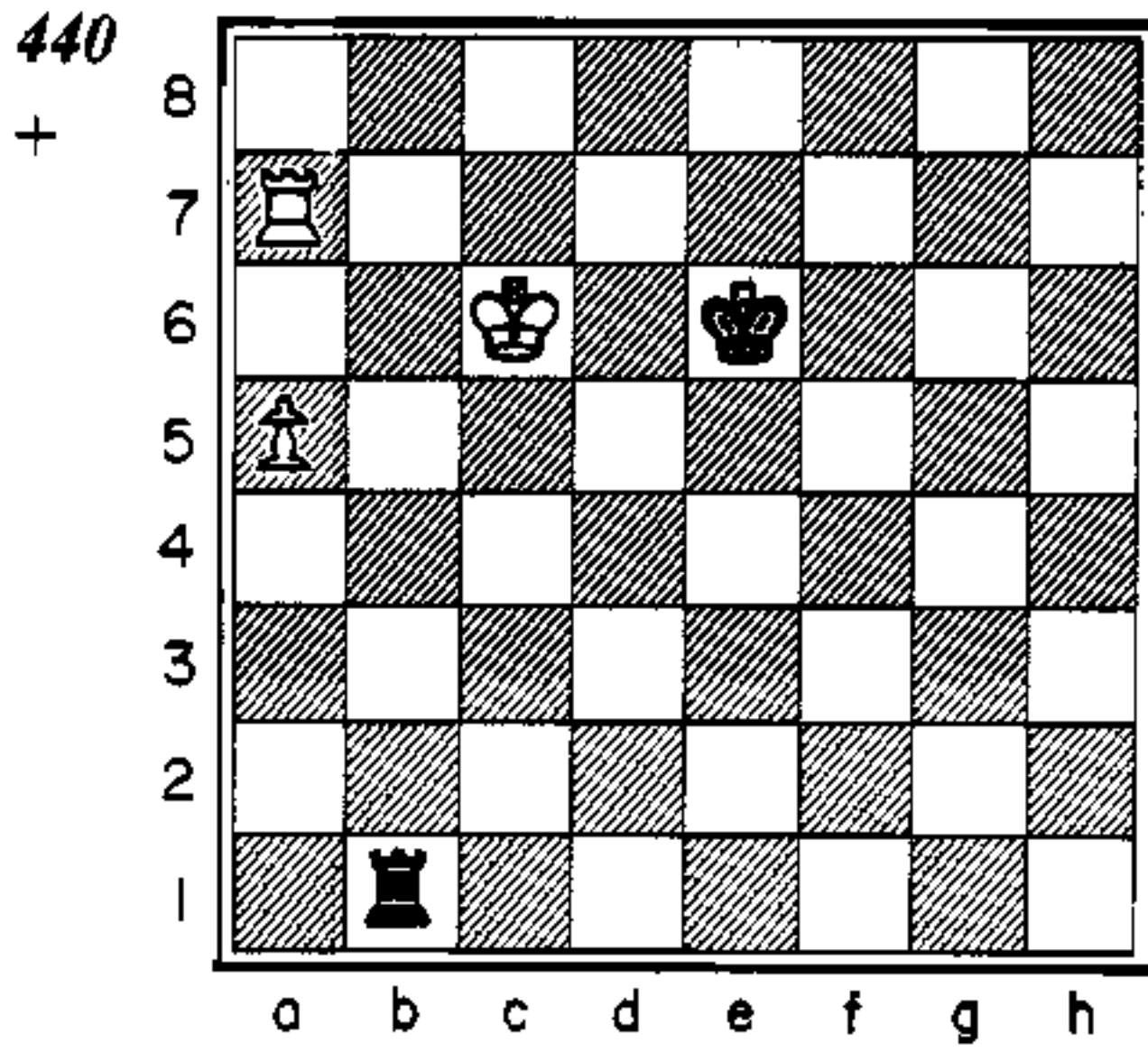
440. This position, with colours reversed, arose in one of the games from the Alekhine-Euwe World Championship Match (1935). The essence of it was fully disclosed by a thorough analysis by Grigoriev.

The win can be achieved only by 1 a6! Rcl+ (1 ... Ra1 2 Ra8!—424) **2 Kb7! Kd7 3 Kb8+! Kd8 4 Rh7** (421), or **2 ... Kd6 3 Kb8 Ra1 4 Rh7** (422), or, finally, **2 ... Kd5 3 Kb8 Ra1 4 Rd7+ Ke6 5 Rh7!** (422).

As we have already established, it is best

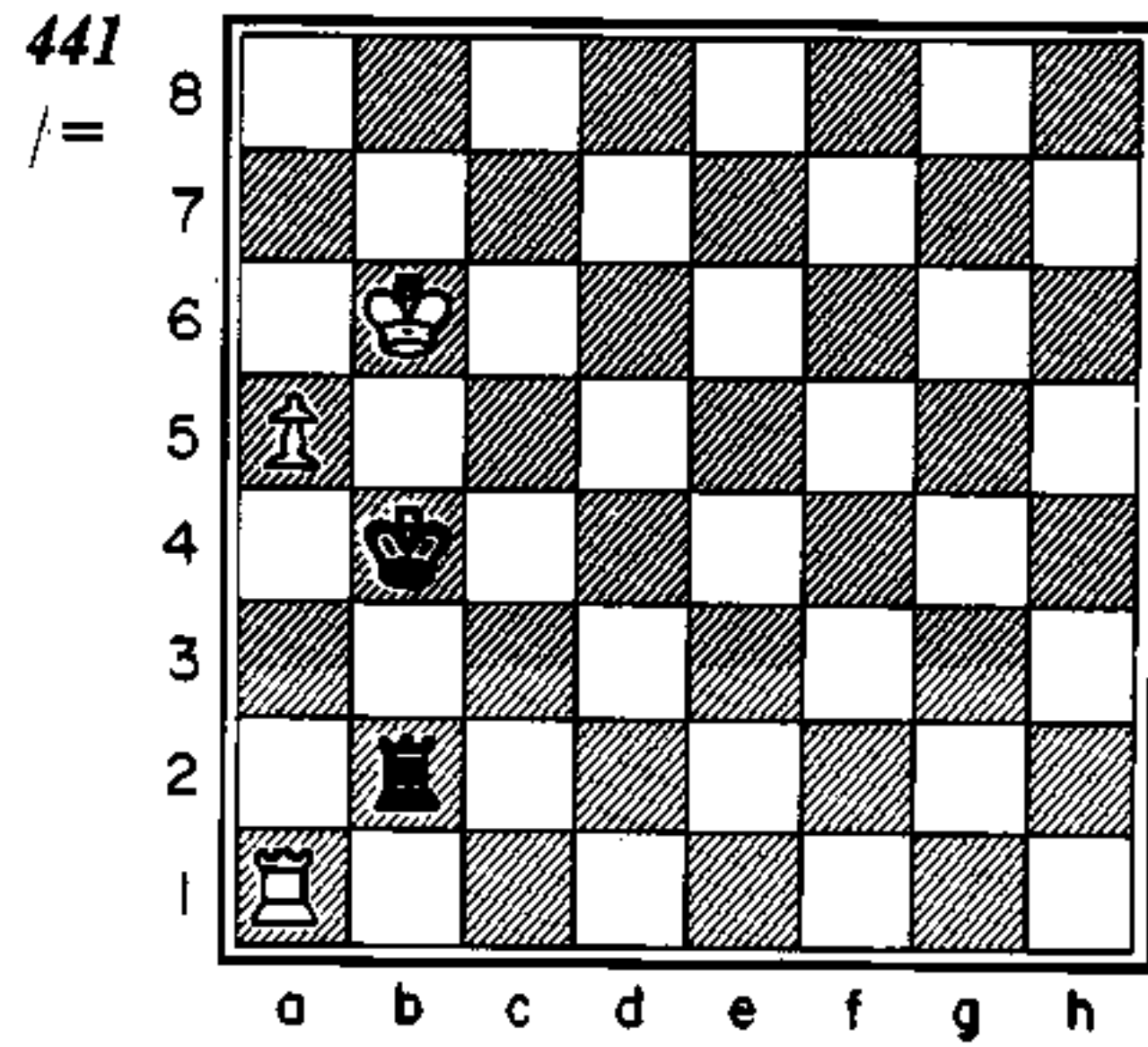
Rook and Rook's Pawn against Rook

Grigoriev, 1936



for the king to attack the pawn from behind, and for the rook to attack from the side. It is in this way that Black draws in the following position.

Grigoriev, 1945



441. 1 ... **Rh2** 2 **a6** (2 **Rb1** + **Ka4**) 2 ... **Rh6** + 3 **Kc7** **Rh7** + 4 **Kd6** **Rh6** + 5 **Ke5** **Rh5** + (the opponent's king must be forced to stand on the f-file) 6 **Kf6** **Rh8**! 7 **a7** **Ra8** 8 **Ke7** **Kc5**! ('shoulder-charging'; not 8 ... **Kb5**? 9 **Kd6**) 9 **Kd7** **Kb6** 10 **Rb1** + **Kc5**! Draw.

Black was able to exploit the rook's pawn's organic defect—the fact that it cannot cover the king against checks from the side.

7. Rook and Two Pawns against Rook

All other things being equal, an advantage of two pawns in this ending ensures a win. But there are a number of exceptions, where a win is not possible either due to the pawns being badly placed, or the pieces being in passive positions.

We will consider the following pawn arrangements:

- 7.1 Connected pawns.
- 7.2 Isolated pawns.
- 7.3 Isolated f- and h-pawns.
- 7.4 Doubled pawns.

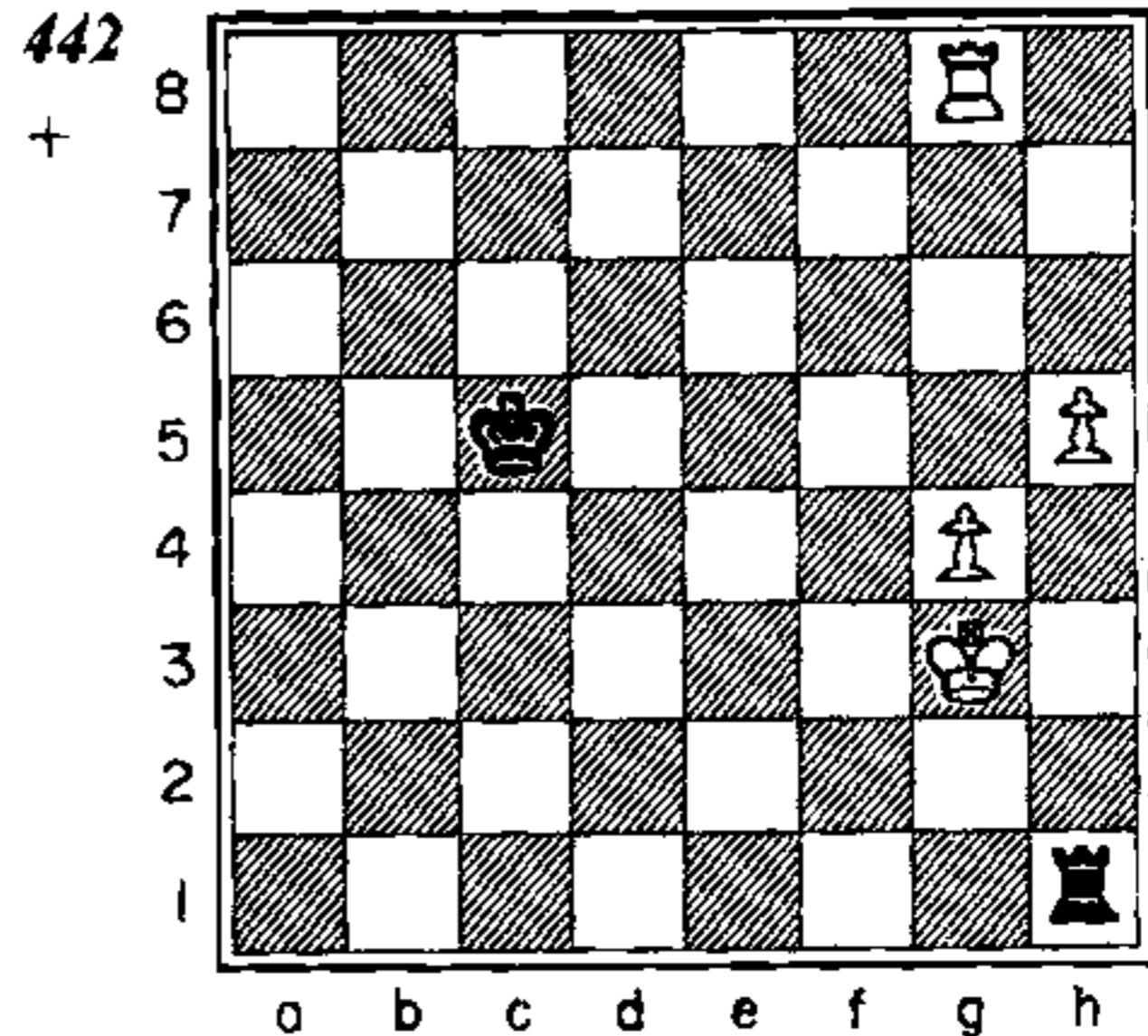
7.1 CONNECTED PAWNS

Two connected pawns normally win in all cases, if both pawns can be defended by the king, and the rook is in an active position. The win is achieved irrespective of how the pawns are placed relative to each other. For other arrangements of the stronger side's pieces, the placing of the pawns may have significance.

The best arrangement for the pawns is when they are both on the same rank. In this case the opponent's king cannot attack them from the front. When the pawns are arranged diagonally, the opponent's king may be able to occupy the square in front of the rear pawn, or, as it is said, it can wedge itself between the pawns. This is rightly considered unfavourable for the stronger side, since then the win becomes more difficult, and in certain cases may even prove impossible.

We will begin by studying positions where the opponent's king does not stand in the line of advance of the pawns.

442. The win is achieved without the help of the king, the pawns being able to advance



on their own under the protection of the rook. First the rook protects the square to which the leading pawn must advance, and after the second pawn defends it, the rook is free to carry out the same manoeuvre a rank further up the board.

1 Rg6 Kd5 2 h6 Ke5 3 g5 Kf5 4 Rg7 Ra1 5 h7 Ra3+ 6 Kf2 and wins, since as soon as the king approaches the rook, Black runs out of checks.

This winning method is also possible with the pawn pair on other files.

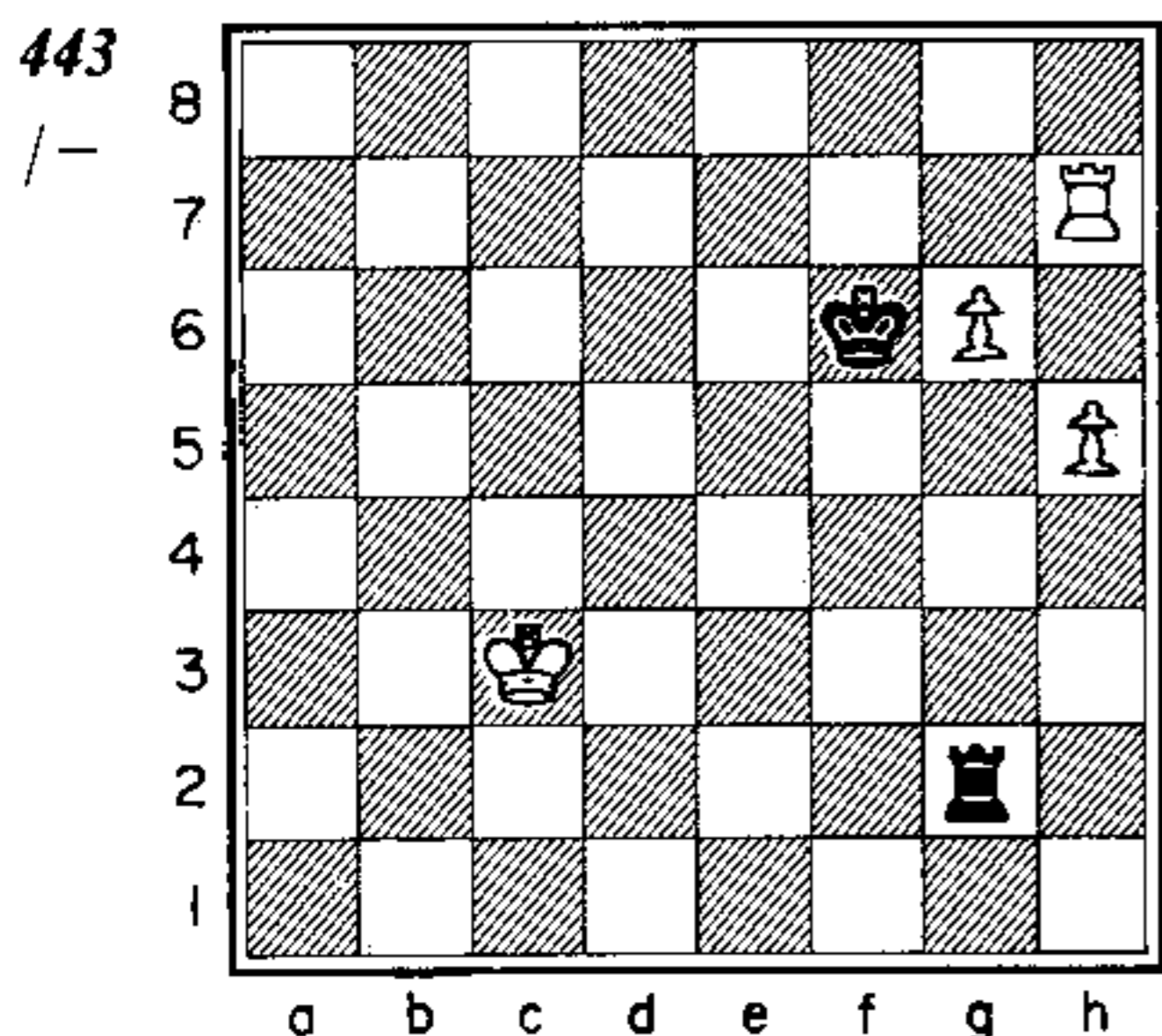
If the weaker side's king is not on one of the pawns' files, but is hindering their advance, the game is decided by the king approaching to support its pawns.

443. The game concluded **1 ... Rg3+ 2 Kd4 Rg2 3 Kd5 Rg1 4 Kd6 Rd1+ 5 Kc6 Rg1 6 Kd7 Ra1 7 Rf7+ Kg5 8 g7 Ra8 9 Ke6 Kh6 10 Re7 Rg8** (other moves also fail to save the game: **10 ... Ra6+ 11 Kf7**, or **10 ... Kh7 11 Kf7 Rg8 12 h6** etc.) **11 Kf6 Kh7 12 h6 Ra8** (12 ... **Kxh6 13 Re1**) **13 Kf7 Rb8 14 Re8** Resigns.

If the weaker side's king does not stand in

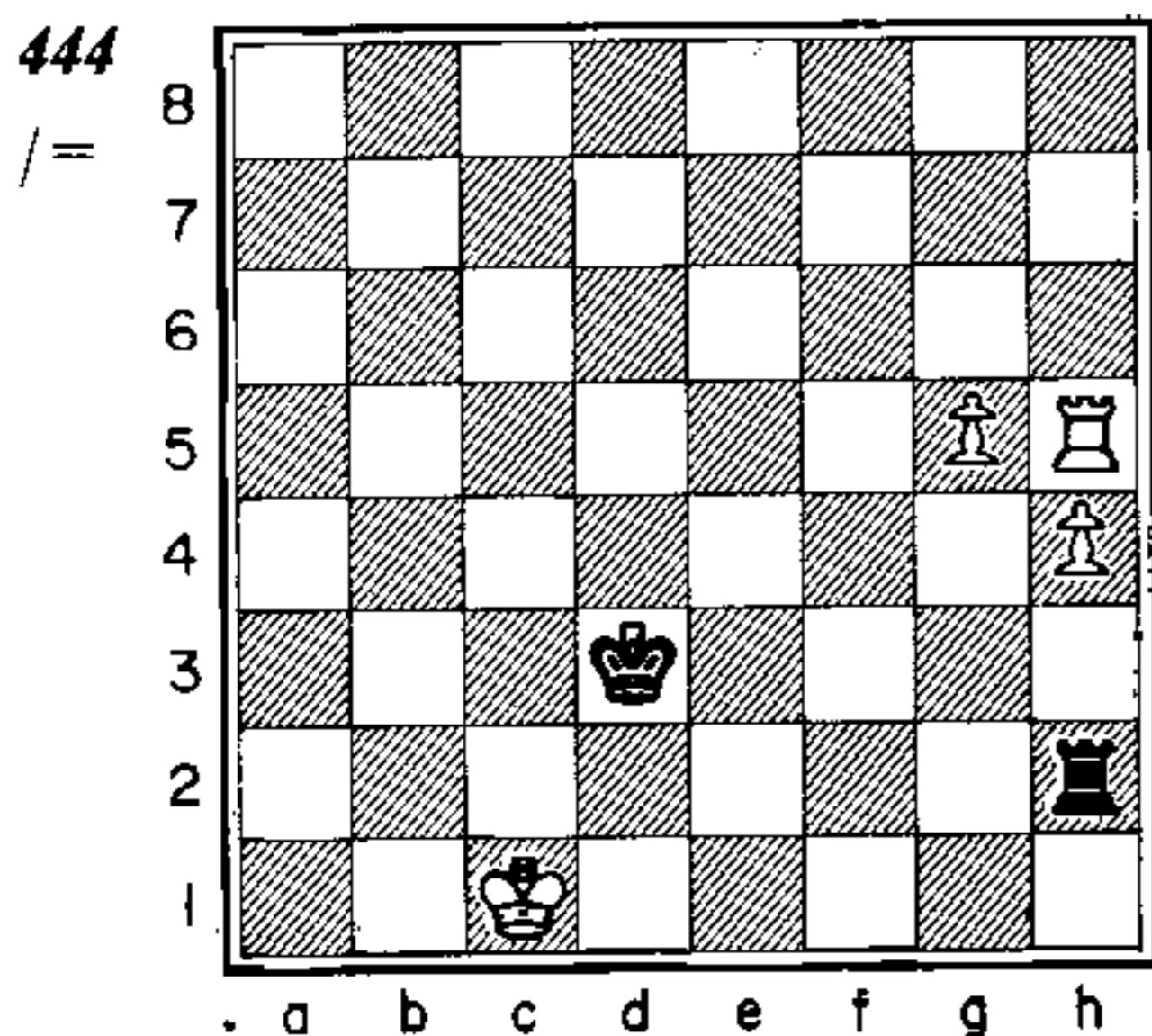
Connected Pawns

Thomas-Alekhine
Hastings, 1922
(with colours reversed)



the path of the pawns, a draw is possible only in exceptional cases, when the opponent's pieces occupy obviously unfavourable positions.

Furman-Kayev
Rostov-on-Don, 1939



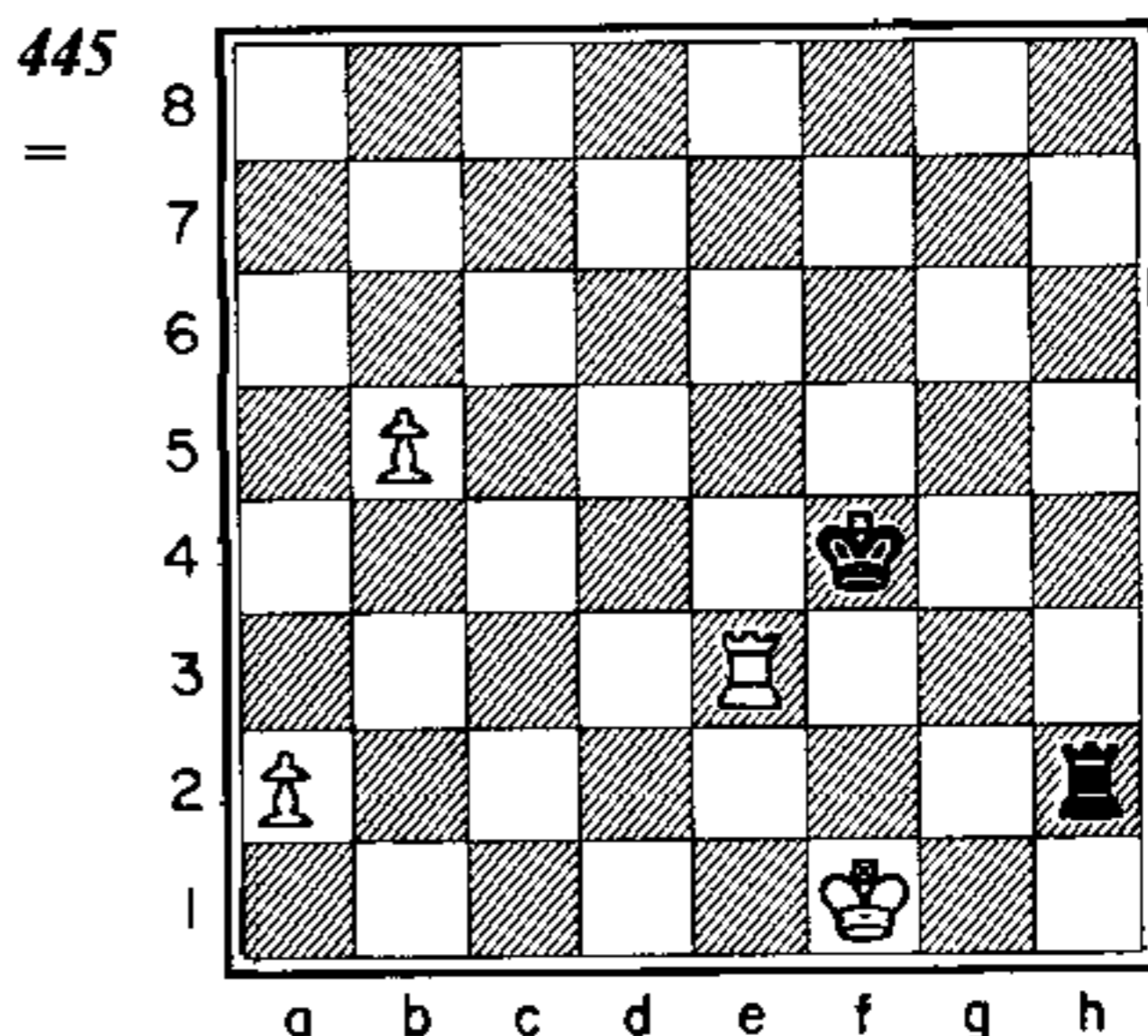
444. Thus here Black was able to draw, by exploiting the position of the opponent's king on the back rank and the awkward position of his rook.

1 ... Kc3 2 Kd1 Kd3 3 Ke1 Ke3 4 Kf1 Kf3 5 Kg1 Rg2+! 6 Kh1.

6 Kf1 is pointless due to 6 ... Rh2!, but not 6 ... Ra2?, when the white king returns to the Q-side and by attacking the rook gains a decisive tempo for activating his rook.

After 6 ... Kf2! the players agreed to a draw, since White cannot prevent the perpetual check by ... Rg1-g2-g3+.

Bielsa-H. Perez
Spain, 1979



445. Here too Black draws, by forcing the white rook to occupy a passive position, as in example 444.

1 Ra3 (1 Rb3 R x a2 2 b6 Ra8 etc.) 1 ... Rb2 2 Ra5 Kf3 3 Ke1 Ke3 4 Kd1 Kd3 5 Kc1 Rb4 (5 ... Kc3?? 6 Ra3+) 6 a4.

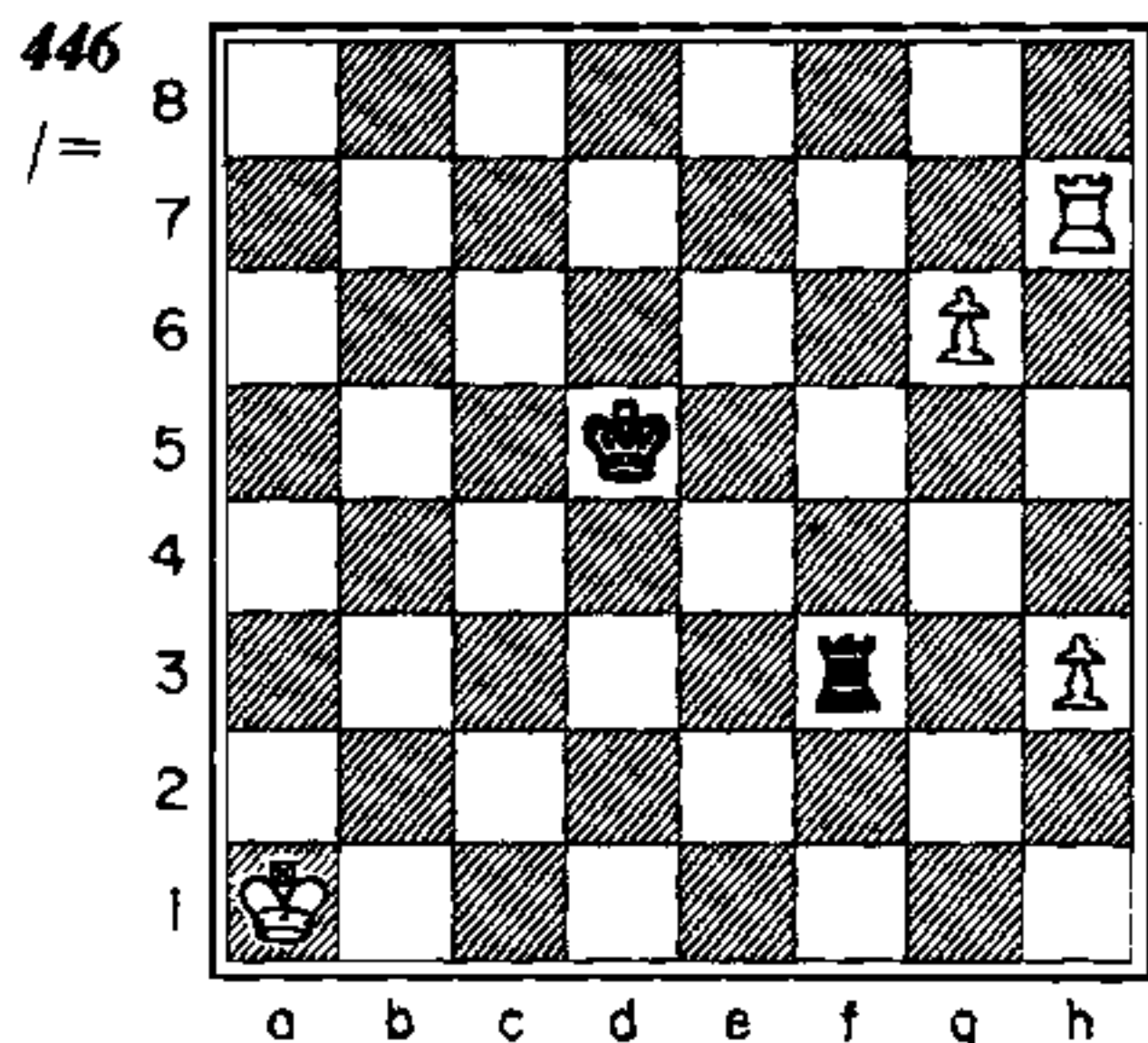
Black would have been faced with more problems after 6 a3! Rb3, and only now 7 a4, although even in this case White would have been unable to realize his advantage: 7 ... Rc3+ 8 Kb2 Rc2+ 9 Kb1 Kc3 10 Ra8 Rb2+ 11 Kc1 Rb4! 12 Kd1 Kd3 13 Ke1 Ke3 14 Kf1 Kf3 15 Rf8+ Ke3 16 a5 R x b5 17 a6 Ra5 18 Ra8 Kf3 with a draw.

6 ... Rc4+ 7 Kb2 Rb4+ 8 Ka3 Kc3 9 Ra6 Rb3+ 10 Ka2 Rb2+ 11 Ka1 Kb3 12 Rf6 Rh2 (12 ... Ra2+ 13 Kb1 R x a4 14 b6 Rb4 etc. was also possible) 13 Rf3+ K x a4 14 b6 Rh7 with a draw.

446. Black's position seems hopeless, since

Rook and Two Pawns against Rook

Kasparian, 1946



he cannot halt the advance of the enemy pawns, e.g. 1 ... Rg3 2 Rh6 Ke6 3 h4 Kf6 4 h5 Kg7 5 Rh7+ Kg8 6 Ka2!, and, as we will see later, White has a won position (466). But on a more careful study of the position we note that the white king is badly placed, and may find itself in a mating net. By exploiting this factor, Black is able to draw.

1 ... Rg3 2 Rh6! Kc4!

After forcing the white rook to occupy a passive position, Black begins weaving a mating net. He threatens 3 ... Kb3.

3 Kb2 Rg2+ 4 Ka3.

Moving onto the 1st rank leads to position 444, e.g. 4 Kc1 Kc3 5 Kd1 Kd3 6 Ke1 Ke3 7 Kf1 Kf3 8 h4 Rh2 9 Kg1 Rg2+ 10 Kh1 Kf2 with a draw.

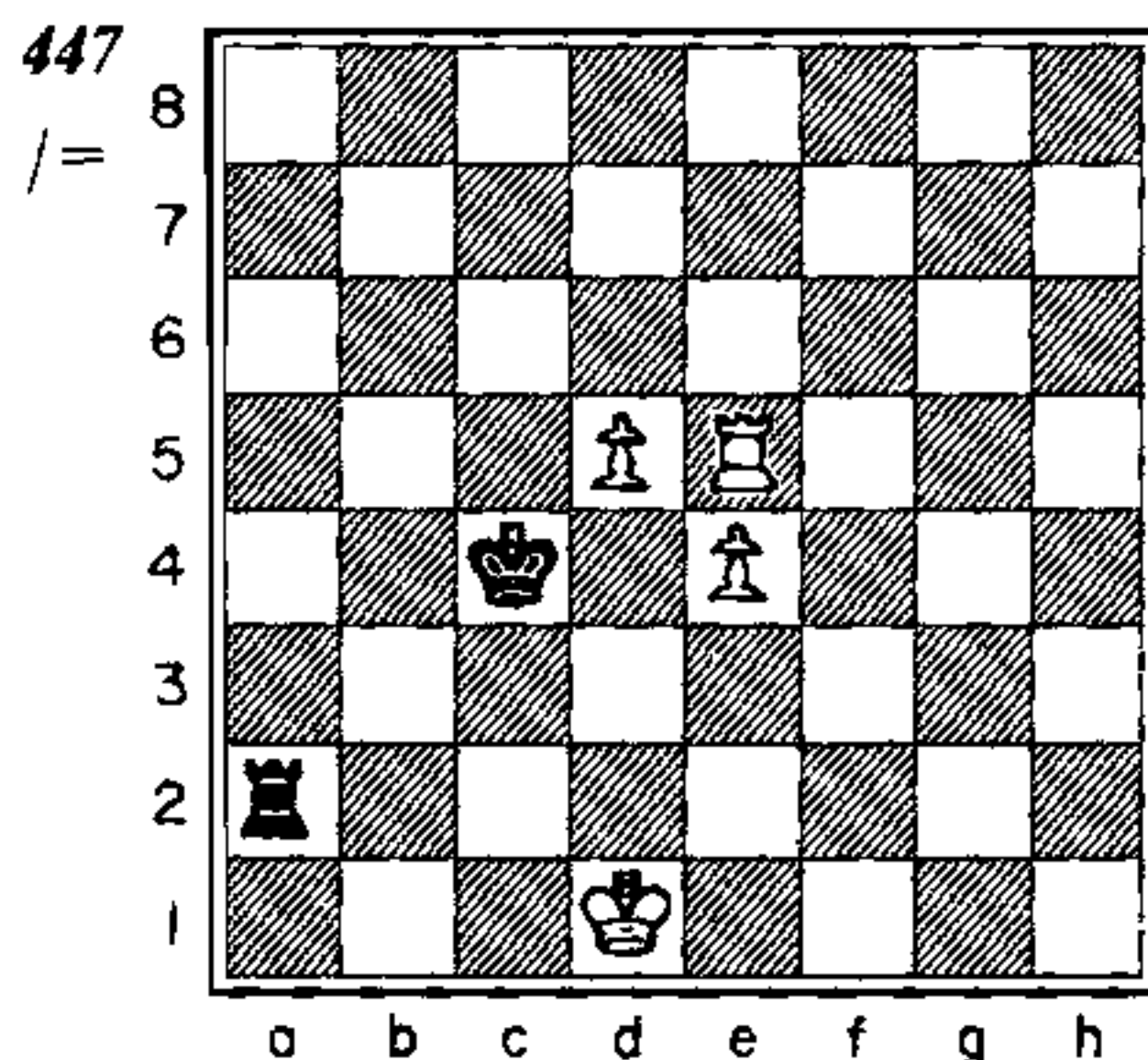
4 ... Rg3+ 5 Ka4 Rg1 6 Ka5.

The attempt to free the rook after 6 Rh4+ Kd5 does not achieve anything. 7 Rh6 is met by 7 ... Kc4, while after 7 Rg4 R×g4 8 h×g4 Ke6 Black manages to pick up the g6 pawn in time.

6 ... Kc5 7 Ka6 (if 7 Rh5+, then 7 ... Kc4 8 Rh4+ Kd5 9 Rh6 Kc5 etc.) **7 ... Kc6 8 Ka7** (8 g7+ Kd7 9 Rb6 Ke7 10 Rb7+ Kf6 and 11 ... R×g7) **8 ... Kc7 9 Ka6** (on 9 Rh7+ there follows 9 ... Kd6 10 Rb7 Ke6) **9 ... Kc6.** Draw, since White has exhausted all possible ways of freeing himself.

The weaker side can also defend success-

fully against central pawns, if the opponent's pieces are passively placed.



447. Thus here Black saves the game by an immediate counter-attack: **1 ... Kd3 2 Kc1** (2 Ke1 is futile: 2 ... Ke3 3 Kf1 Kf3 4 Kg1 Ra1+ 5 Kh2 Ra2+ 6 Kh3 Ra1 with a draw) **2 ... Kc3 3 Kb1 Ra6!**

Preventing the advance of the d-pawn, which would be dangerous, e.g. 3 ... Ra8 4 d6! Rb8+ 5 Kc1 Ra8 (5 ... Rh8 6 Rd5!, winning) 6 Rb5 (the only way to win) 6 ... Ra1+ 7 Rb1 Ra2 8 e5 Rc2+ (8 ... Re2 9 Rb3+! K×b3 10 d7 and wins) 9 Kd1 Rd2+ 10 Ke1 Rd5 11 Rd1! R×e5+ 12 Kf2 Re8 13 d7 Rd8 14 Ke3, and White wins.

Now White gains the opportunity to improve the position of his rook with gain of tempo, but the poor position of his king and the lack of advancement of his pawns allow Black to save the draw.

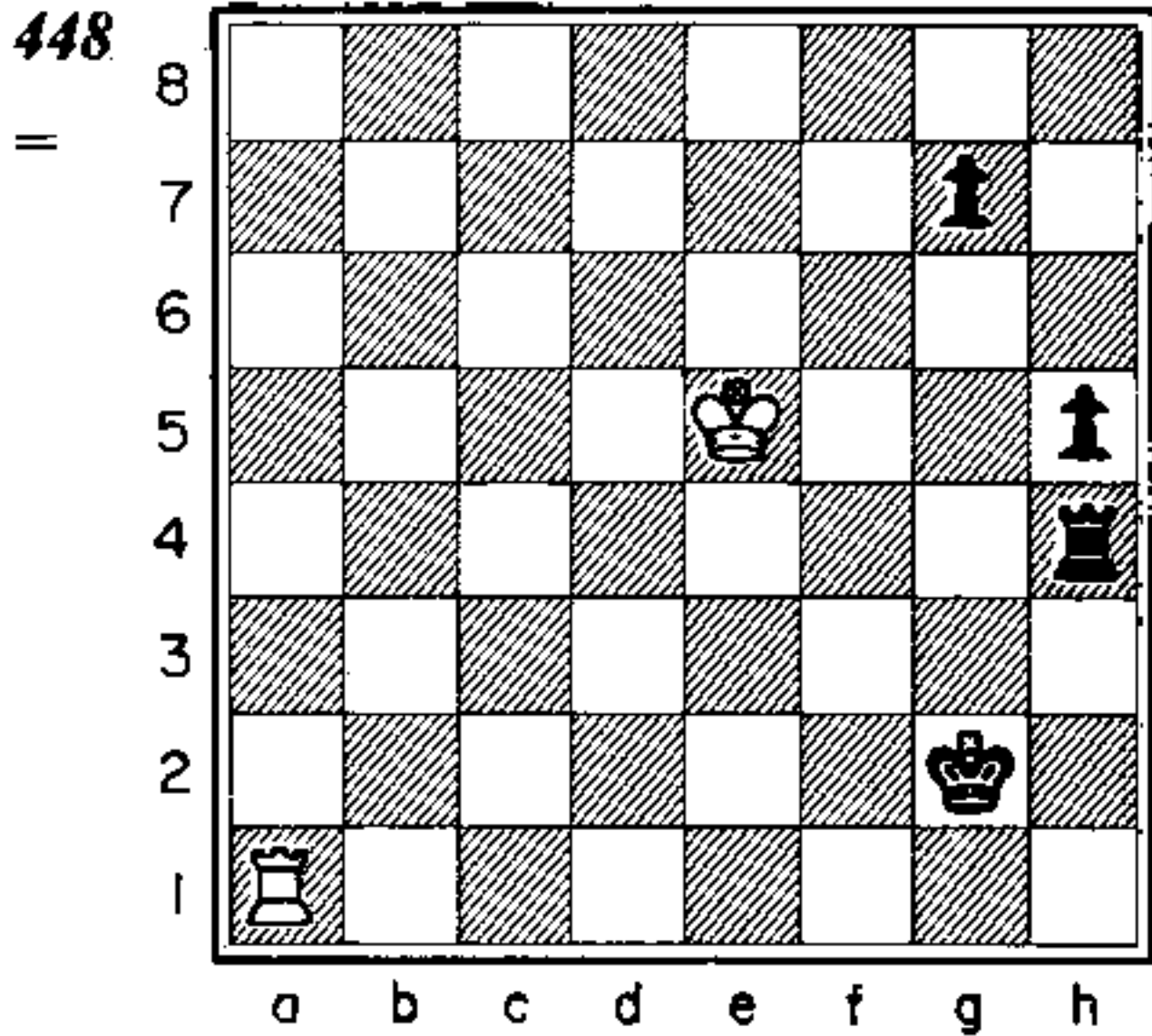
4 Re6 Ra7 5 Rb6 Kd4 6 Rb4+ Kc3 7 Rb2 Kd3 8 e5 Kd4 with a draw.

448. While in example 444 the poor placing of the stronger side's pieces was obvious, the same cannot immediately be said about the given position. Here the black pieces have great freedom, but White again manages to draw.

1 Ra2+ Kg3 2 Ra3+ Kg4.

It is pointless to take the king to the Q-side, since, as soon as the king reaches the b-file,

Rozenfeld–Ney
Tallinn, 1955



White plays his rook to the g-file and wins the g-pawn.

3 **Ra7!** (the only move—now 3 ... g6 or 3 ... g5 is met by 4 Kf6; White is saved by the proximity of his king to the opponent's pawns) 3 ... **Kf3** 4 **Ra3+**!

The only way. 4 **R×g7?** loses to 4 ... **Re4+** 5 **Kf5** **Rf4+** 6 **Ke5** **h4** 7 **Rg8** (7 **Ra7** **Kg3** 8 **Ra3+** **Rf3** 9 **Ra8** **h3**) 7 ... **Ra4** 8 **Rh8** **Kg3** 9 **Rg8+** **Rg4** 10 **Ra8** **h3**.

4 ... **Kg4** 5 **Ra7!** **Rh1** 6 **R×g7+**, and the game ended in a draw.

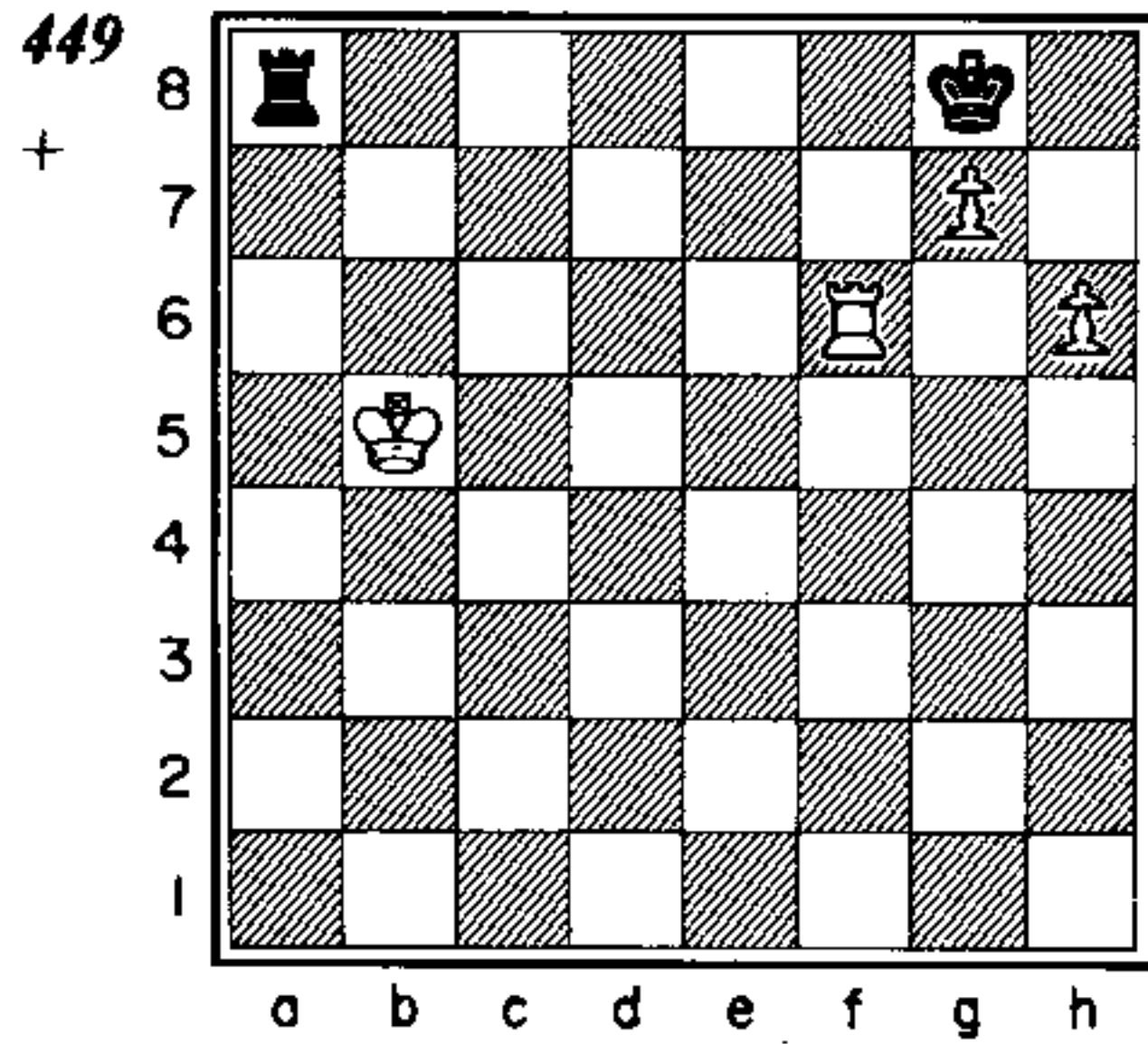
We will now study positions where the weaker side's king stands in the path of the pawns.

7.11 Pawns in diagonal formation

We will first consider positions in which the pawns are arranged diagonally relative to each other. We should first point out that, the further advanced the pawns are, the more difficult the defence.

If the leading pawn has reached the penultimate rank and the rook is defending the rear pawn from one of the sides, the stronger side normally wins.

449. A typical example. The black pieces are forced to guard f8, which will immediately be occupied by the white rook if



one of the black pieces should leave the 8th rank.

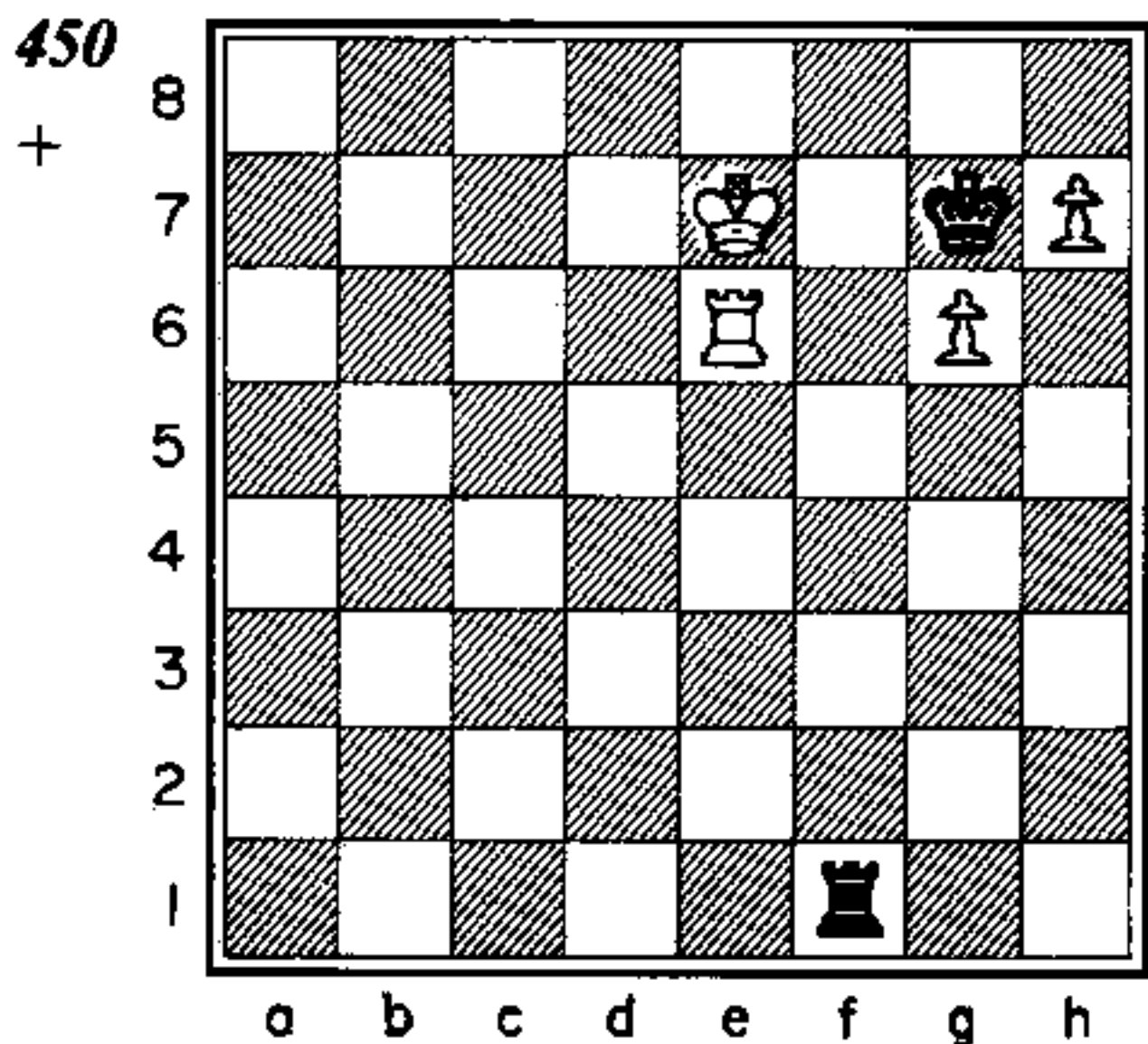
White can win in two ways:

(a) 1 **Kb6** (aiming for b7, so as then to exchange rooks) 1 ... **Rc8** 2 **Kb7** **Rd8** 3 **Rc6** followed by 4 **Rc8**.

(b) 1 **Kb6** **Rd8** 2 **Kc6** **Rc8+** 3 **Kd5** **Re8** 4 **Kd6** **Ra8** 5 **Ke5** **Rb8** 6 **Kf5** and 7 **Kg6**.

The stronger side carries out an analogous winning plan, irrespective of the files on which the pawns stand, and irrespective of whether the leading pawn is closer to the side of the board, or vice versa. The position of the white king is also of no importance. Possessing complete freedom of manoeuvre for his king, White can always carry out the winning plan.

Chéron, 1926



Rook and Two Pawns against Rook

450. In this position the pawn formation is more favourable for the defender, whose king has a convenient defensive square on the 7th rank. But even here Black cannot prevent the opponent from carrying out his winning plan.

1 Kd6 Rd1+.

The threat was **2 Re8!** After **1 ... Rf8** White would have won by **2 Kd7** and **3 Re8.**

(a) 2 Kc5 Rc1+ 3 Kd4 Rd1+ 4 Kc3 Rc1+ 5 Kd2 Rc8

The only way of preventing **6 Re8**, but now the white king can go back and force the exchange of rooks.

6 Kd3 Rd8+ 7 Kc4 Rc8+ 8 Kb5 Rb8+ 9 Kc6 Ra8 10 Kb7 Rf8 11 Rc6, and against **12 Rc8** Black has no defence.

White can also win by taking his king up to his pawns:

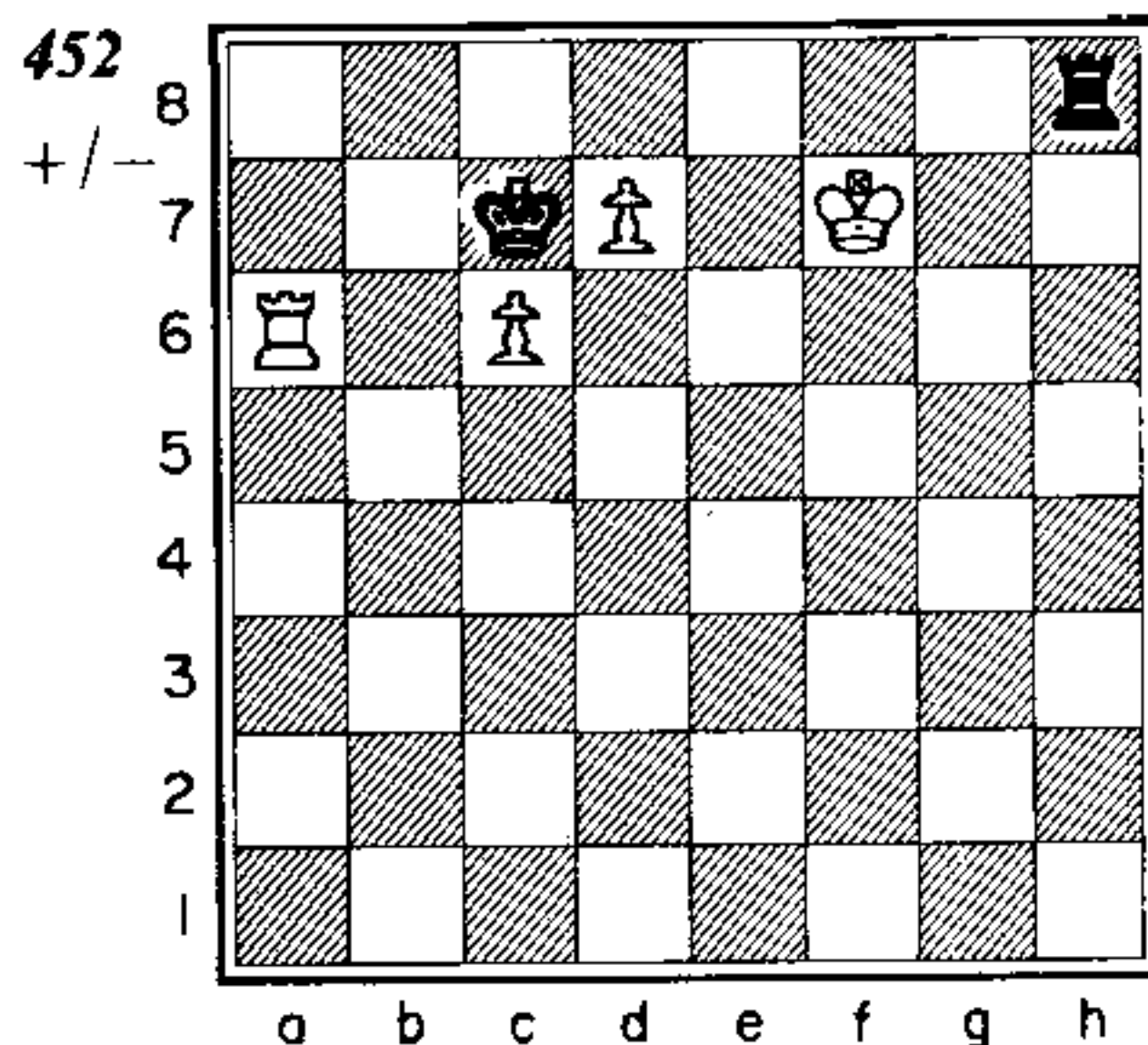
(b) 2 Ke5 Rd8 (2 ... Re1+ 3 Kf5 Rf1+ 4 Kg4 Rg1+ 5 Kh3 Rh1+ 6 Kg2 Rh6 7 Kg3 Rh5 8 Re8 etc.) 3 Kf5 Kh6 4 Re7 Rf8+ 5 Rf7 Ra8 6 h8=Q+!

A typical tactical device. White sacrifices one pawn with the aim of queening the other.

6 ... R×h8 7 Kf6 Kh5 8 Rh7+ etc.

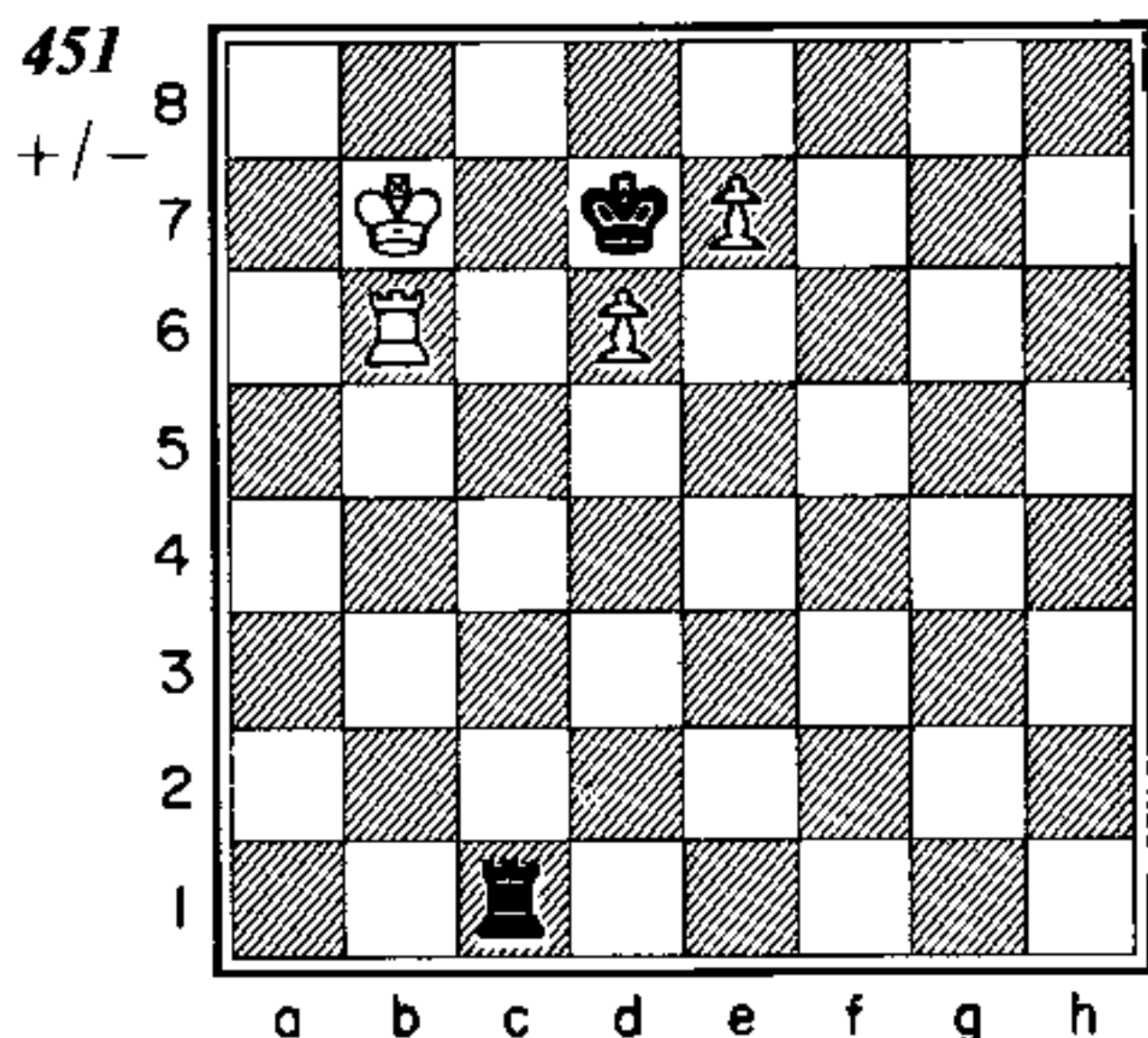
rook: **2 Rb4 Re1 (2 ... Rd1 3 Re4 Ke8 4 Kc6 Rc1+ 5 Kd5 Rd1+ 6 Ke6 Rd4! 7 Rg4 Re4+! 8 Kf5 and wins) 3 Rd4 Re3 4 Kb6 Re5 5 Rd3 Re2 6 Kc5 Re1 7 Rf3 Rc1+ 8 Kb4**, and White wins.

Fila, 1932



452. With Black to move, Chéron (1926) considered this position drawn due to **1 ... Kd6**. But this is not so. White wins irrespective of the turn to move: **2 Ra1! K×c6 3 Rh1!**, and we obtain a won position.

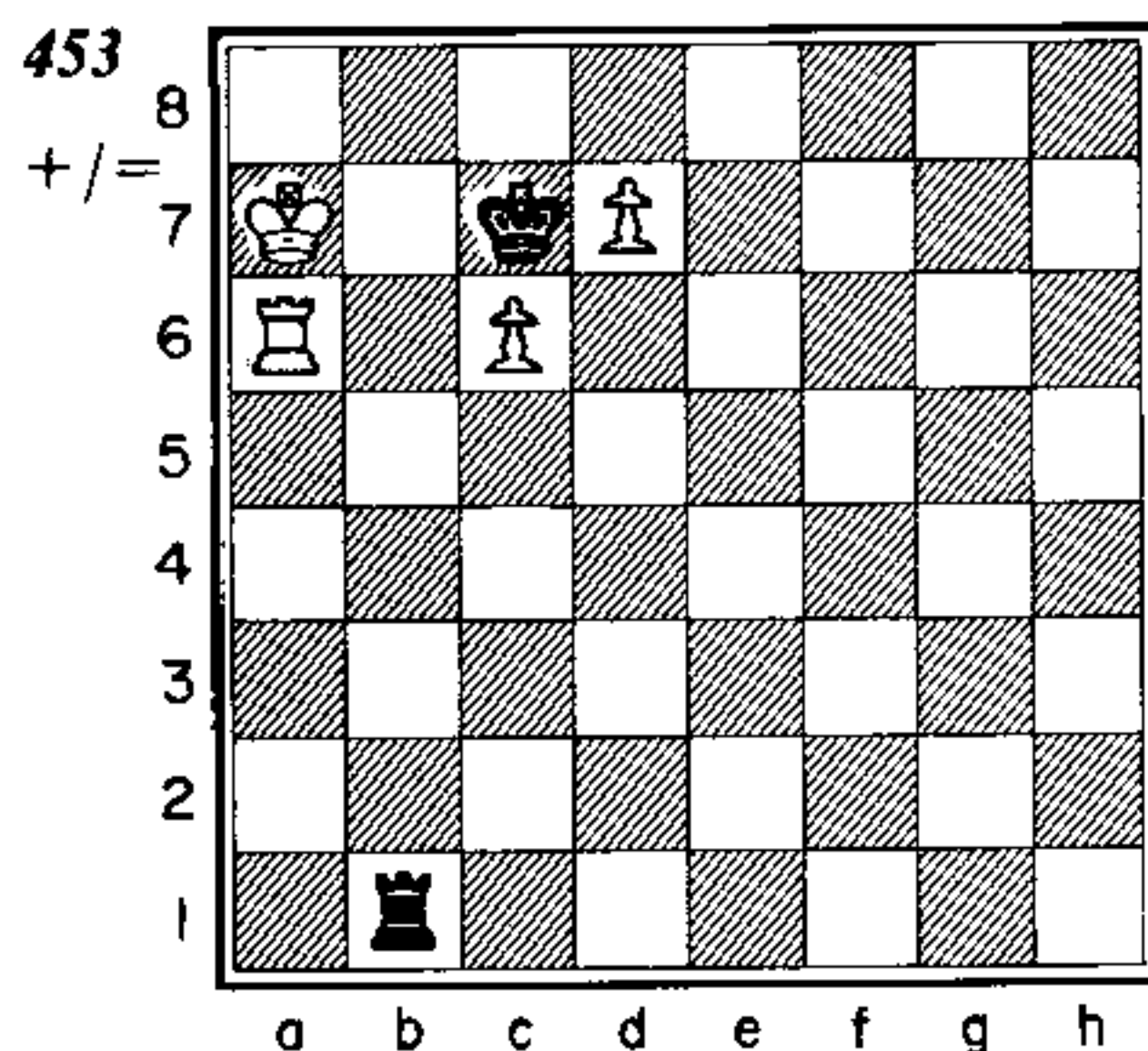
Chéron, 1926



451. This position is obtained by moving the previous example horizontally to the left. If White begins, he wins easily by **1 Ka6** etc.

Things are more difficult with Black to move, since he plays **1 ... Ra1**, not allowing the king out. To free it, White has to move his

Kopayev, 1958



453. This position is obtained by moving example 451 one file to the left. But the plan carried out there by White no longer works here. After **1 Ra4 Rb2** the rook cannot move

Connected Pawns

off the a-file because of mate, while 2 Ka6 is met by 2 ... Rb6+, driving the king back to its previous position. White wins by 1 d8=Q+! K×d8 2 Rb6 and 3 Kb7.

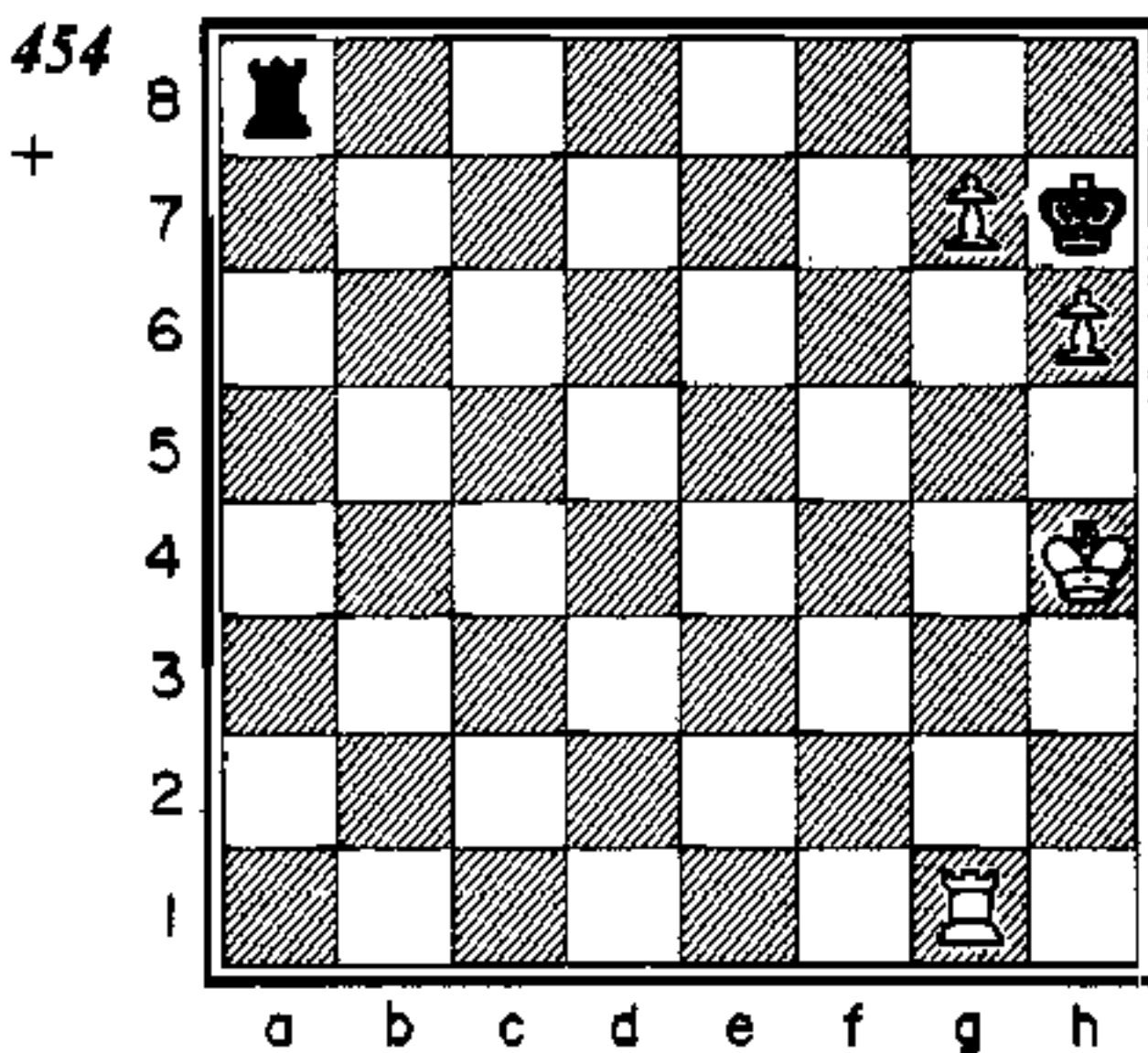
Let us now consider the position with Black to move. How can he defend against the threatened pawn sacrifice? Let us try 1 ... Rb8. Analysis shows that in this case White can win by 2 Rb6! Rf8 (2 ... R×b6 3 d8=Q+ K×d8 4 K×b6) 3 Ka6 Rh8 4 Kb5 Rh5+ 5 Kc4 Rh8 6 Ra6 Rh4+ 7 Kd5 Rh5+ 8 Ke6 Rh6+ 9 Kf7 Rh8, and we reach position 452.

But Black has another way of preventing the sacrifice: 1 ... Rd1!! Now White is not able to improve the placing of his pieces and free his king.

Position 453 is the only exception where, with the leading pawn on the penultimate rank and the rook defending the rear pawn from the side, the stronger side is not able to win.

We will now consider several examples where the stronger side's rook is behind his pawns. In this case it is more difficult for White to win, especially with rook's pawn and knight's pawn. An important factor in the assessment of such positions is the possibility of transferring the rook to defend the pawn from the side. If this transfer is feasible, the game is normally won; if not, the ending is drawn.

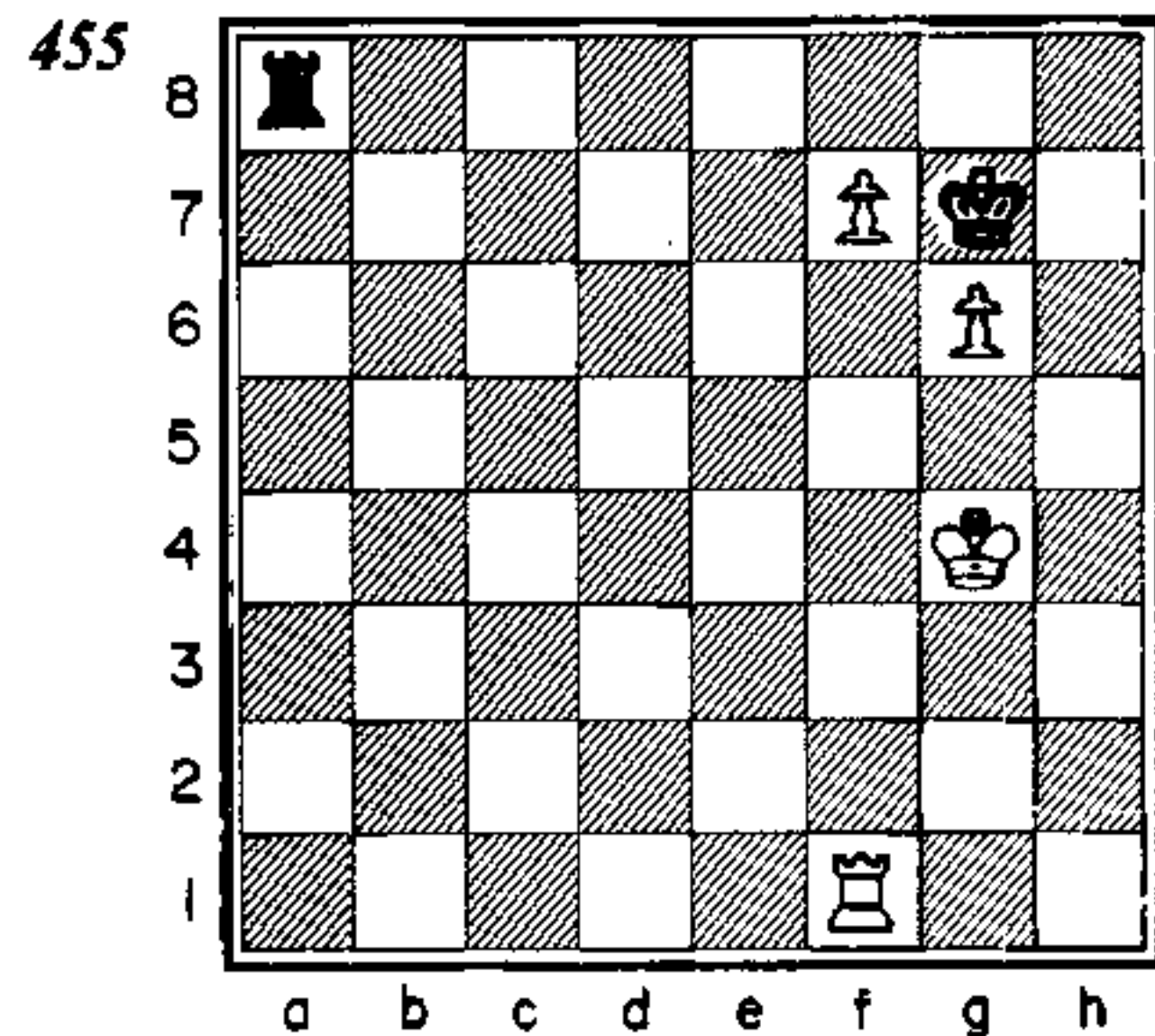
Horwitz and Kling, 1851



454. White wins, since he is able to transfer his rook to the 6th rank: 1 Kh5 Ra5+ 2 Rg5 Ra8 3 Rg6! Ra5+ 4 Kg4.

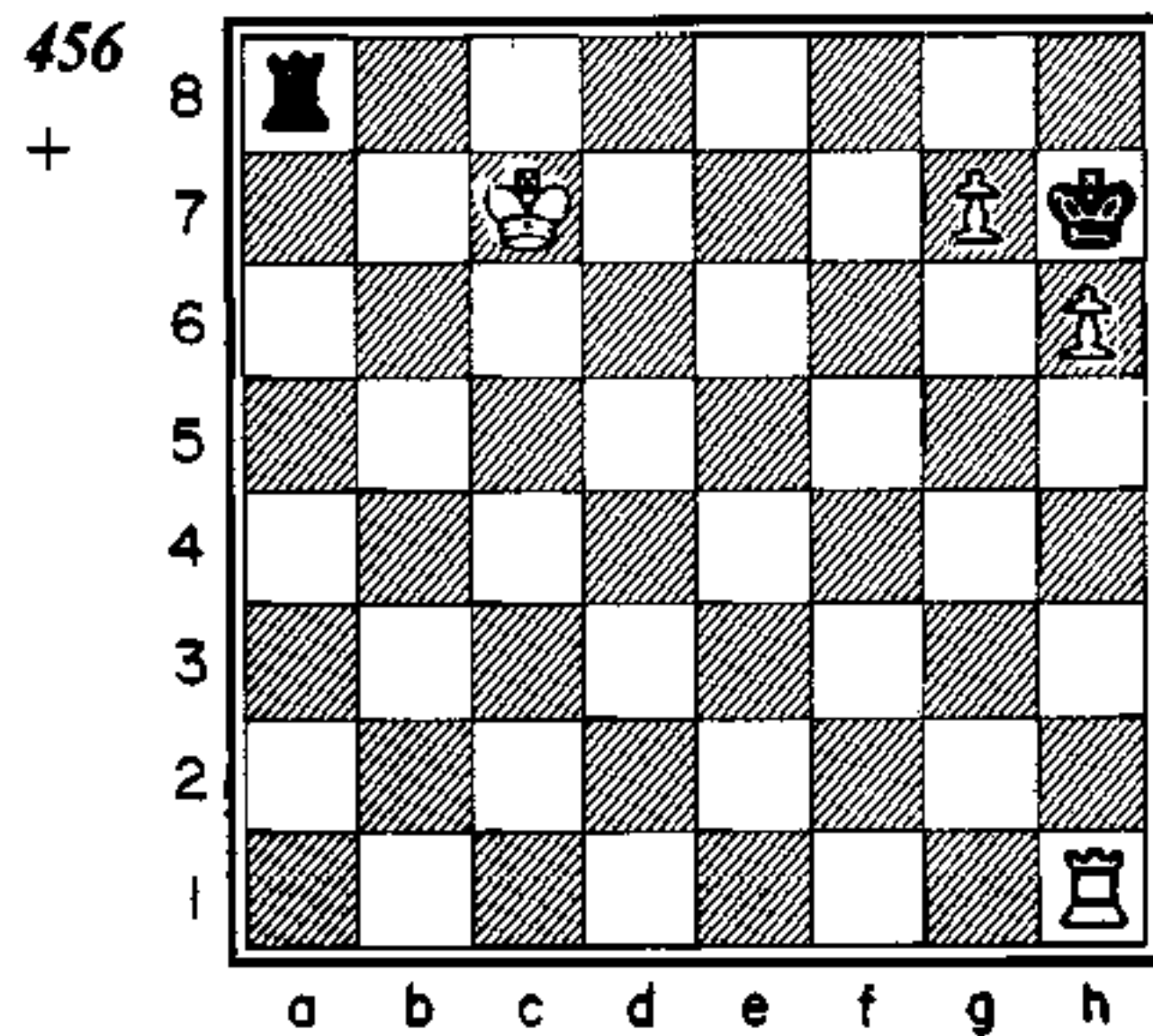
The rook is immune. It should be noted that 3 Rf5? would only have drawn after 3 ... Ra6!, when the threat of 4 ... R×h6+ cannot be parried.

4 ... Ra4+ 5 Kf5 Ra5+ 6 Ke4 Ra4+ 7 Kd5 Ra5+ 8 Kc4 Ra4+ 9 Kb5 Ra8 10 Rf6 Kg8, and we obtain position 449.



455. This example is obtained by moving position 454 one file to the left, with the exception, of course, of the black rook. Here the win is achieved more simply.

1 Kg5 Ra5+ 2 Rf5 Ra8 3 f8=Q+ R×f8 4 R×f8 K×f8 5 Kh6. White has transposed into a won pawn ending, a possibility which must always be taken into account in this type of ending.



Rook and Two Pawns against Rook

456. The winning path is not easily found. Thus, for example, nothing is achieved by 1 Rg1, since after 1 ... Rg8 the rook has to return to its former position. The winning method is rather unexpected; it turns out that White has to transpose into position 454.

1 Rh4 Rg8 (after 1 ... Ra7+ 2 Kb8 Re7 3 Rc4 or 1 ... Kg8 2 Rf4 White wins by familiar means) 2 Kd7 Ra8 3 Rg4.

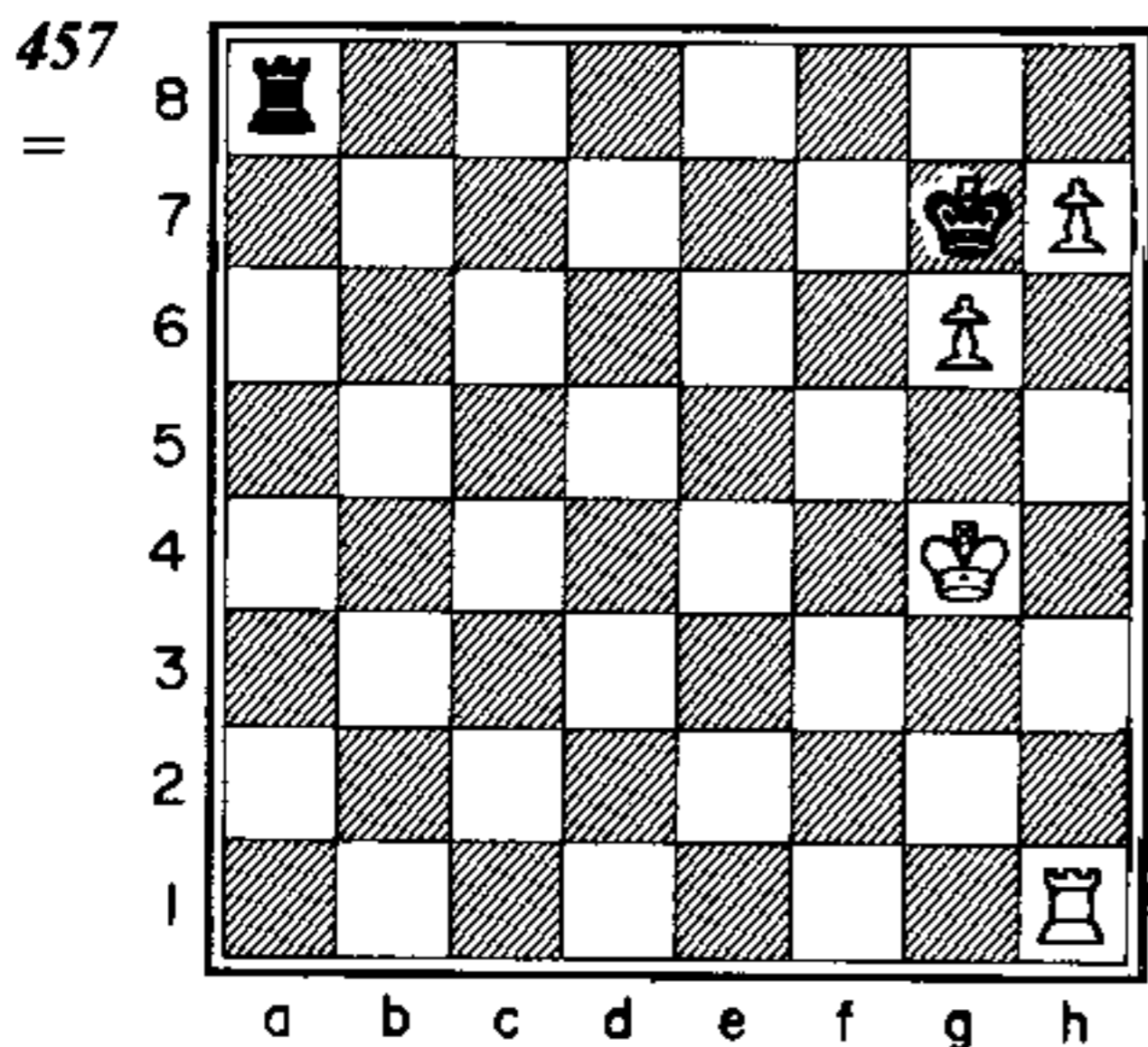
The first success. The rook's position has been improved, and now it is the king's turn—it has to reach h5.

3 ... Ra7+ (3 ... Rg8 4 Ke7 K × h6 5 Kf7) 4 Ke6 Ra6+ 5 Kf5 Ra5+ 6 Kf4 Ra8 7 Rg5!

7 Kg3 is premature due to 7 ... Rg8, as is 7 Kg5 Ra6, when White has to move his king back.

7 ... Rg8 8 Kf5 Ra8 9 Kg4 Rc8 10 Kh5 Ra8, and White wins, as already considered in example 454.

Chéron, 1926

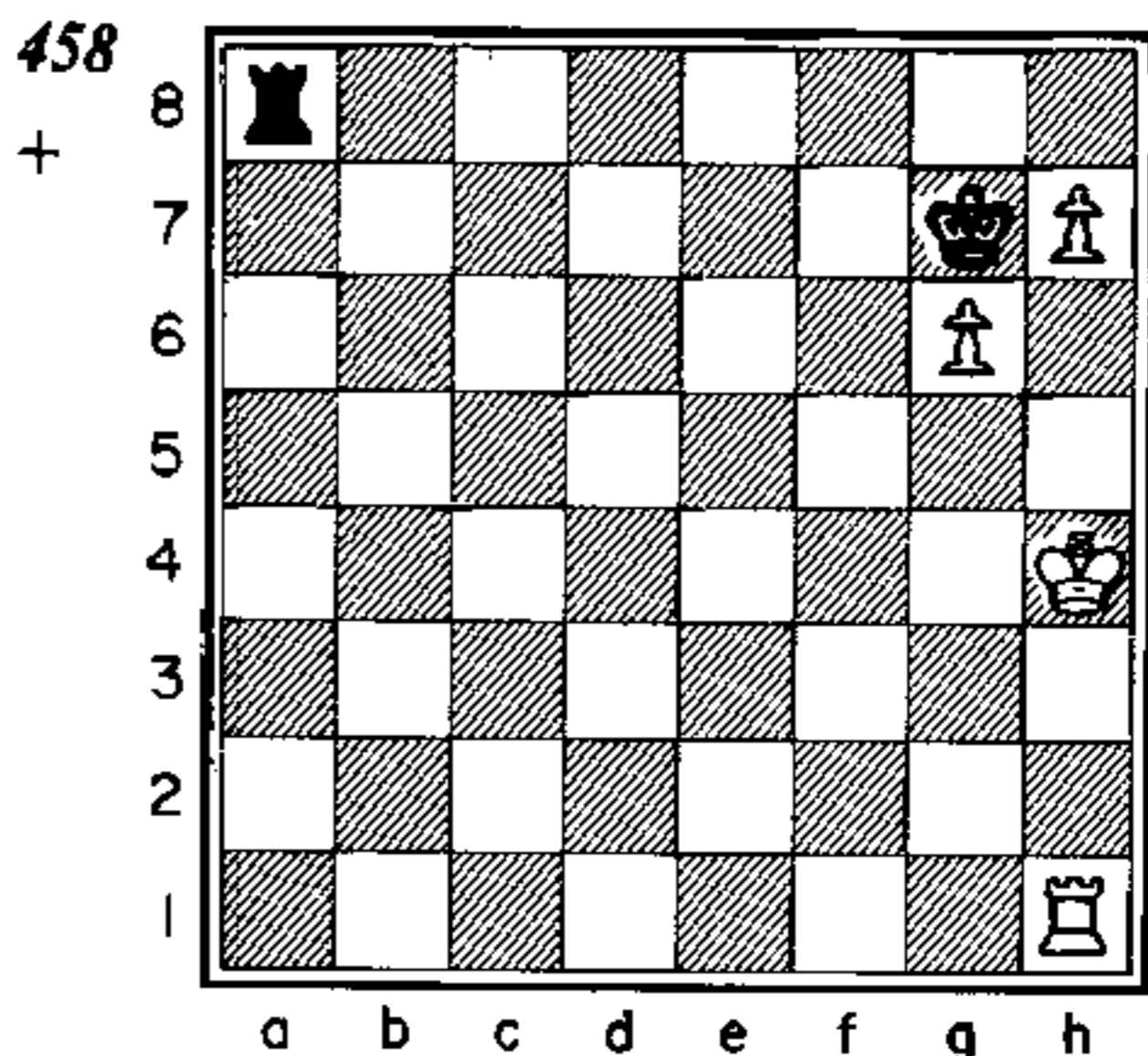


457. White cannot transfer his rook to defend the pawn from the side, and so Black is able to draw.

1 Kf5 (threatening 2 h8=Q+ R × h8 3 R × h8 K × h8 4 Kf6 etc. To avoid this, Black must drive the king away from f5, e6 and e7) 1 ... Ra5+ 2 Ke6 Ra6+ 3 Kd7 Ra7+ 4 Kc6 Ra8 5 Rh3 Rf8 6 Rg3 Rf6+ 7 Kd7 (7 Kd5

Rf5+ 8 Ke4 Rh5—459) 7 ... Ra6 8 Rh3 Ra7+ 9 Kc6 Ra8. Draw.

Note that, with the king at h4 the winning manoeuvre—the transfer of the rook to the 6th rank—is possible.



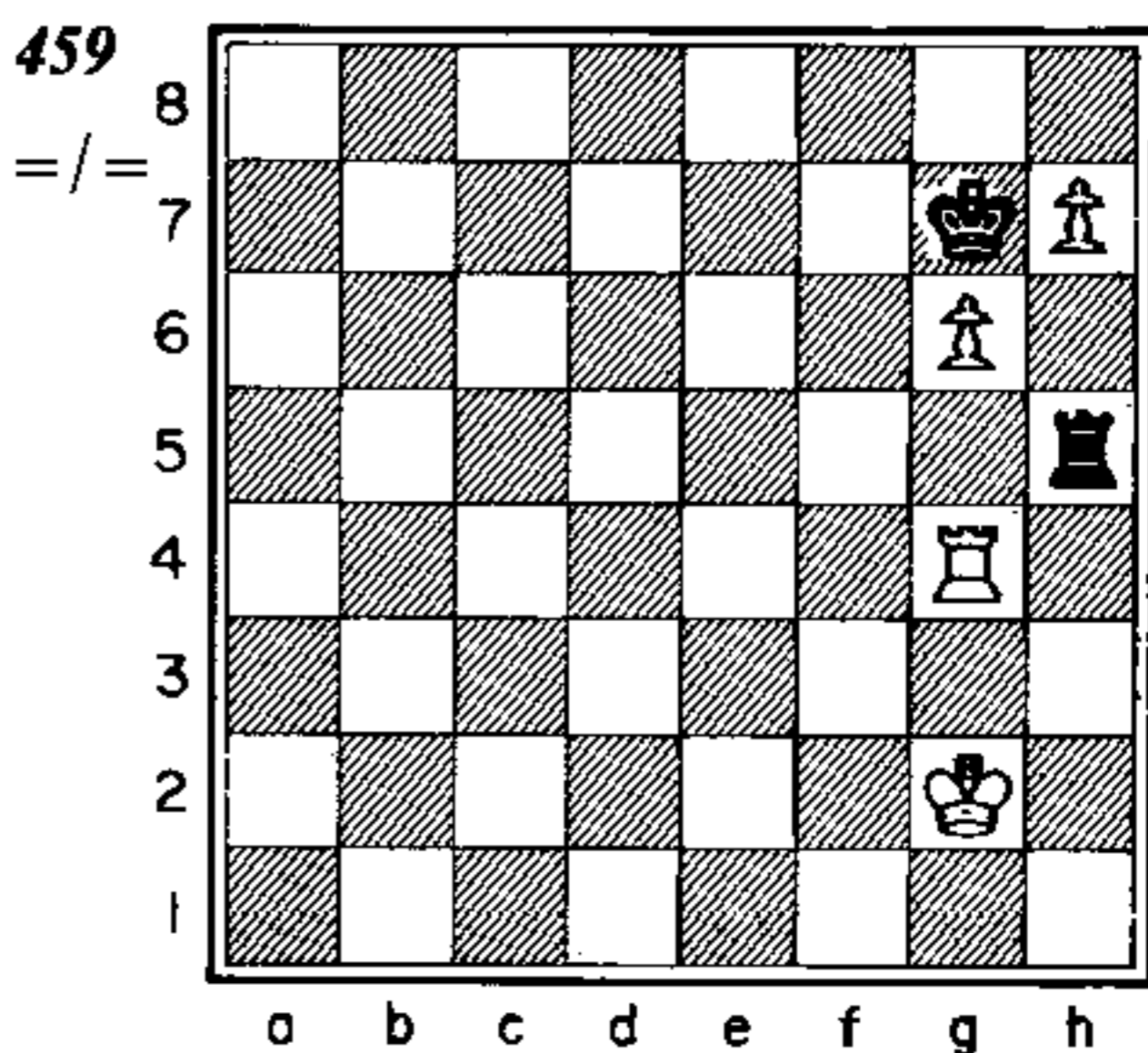
458. Here White is able to win: 1 Rg1 Ra2.

With his rook on the back rank, Black cannot prevent the implementation of White's plan, e.g. 1 Rc8 2 Kh5 Rc5+ 3 Rg5 Rc8 4 Ra5 and 5 Ra6, or 1 ... Kh6 2 Ra1! Rc8 3 Ra8 etc. Black tries to occupy the h-file with his rook.

2 Kg5 (not 2 Re1? K × g6! 3 h8=Q Rh2+ and 4 ... R × h8) 2 ... Ra5+.

2 ... Rh2 does not help: 3 Ra1 Rg2+ 4 Kf5 Rf2+ 5 Ke4 Rf8 6 Ra6, and White achieves his aim.

3 Kg4 Ra4+ 4 Kh5 Ra5+ 5 Rg5 Ra8 6 Rb5 Rc8 7 Rb7+ and wins.



Connected Pawns

459. Here too White cannot carry out the winning plan of transferring his rook to the 6th rank, and so the position is drawn. But Black has to defend accurately: **1 Rg3 Rh6!**

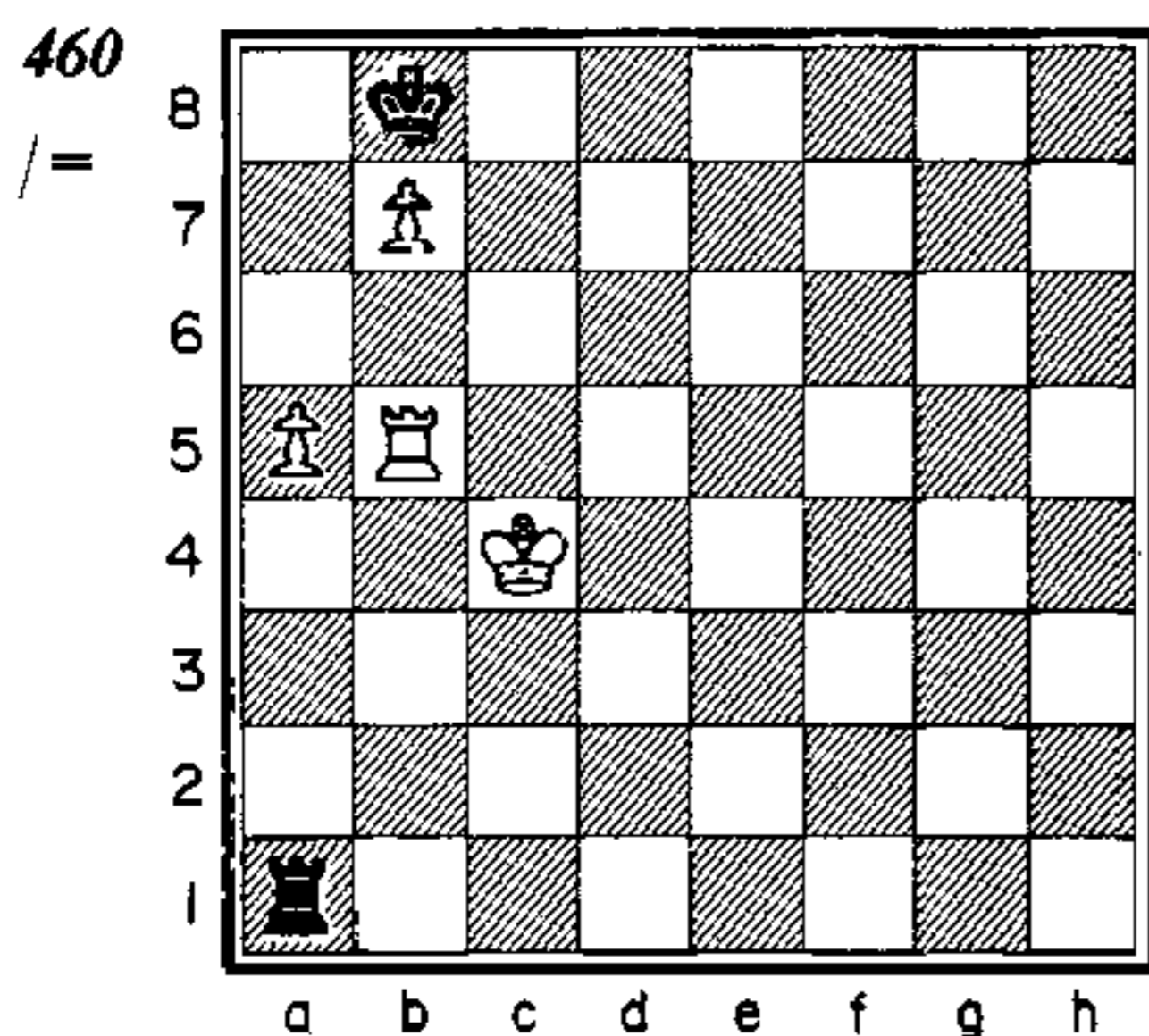
1 ... Rh4? is bad due to 2 Rh3 Rg4+ 3 Kf3, but now 2 Rh3 is met by 2 ... R x g6+ with a draw. Thus when White is threatening to switch his rook to the h-file, Black must attack the g-pawn.

2 Kf3 Rh4 3 Rg2 Rh3+ 4 Kg4 Rh6 5 Kf5 Rh5+ 6 Rg5 Rh1 with a draw.

If it is Black to move, he is forced to abandon the h-file, but only temporarily, e.g. **1 ... Ra5!** (1 ... Rh6? loses to 2 Rg3 Rh5 3 Rh3) **2 Kh3 Ra3+** (not 2 ... Ra8? 3 Kh4 Ra1 4 Kh5) **3 Rg3 Ra1 4 Kg4 Rh1!** (the only move) **5 Rh3 Rg1+ 6 Kh5.** It appears that Black cannot avoid defeat, but after **6 ... Kh8!** followed by **7 ... R x g6** he gains a draw.

In rare instances the defender is able to draw with the help of stalemate.

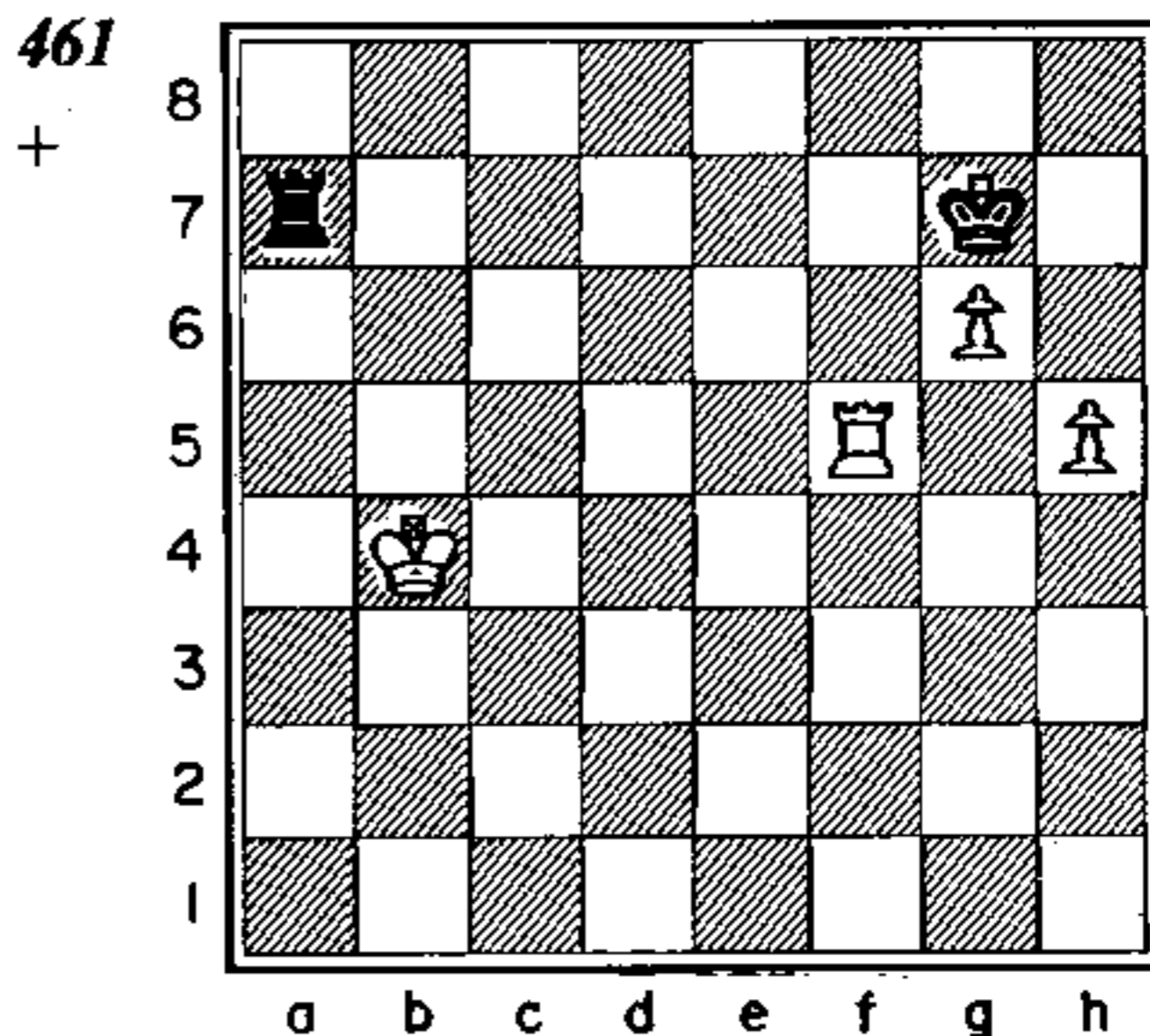
Heilman-Bernstein Berlin, 1901



460. 1 ... Rcl+ 2 Kd5 Rd1+ 3 Kc6 Rcl+ 4 Kb6 Rc7! 5 Ka6 Rc6+, forcing stalemate (if 5 a6 R x b7+!).

We will now consider positions with pawns on the 5th and 6th ranks, beginning our analysis with rook's pawn and knight's pawn:

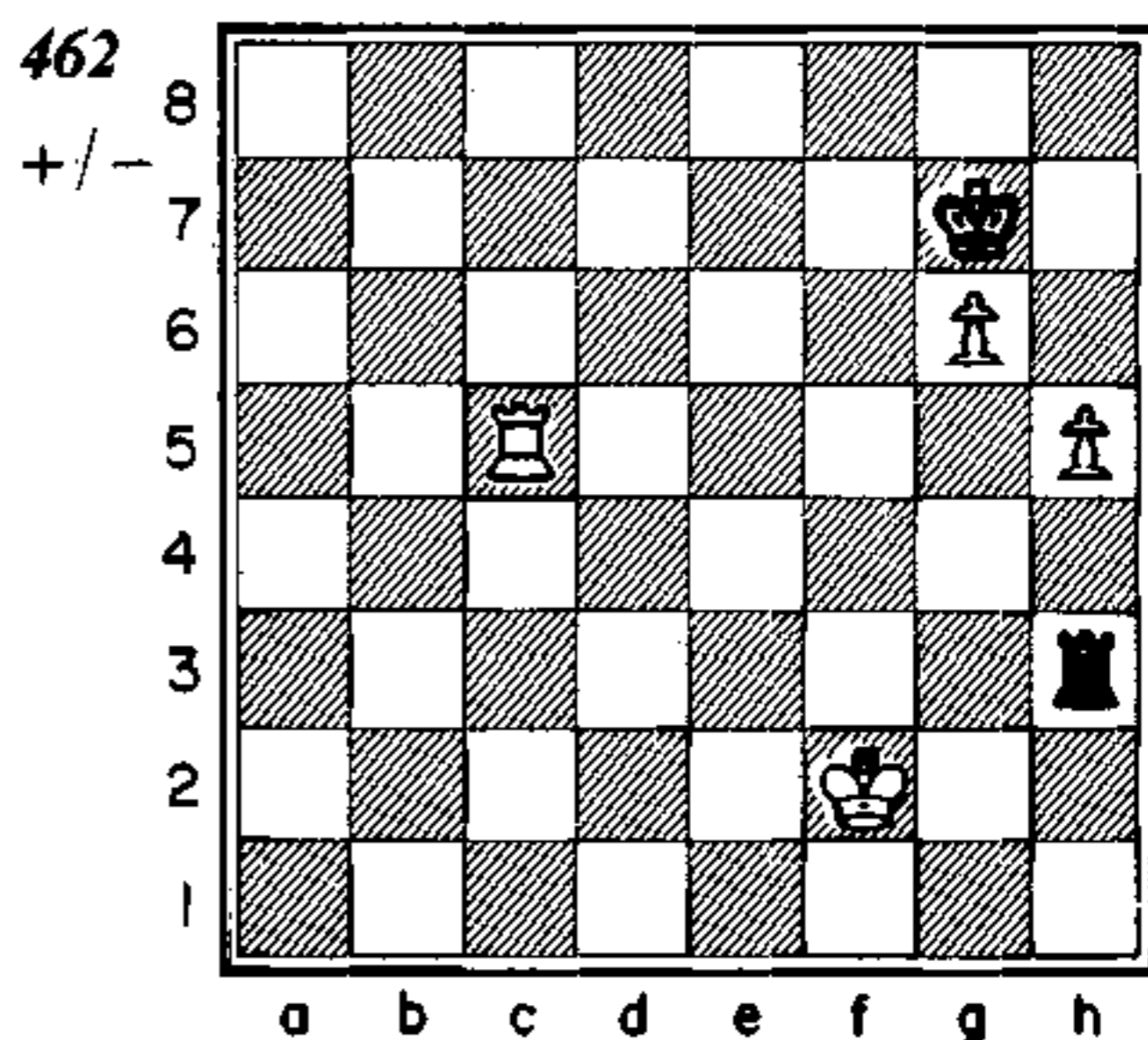
461. This position is obtained by moving



example 449 one rank down the board. The winning method remains the same: **1 Kb5 Rd7 2 Kc6 Re7 3 Kd6 Ra7 4 Re5 Ra6+ 5 Ke7 Rb6 6 Rd5 Ra6 7 Rd7 Rc6 8 Kd8+ Kg8 9 Re7 Kf8** (9 ... Rd6+ is met by 10 Kc7 Ra6 11 Kd7 with the threat of 12 Re6) **10 Kd7 Ra6 11 Re6 Ra7+ 12 Kd6 Ra6+ 13 Ke5 Ra5+ 14 Kf6** etc.

If the position, with the exception of the white king and black rook, is moved up to four files to the left, this does not affect the result.

In positions of this type, where the white rook defends the rear pawn from the side, Black is not saved by having his rook behind the pawns.

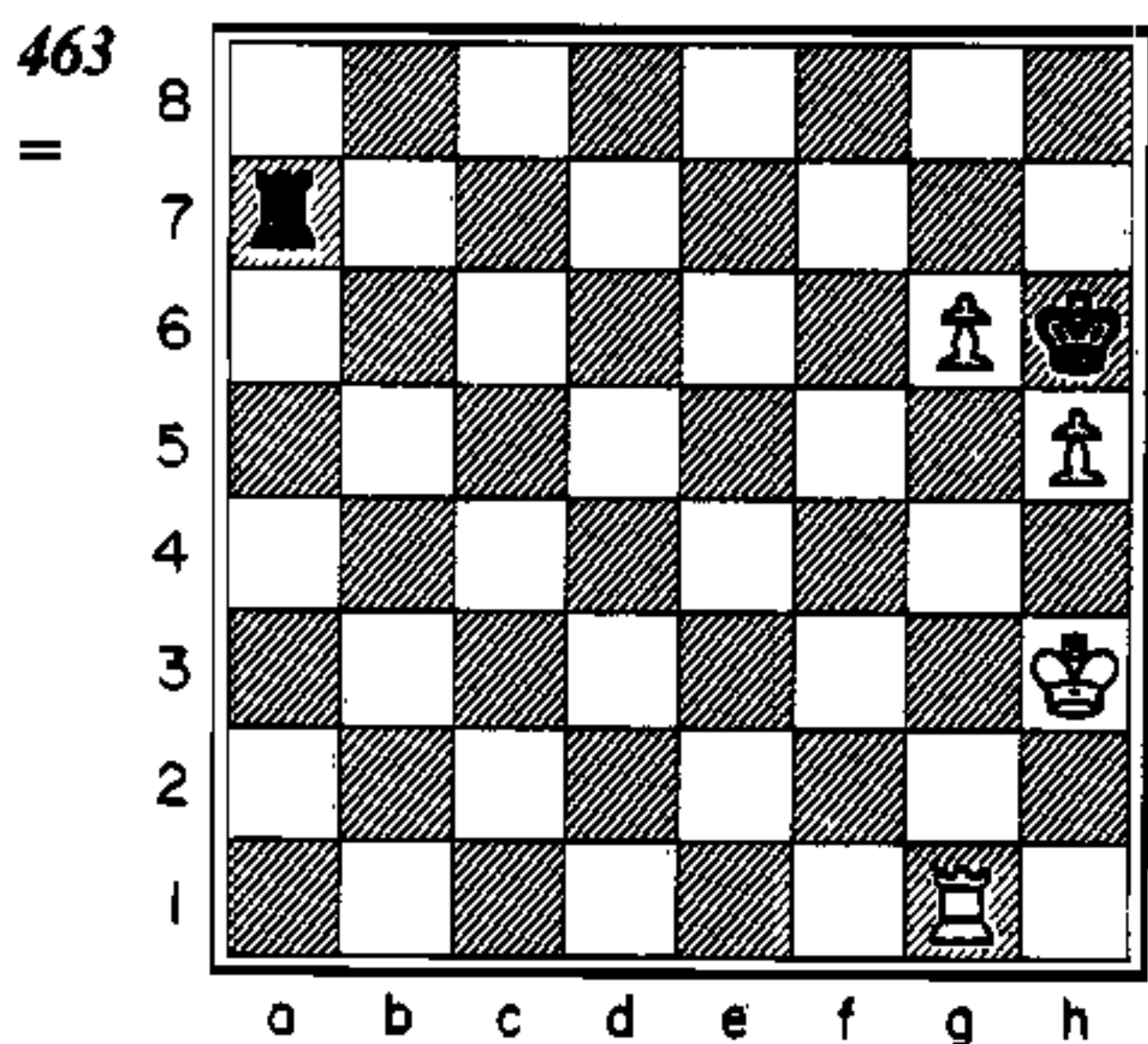


462. If it is White to move, he wins by **1 Kg2 Rh4** (1 ... Ra3 2 Rc7+ Kg8 3 h6 etc.) **2 Kg3 Rh1 3 Rc7+ Kg8 4 Kg4** etc.

Rook and Two Pawns against Rook

It does not help Black to have the move: 1 ... **Kh6** 2 **Rg5!** **Kg7** (2 ... **K** × **g5** is met by 3 **g7**) 3 **Kg1** **Kg8** (or 3 ... **Kh8**) 4 **Kg2** **Rh4** 5 **Kg3** **Rh1** 6 **Ra5**, and White must win.

A draw is possible only if the white pieces are badly placed.



463. This position is obtained from the study by Horwitz and Kling (454) by moving all the pieces and pawns (with the exception of the white rook) one rank down the board. Black gains a draw, since White cannot transfer his rook to the 5th rank without losing his pawns.

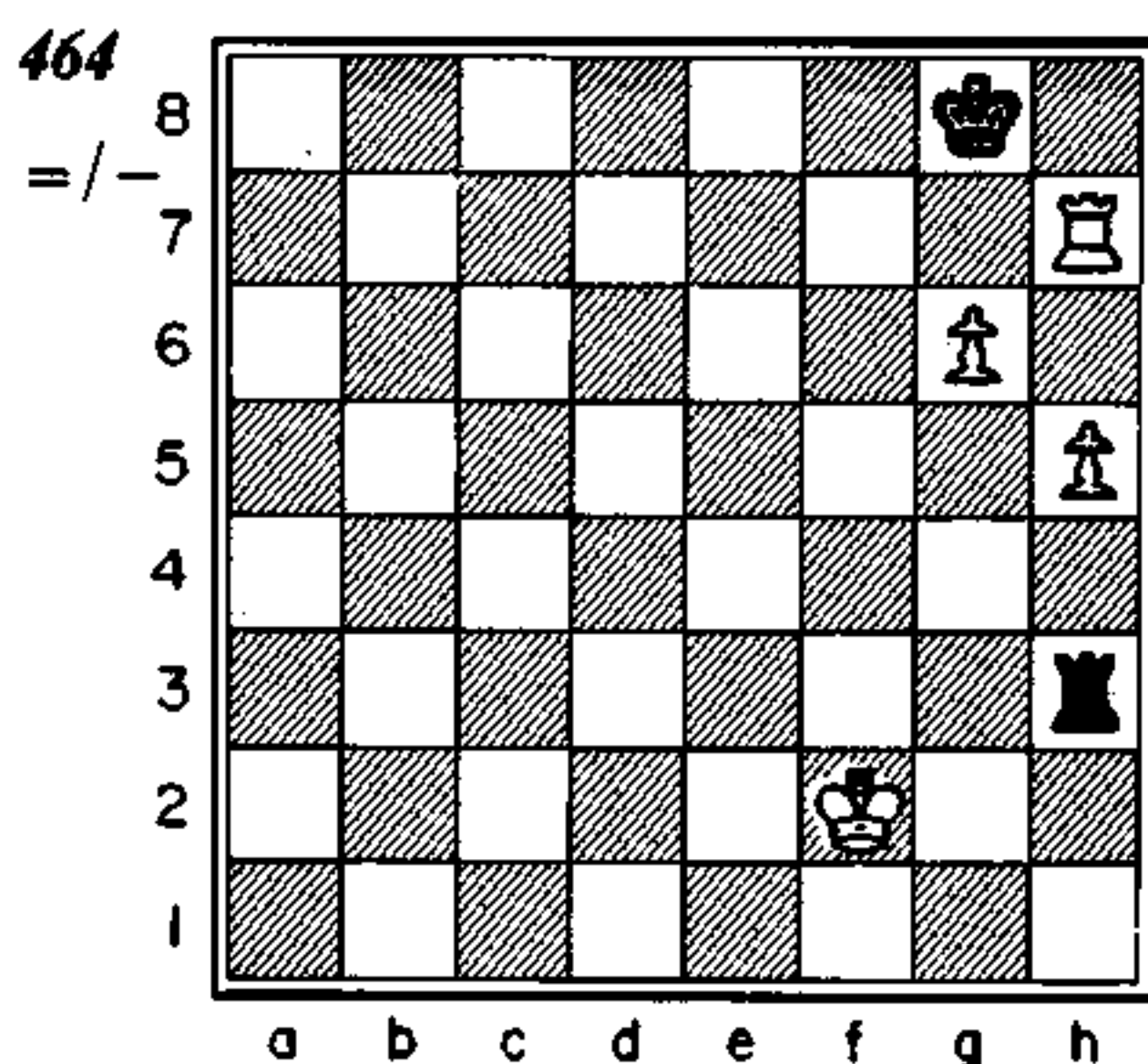
1 **Kh4** **Ra4+** (1 ... **Rb7** is also possible) 2 **Rg4** **Ra7** 3 **Rc4** **Ra5**, winning the pawns.

A raid by the white king into the centre of the board also fails to achieve anything: 1 **Kg4** **Ra4+** 2 **Kf5** **Ra5+** 3 **Kf6** **Ra6+** 4 **Ke5** **Ra5+** 5 **Kd6** **Ra7**. Draw.

Moving the K-side pieces and pawns one file to the left does not affect the result.

If the stronger side's king is cut off by the opponent's rook on the 1st or 2nd rank, and the pawns on the g- and h-files are defended by the rook from in front, the result often depends on the turn to move.

464. This position could have been reached from example 462, had White incorrectly played 1 **Rc7+** **Kh8!** 2 **Rh7+**? **Kg8**. It is a position of mutual zugzwang: for each side the turn to move is unfavourable.



White must approach the pawns with his king, to free his rook from their defence. To do this he will in the end be forced to place his king on the g-file, and this proves sufficient for Black to gain a draw.

1 **Kg2**.

There is nothing better. If, for example, 1 **Kf1**, then 1 ... **Rf3+** (1 ... **Rh2** is also sufficient—465) 2 **Ke2** **Rg3!** 3 **Kf2** **Rh3**, and the initial position is reached with White to move.

1 ... **Ra3** (the rook can go to any square between e3 and a3) 2 **Rb7** **Ra5!**

This is the point! To avoid the loss of one of the pawns, the rook is forced to return to h7. In such positions it is altogether unfavourable for White to have his king on the g- or h-file.

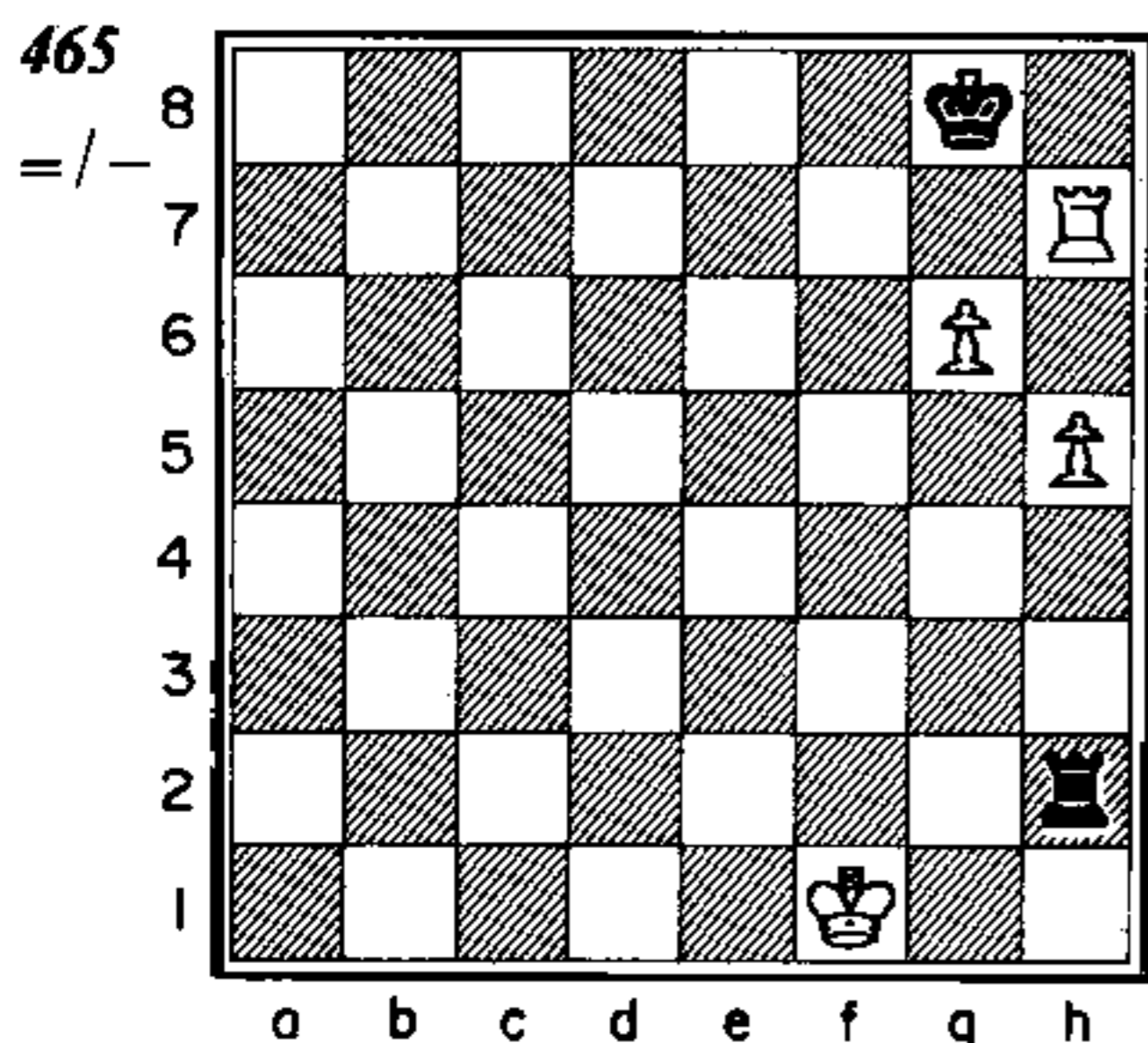
3 **Rh7** **Ra3** 4 **Kh2** **Rc3** 5 **Ra7** **Rc5!** 6 **Rh7** **Rc3** with a draw.

If it is Black to move, he is forced to allow either the king to approach the pawns, or the rook to switch to the 5th rank: 1 ... **Ra3** 2 **Rc7** **Rh3** 3 **Rc5** **Kg7** 4 **Kg2**, and White wins (462).

We will now consider the case where the stronger side's king is cut off by the opponent's rook on the 1st rank.

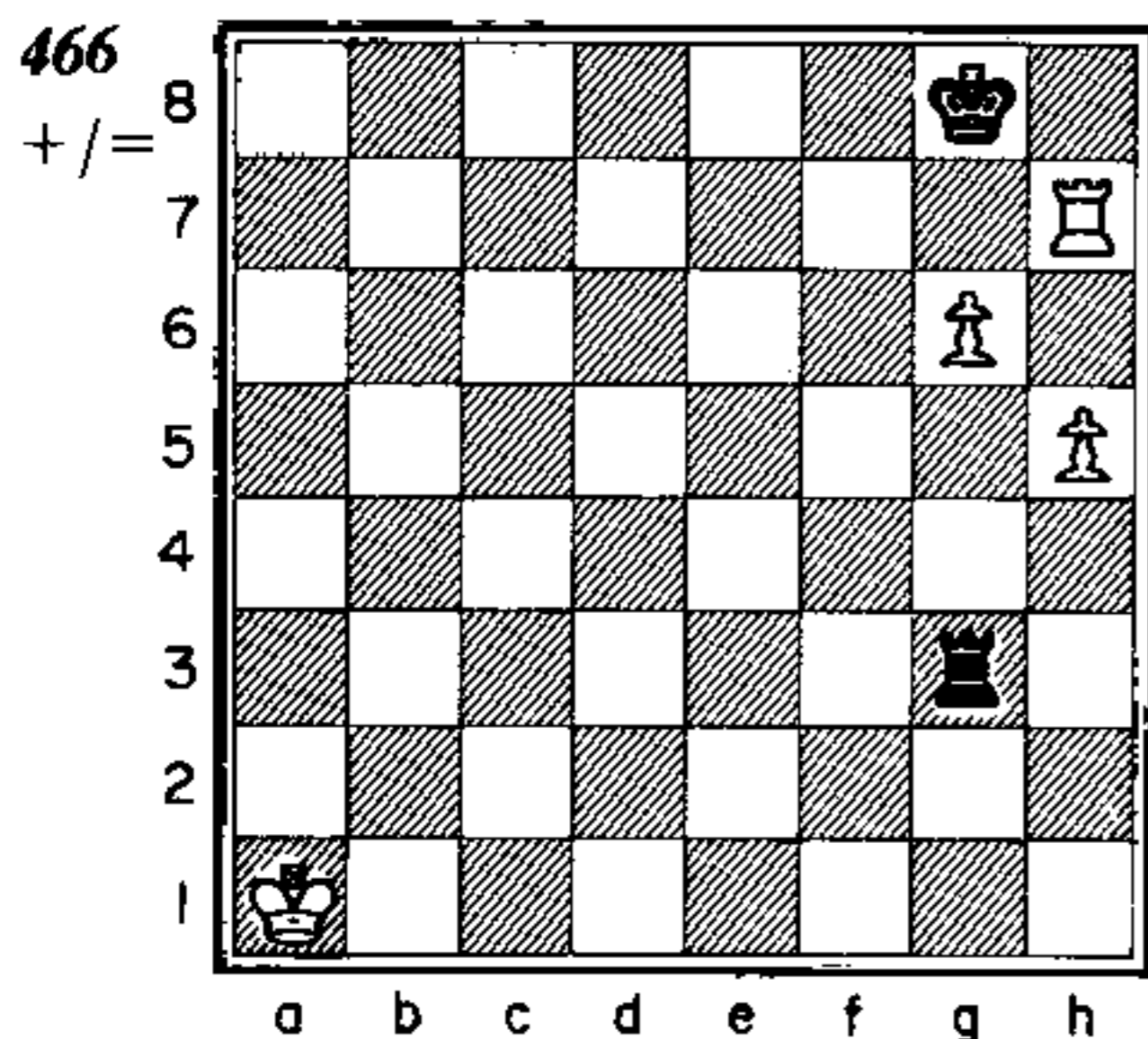
465. White to move is unable to win: 1 **Kg1** **Ra2** 2 **Rc7** **Ra5** 3 **Rh7** **Ra2** etc.

Connected Pawns



With the opponent to move, White wins: 1 ... **Ra2 Rc7 Rh2** 3 **Rc5 Kg7** 4 **Kg1 Rh4** 5 **Kf2** etc. (462).

Kasparian, 1946



466. White must aim to obtain position 464 with Black to move. From the previous analysis it is not difficult to see how this can be achieved.

Black's pieces are tied down: his king cannot go to f8 because of **Rf7+**, when the white rook switches to the 5th rank, which is fatal for Black (461 and 465), and his rook cannot move away from g3 and h3, from where it prevents not only the switching of the white rook onto the rank of the rear pawn, but also the approach of the white king to the aid of the pawns.

The white king, which at the given moment is not restricted in its movements, can decide the outcome. But where should it move to, a2, b1 or b2? To decide this question, let us return to diagram 464. The white king is on a dark-coloured square (f2), and the black rook on a light-coloured square (h3). For each side it is unfavourable to disturb this opposition.

The solution follows from this: *the white king must occupy a square on the 2nd rank which is of opposite colour to the square on which the opponent's rook stands at the given moment.*

1 **Ka2! Rh3** 2 **Kb2** etc. (464).

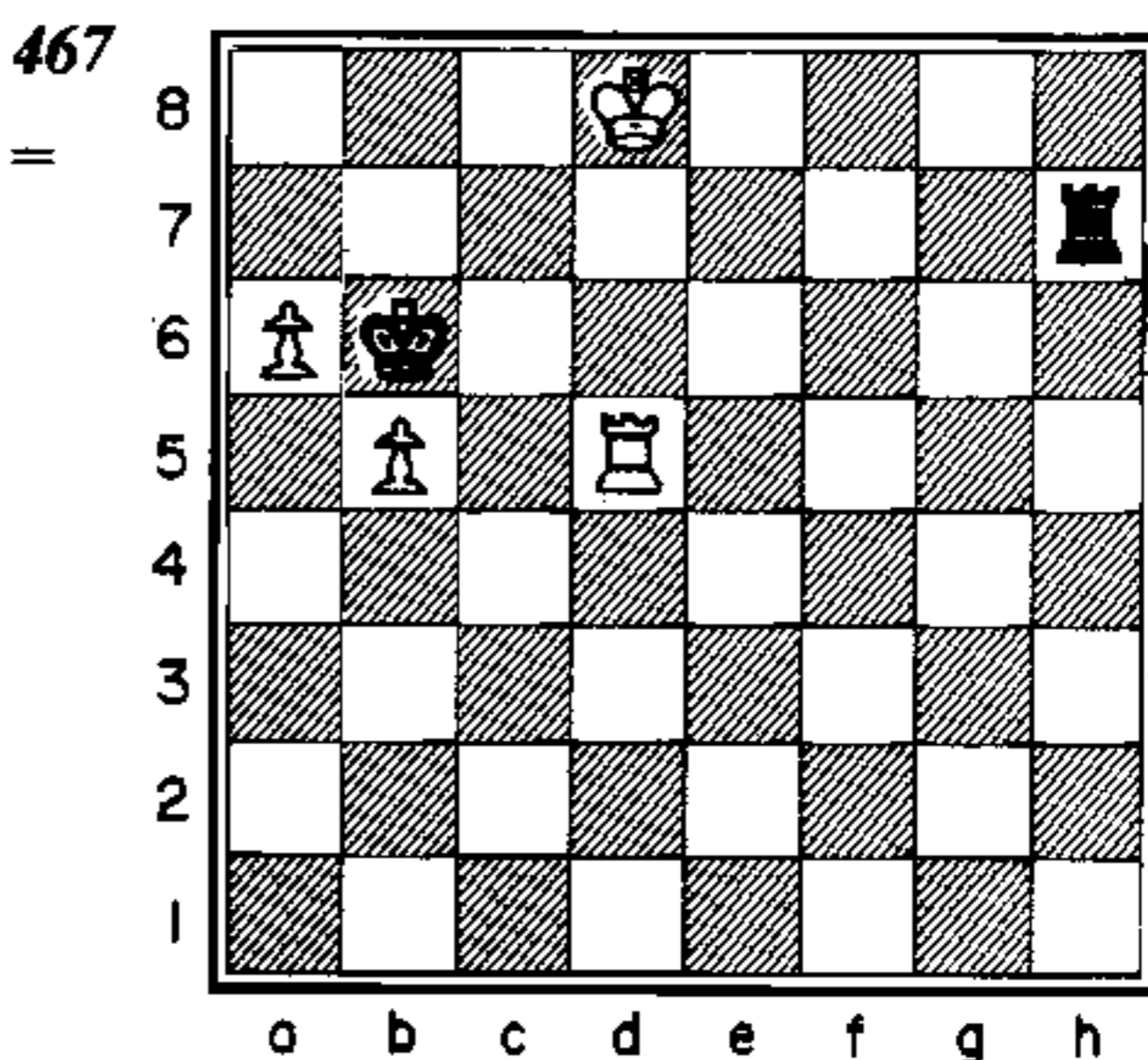
If Black has to choose a place for his rook, he too should occupy a square of opposite colour to the one on which the opponent's king stands. This is why, with him to move, he can gain a draw in two ways:

(a) 1 ... **Rg2** (the rook occupies a light-coloured square with the opponent's king on a dark-coloured) 2 **Kb1 Rh2** etc. (465).

(a) 1 ... **Ra3+**. This position was reached in a practical game (Minsk, 1953), where the continuation was 2 **Kb1 Rb3+** 3 **Kc2 Rg3!** 4 **Kd1 Rd3+!** 5 **Ke2 Rg3!** 6 **Kf2 Rh3**. Position 464 has been reached with White to move.

Let us now turn to examples where the leading pawn is closer to the side of the board.

Chéron, 1926



Rook and Two Pawns against Rook

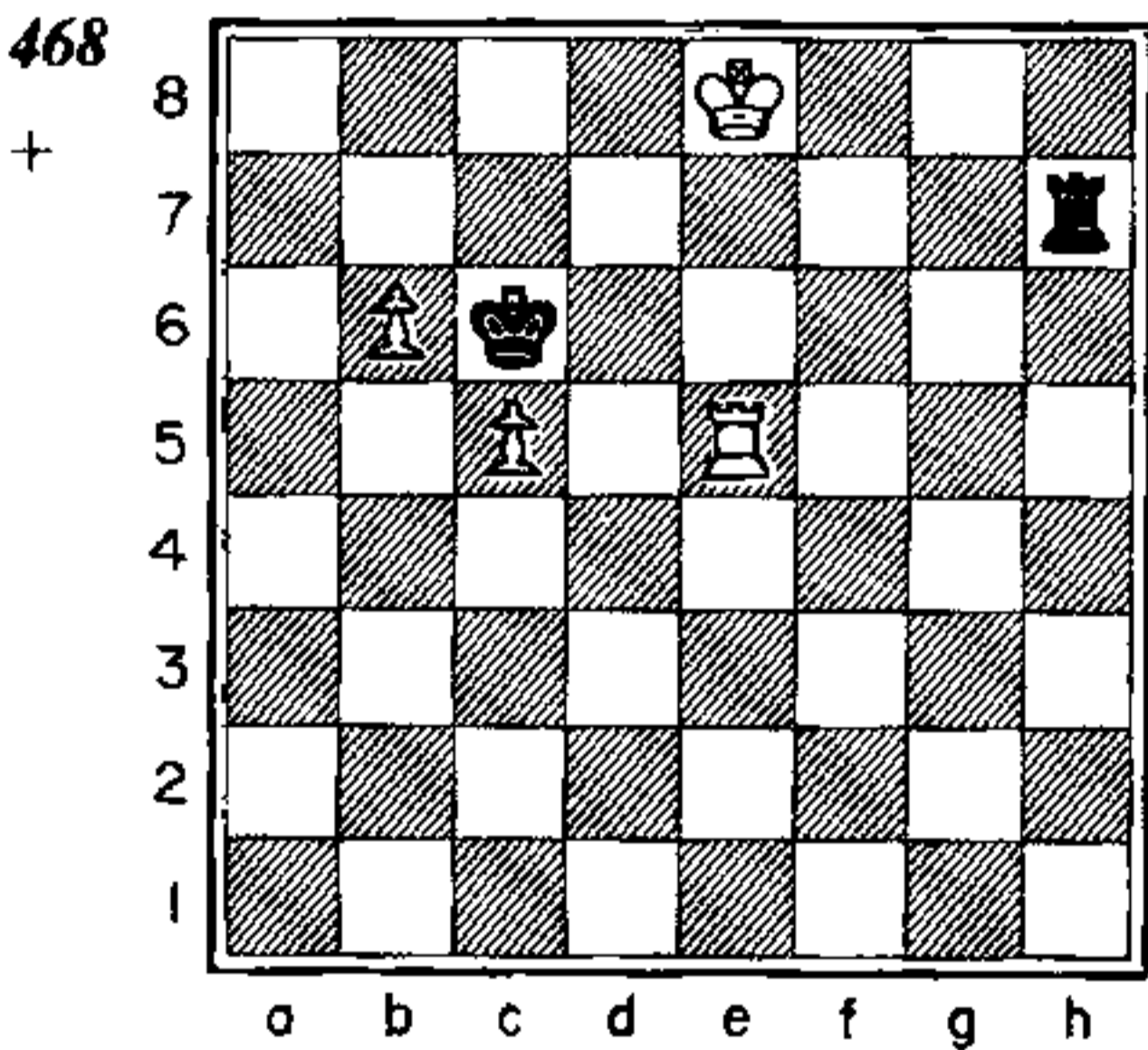
467. The white king is extremely active, so Black is required to defend carefully: **1 Kc8 Rg7 2 Rd7 Rg8+ 3 Rd8 Rg7 4 Kb8 Rh7 5 Rd6+**.

Black has fewer difficulties after **5 Re8 Rg7 6 Re6+ Kxb5 7 a7 Rg8+ 8 Kb7 Rg7+** with a draw. But now Black loses if he takes the b-pawn, e.g. **5 ... Kxb5? 6 a7 Rh8+ 7 Kc7 Rh7+ (7 ... Ra8 8 Kb7) 8 Rd7 Rh8 9 Kb7**.

Nevertheless Black has available a move which ensures a draw.

5 ... Kc5! 6 b6 (the advance of the a-pawn also fails to give any advantage: **6 a7 Kxd6 7 b6 Kc5** etc.) **6 ... Kxd6 7 Ka8 Rh8+ 8 Ka7 Kc6 9 b7 Kc7 10 b8=Q+ Rxb8—stalemate**.

If the pawns are other than rook's pawn and knight's pawn, the penetration of the stronger side's king onto the 8th or 7th rank is a real threat.

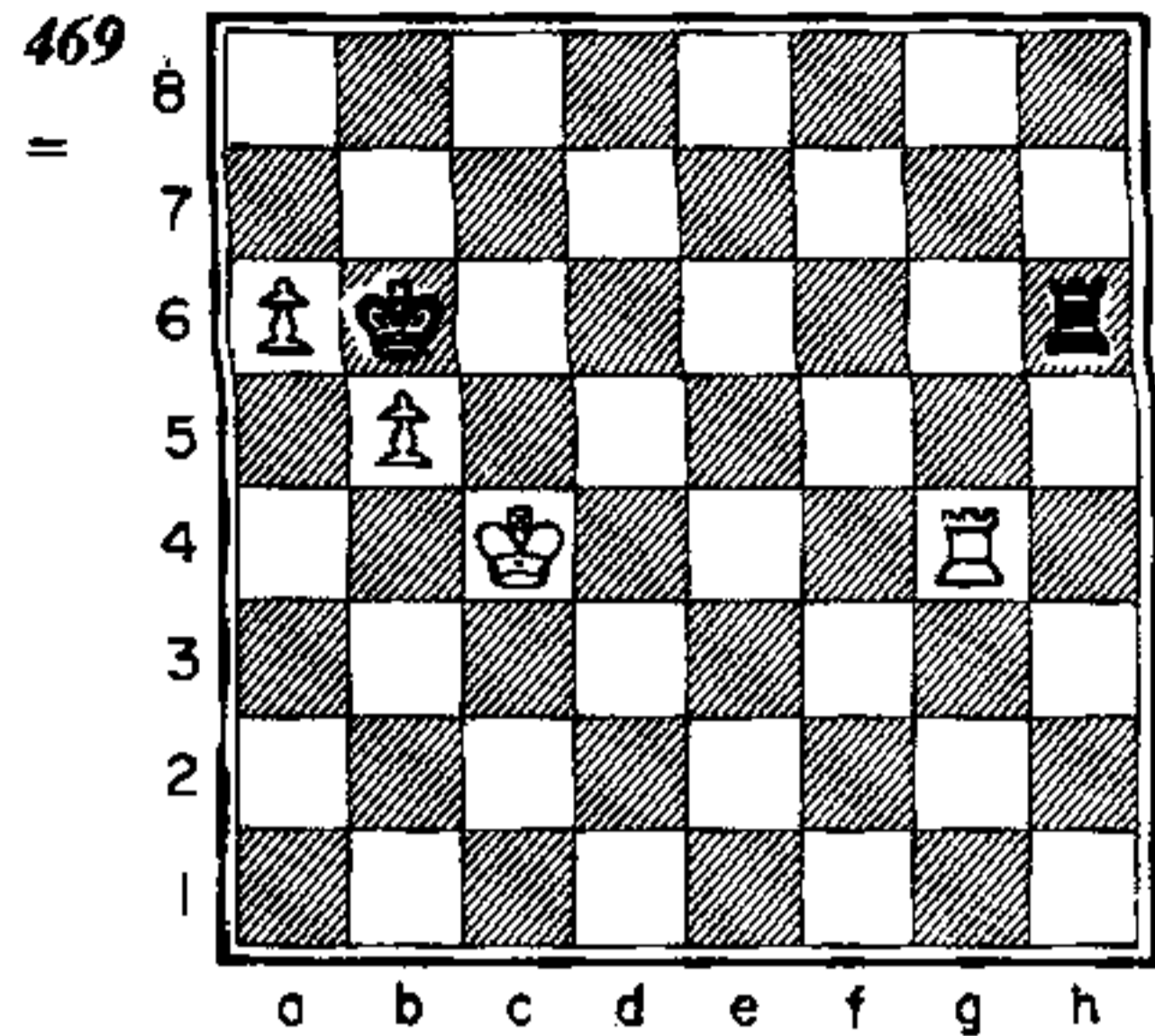


468. **1 Kd8 Rg7 2 Re7 Rg8+ 3 Re8 Rg7 4 Kc8 Rh7 5 Rg8 Rf7 6 Rg6+ Kxc5 7 b7** and wins.

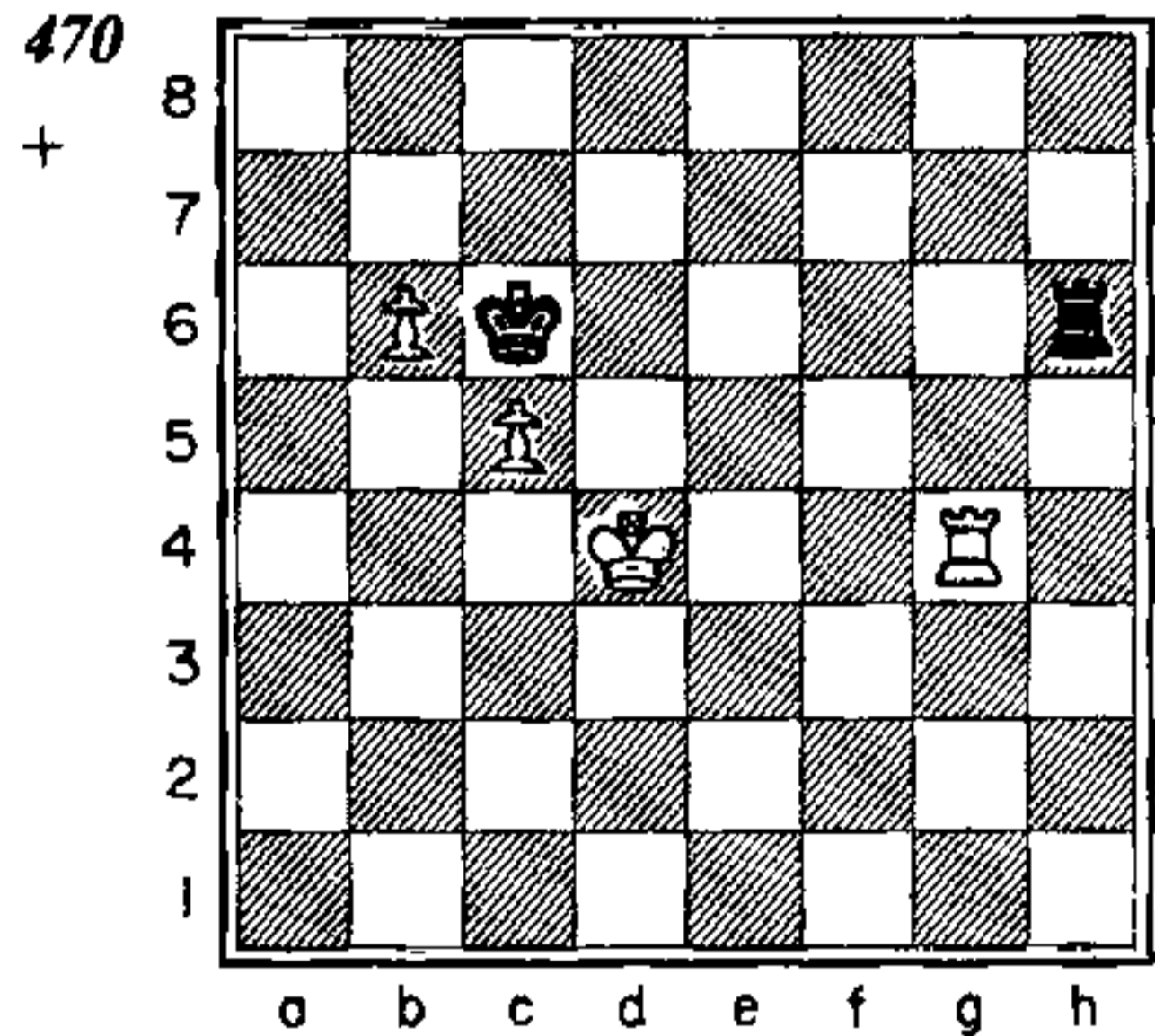
The following example shows a rare drawing possibility.

469. **1 Rg8 Rh4+ 2 Kd5 Rh5+** (Black can also get by without this check: **2 ... Rh7**, and if **3 Rb8+ Ka7 4 Re8 Kb6** etc.) **3 Kd6 Rxb5 4 Ra8 Rh5**. Draw.

Horwitz and Kling, 1851



If the position (apart from the rooks) is moved one file to the right, Black loses.



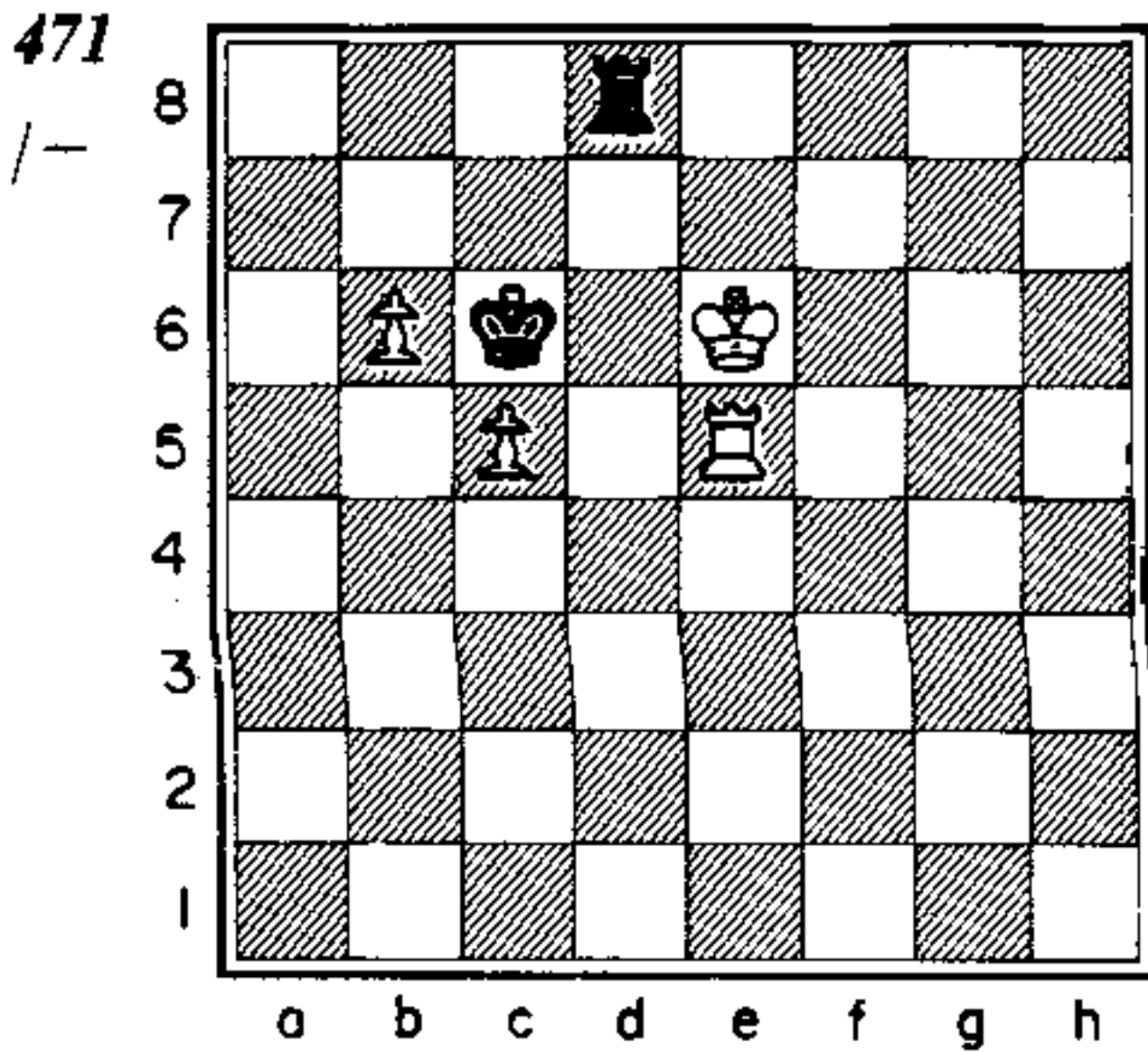
470. **1 Kc4 Re6 2 Rd4 Rh6 3 Rd6+ Rxd6 4 cxd6**, and whichever pawn Black now captures, the other queens under protection by the king.

The next few examples show possible ways of parrying White's main threats—penetrating with his king onto the 8th rank, or moving it to the defence of one of his pawns.

471. Here Black cannot parry the threats, even though it is him to move: **1 ... Rb8**.

Or **1 ... Rd1 2 Ke7 Rd2 3 Ke8! Rd1 4 Re7 Kxc5 5 b7 Rb1 6 Kd8 Kc6 7 Kc8**, and White

Connected Pawns



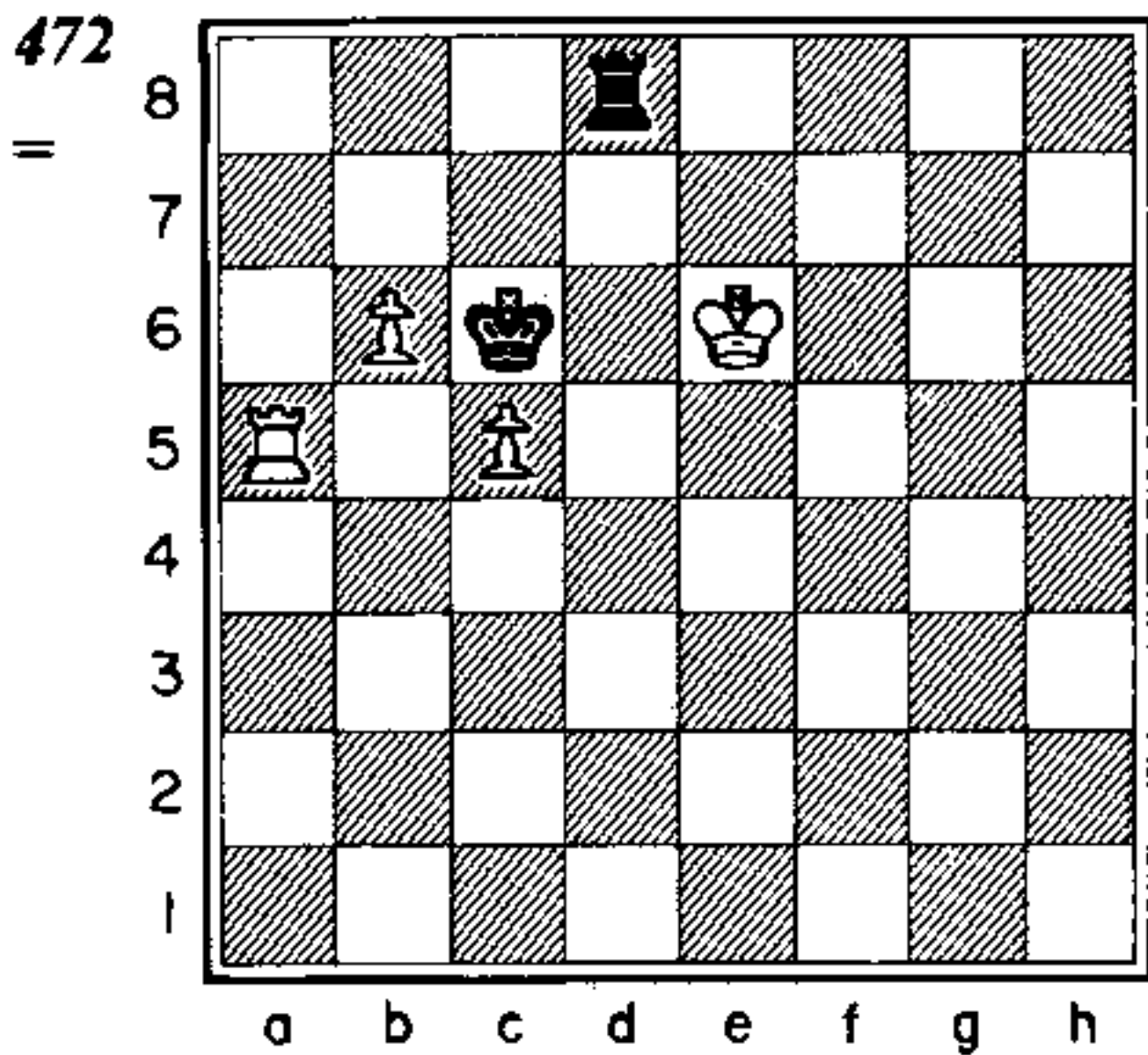
wins, or 1 ... Ra8 2 Ke7 Rb8 3 Kf7, and then as in the main variation.

2 Kf7 Rh8 3 Re8 Rh7+ 4 Kg6 Rd7.

4 ... Rb7 is also insufficient: 5 Rc8+ Kd7 6 Ra8 Kc6 7 Ra7 R×a7 8 b×a7 Kb7 9 Kf6 K×a7 10 Ke7 Kb7 11 Kd7 etc.

5 Rc8+ Kb7 6 Rf8! (only thanks to this rook manoeuvre can White strengthen his position decisively) 6 ... Kc6 7 Rf7 and wins.

Let us now move the rook, such that it defends the rear pawn from the side and is on the side of the leading pawn.

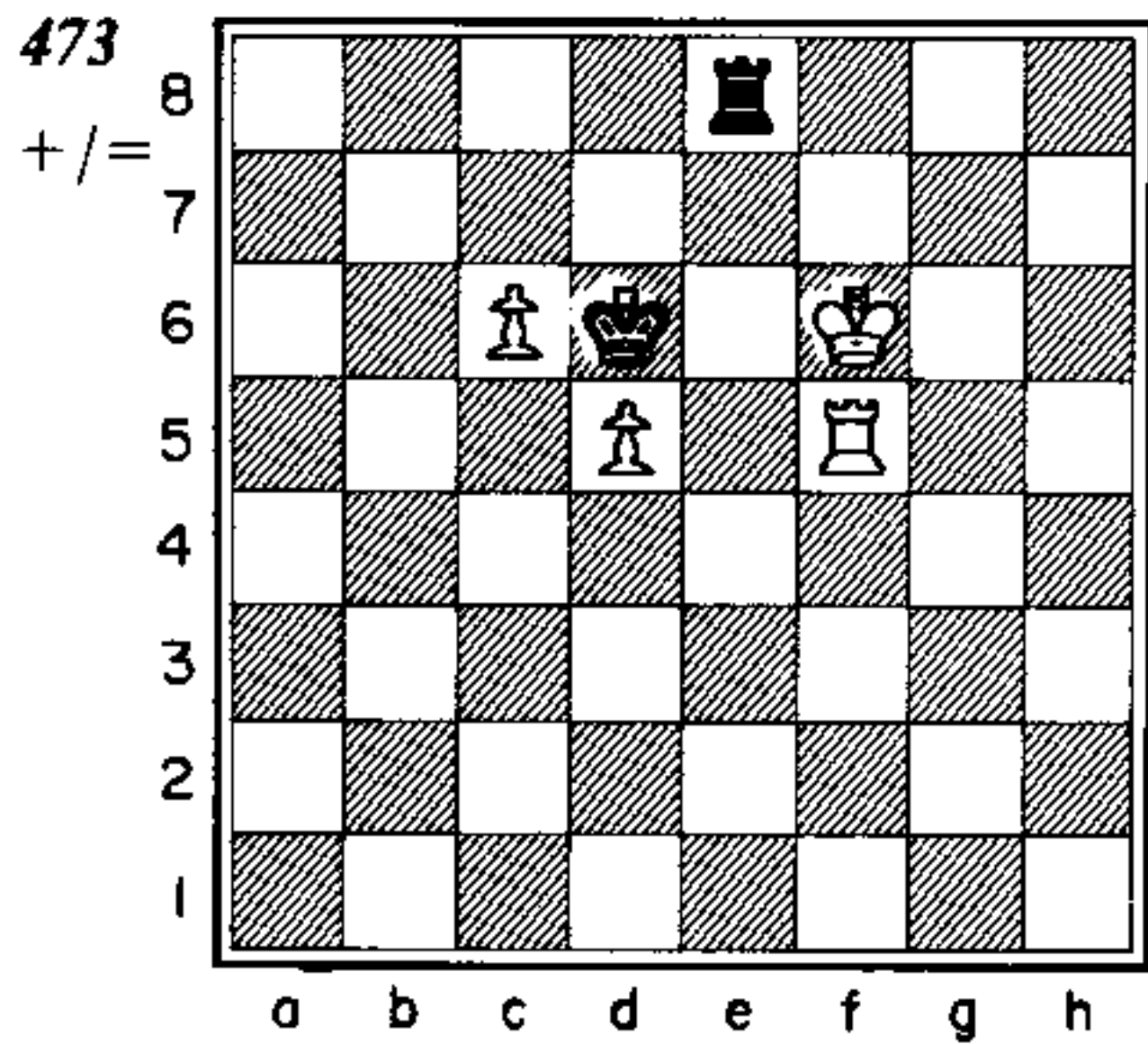


472. This changes the assessment of the position. To draw, it is sufficient for Black to move his rook along the 8th rank (g8 and h8 are the best squares). As soon as the white king defends the c-pawn, it is essential to

drive it away by checking along the rank and then immediately return the rook to the 8th rank. For a successful defence, it is most expedient to have the king on the blockading square and the rook on the 8th rank.

The only thing to watch for is that the rook should not be placed on the file of the rear pawn. Thus on 1 ... Rc8? there follows 2 Ra7! K×c5 3 Rc7+ and wins.

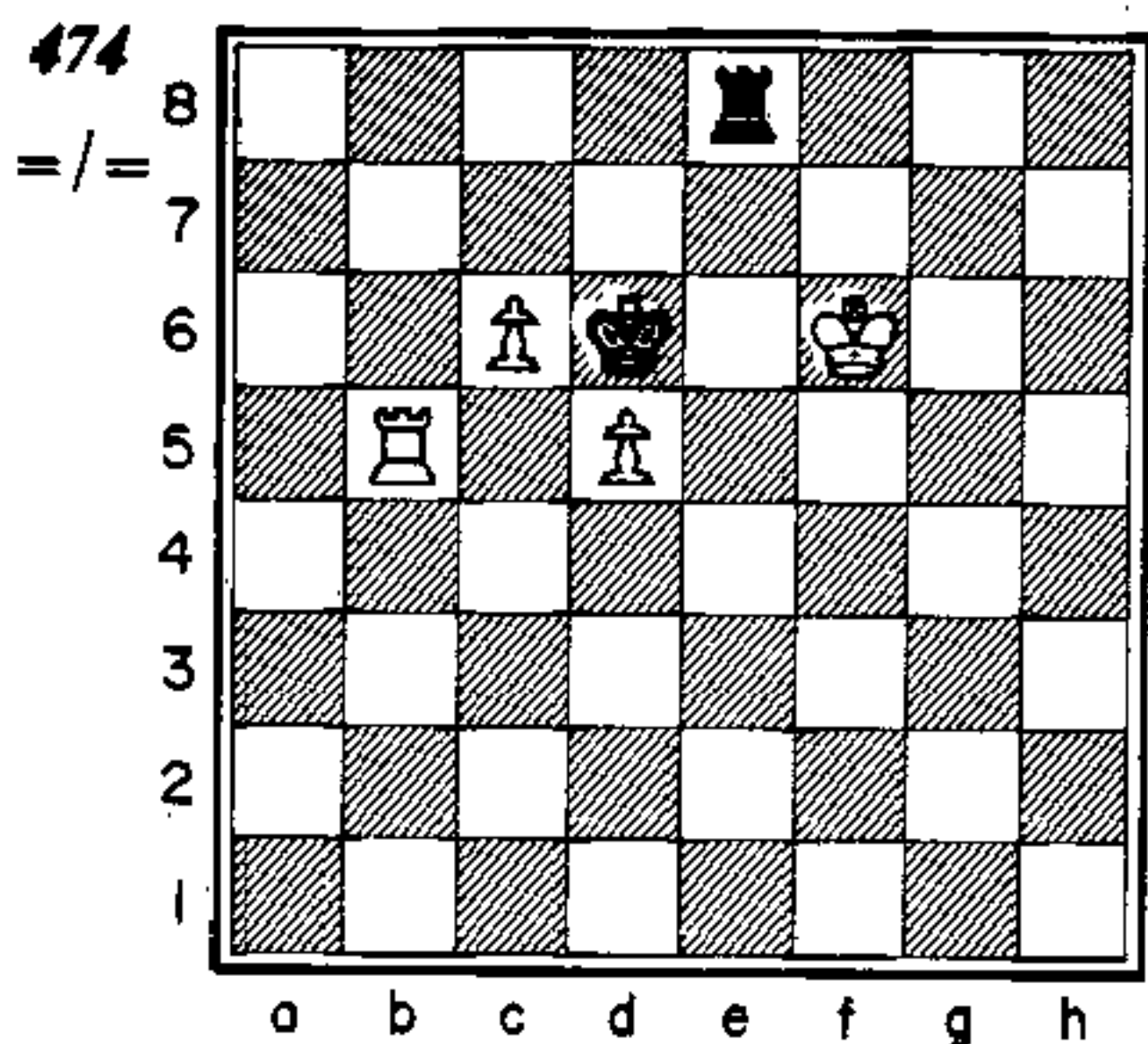
Let us now move position 471 one file to the right.



473. Compared with position 471, here Black has more defensive possibilities, since on the Q-side he has an additional file for rook manoeuvres. But even so, if it is White to move he easily realizes his advantage in a familiar way: 1 Kg7! Re1 (1 ... Ra8 2 Rf8) 2 Kf8! On 2 ... Rh1 there now follows 3 Ke8 Rh8+ 4 Rf8 Rh7 5 Kd8, while 2 ... Ra1 is met by 3 Rf6+ K×d5 4 Ke7.

Black can only save the game if it is him to move: 1 ... Ra8! 2 Kg7 Ra1! (the 8th rank has temporarily to be abandoned, since 3 Rf8 is threatened) 3 Kg8 (3 Rf8 K×d5 4 c7 Ra7 also gives no advantage: Black is saved by the position of the white king on the 7th rank) 3 ... Ra8+! (forcing events; 3 ... Ra2 is also possible, answering 4 Rf8 as in the main variation) 4 Rf8 Ra7 5 Rd8+ Ke7 6 Rb8 Kd6 7 Rb5 (7 Rb7 is met by 7 ... Ra8+! 8 Kf7 K×d5) 7 ... Ra8+ 8 Kf7 Rc8 9 Kf6 Re8 (474).

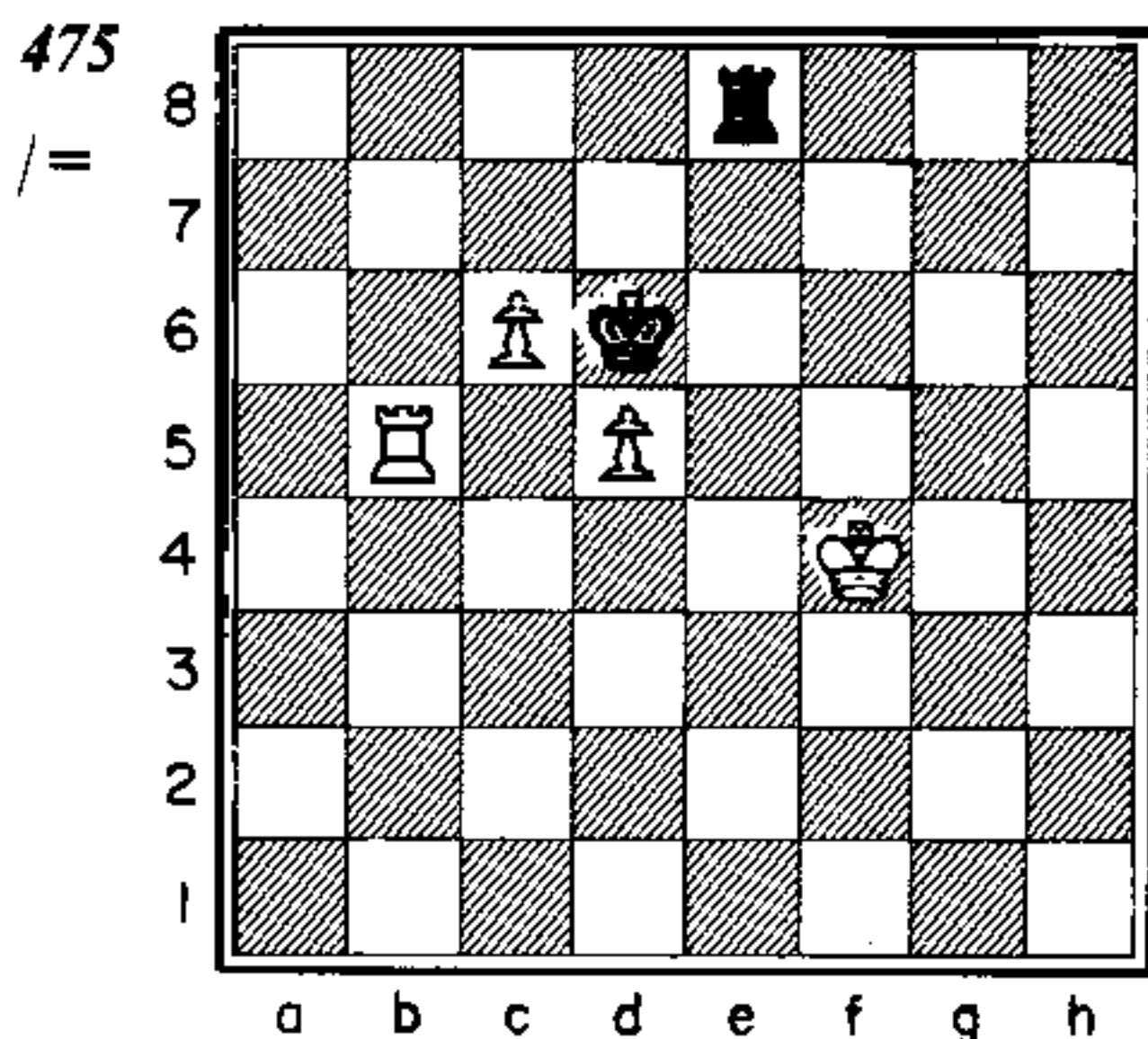
Rook and Two Pawns against Rook



474. Now the simplest defensive plan is not to allow the white king across to the Q-side. With Black to move this is achieved by 1 ... Rf8+ 2 Kg5 Ke5 3 Kg6 Kd6 4 Ra5 Ke5 5 Kg7 Rc8 6 Kf7 Kd6 7 Rb5 Ra8 8 Kf6 Rf8+.

Even if it is White to move, he is unable to avoid a draw: 1 Kf5 Re5+ (1 ... Re1 is also possible, and if 2 Rb8, then 2 ... Re5+ and 3 ... Rxd5) 2 Kf4 Re8 3 Ra5 Re7 4 Kf3 Re8 5 Rb5 Re5 6 Kf4 Re8. Draw.

Chéron, 1951



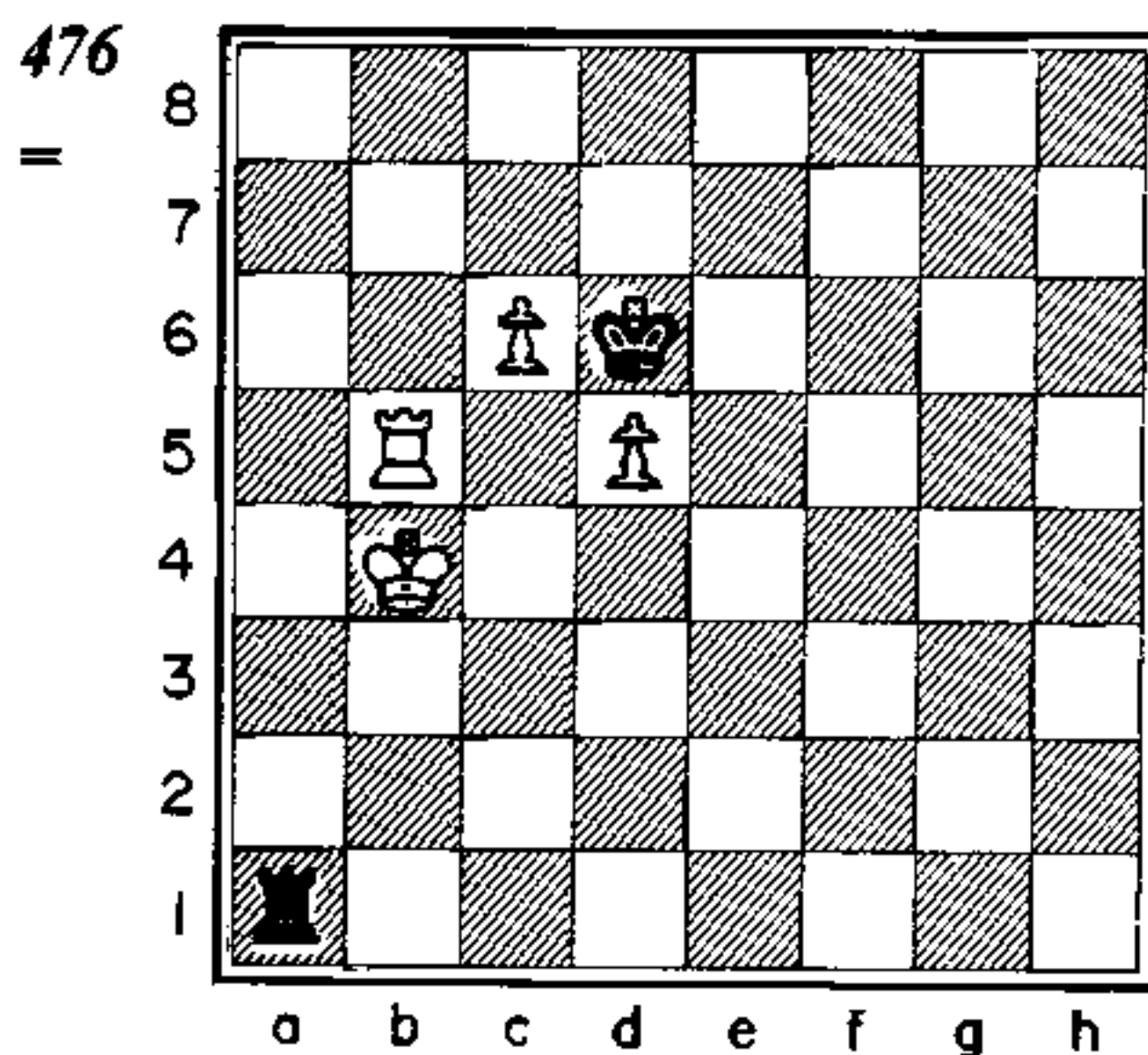
475. Compared with the previous position, only the white king has moved. The defence is not at all simple. If Black keeps his rook on the e-file, trying not to allow the king across to the Q-side, he loses:

- (a) 1 ... Re7 2 Rb7.
 (b) 1 ... Re5 2 c7! Re8 3 Rb8.
 (c) 1 ... Re2 2 Rb8 Rf2+ 3 Ke3 Rf7 4 Rb7 Rxb7 5 cxb7 Kc7 6 Ke4 Kxb7 7 Ke5 Kc7 8 Ke6.
 (d) 1 ... Re1 2 Rb8 Rf1+ 3 Kg5 Rg1+ 4 Kf5 Rf1+ 5 Kg6 Rg1+ 6 Kf7 Rf1+ 7 Ke8 Re1+ 8 Kd8 Rh1 9 Kc8 Rh7 10 Rb6 (this is simpler than 10 Rb5 as considered by Chéron; with the king close to the leading pawn, the rook is free to land the decisive blow) 10 ... Kc5 (10 ... Rh8+ 11 Kb7 Rh7+ 12 c7+ etc.) 11 Ra6 Kb5 12 Ra1 Kb6 13 Rb1+ Ka6 14 c7, and White wins.

But in this case the transfer of the king to the Q-side does not signify a win. What is more important is that it should not be able to support the advance of the leading pawn. Black should play 1 ... Ra8! 2 Ke4 Ra4+! 3 Kd3 Ra3+ 4 Kc4 Ra4+! 5 Kb3.

Or 5 Rb4 Ra5!, and to avoid the loss of the pawns the rook has to go back.

5 ... Ra8 6 Kb4 Ra1! (476).



476. The white king is not able to penetrate to b6, b7 or b8, which would be fatal for Black.

7 Ra5.

7 Rb7 is not dangerous: 7 ... Kxd5! (but not 7 ... Rb1+ 8 Ka5 Rxb7 9 cxb7 Kc7 10 b8=Q+ Kxb8 11 Kb6) 8 Kb5 Rb1+ 9 Ka6 Rc1!—draw.

7 ... Rb1+ (7 ... Rh1 is also possible,

Connected Pawns

since White cannot play 8 Ra8 K × d5 9 c7 due to 9 ... Rb1+ 10 Kc3 Rc1+ and 11 ... R × c7) 8 Kc3.

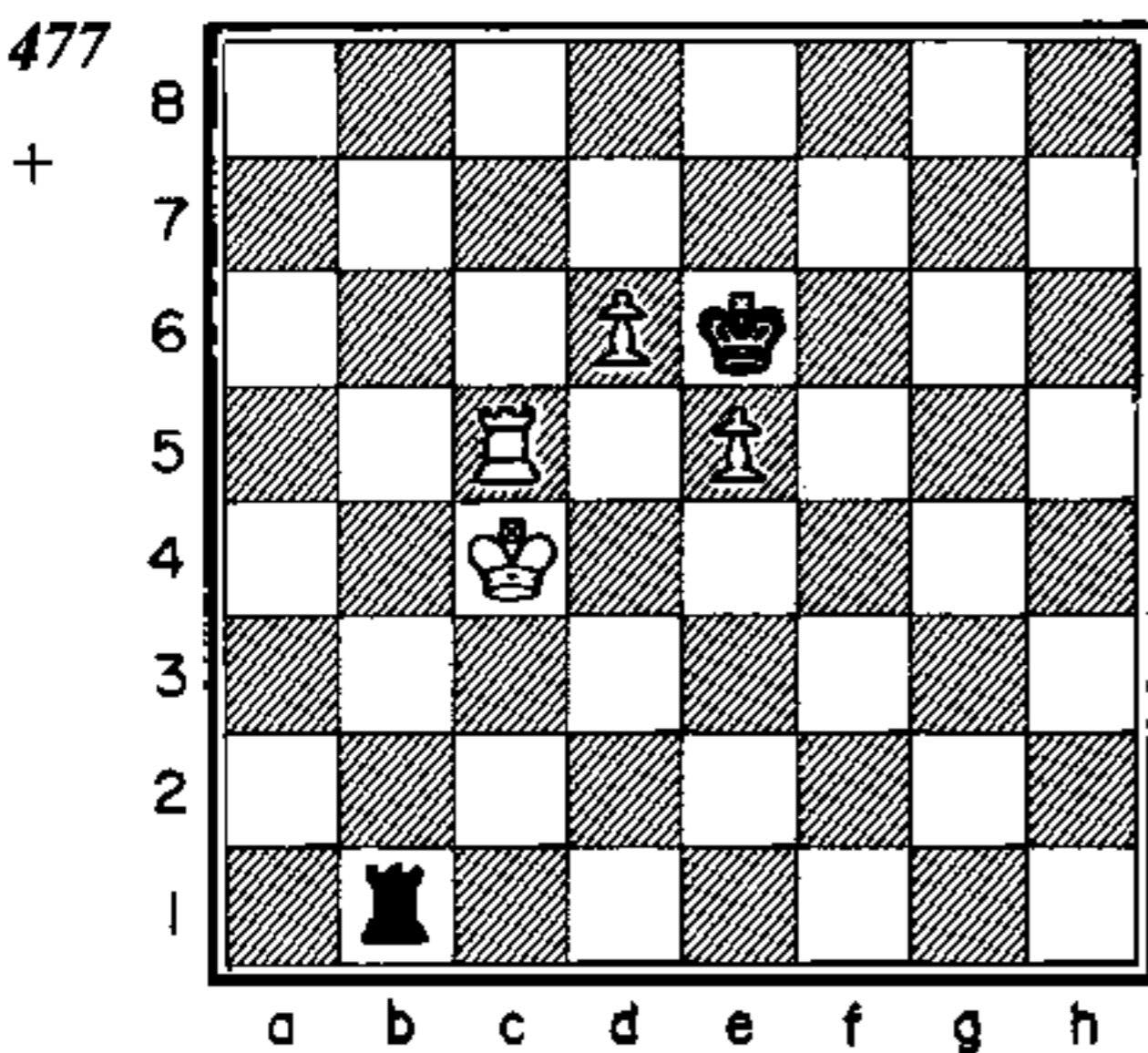
Or 8 Ka4 Rb2 (also possible is 8 ... Rb8 9 Ra7 K × d5 10 c7 Rc8 11 Kb5 Kd6 12 Kb6 with a draw, since it is Black to move—333) 9 Rb5 Ra2+ 10 Kb4 Ra1, and White has not achieved anything.

8 ... Rc1+! 9 Kd2 Rh1.

After forcing the white king to step onto the 2nd rank, Black makes a waiting move with his rook (9 ... Rf1 or 9 ... Rg1 is also possible). If now the king moves onto the 3rd rank, it can again be checked from the rear, and if in this case it crosses the e-file and moves over to the K-side, this leads to a drawn position (474).

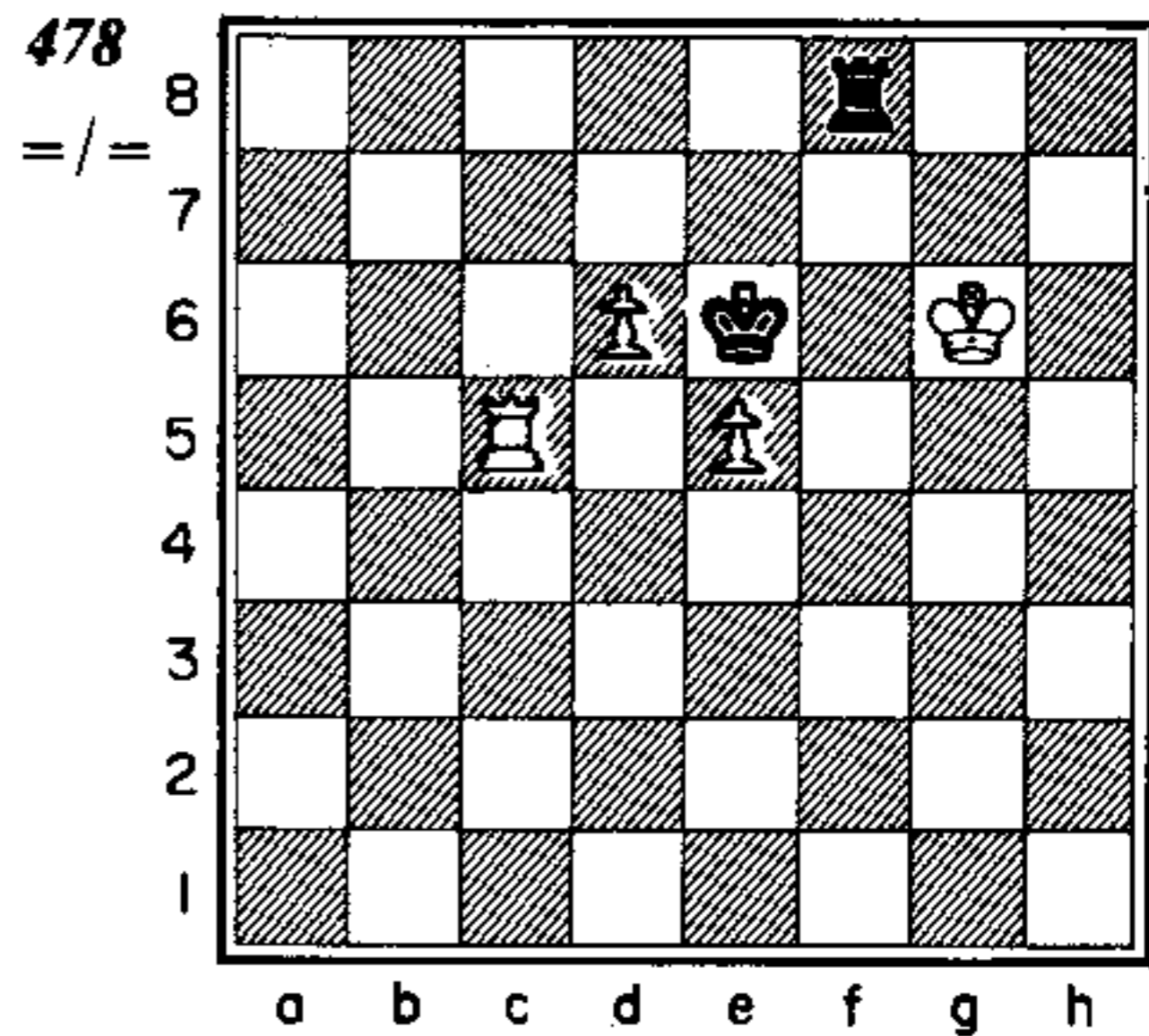
The attempt by White to obtain a decisive advantage by a rook manoeuvre is easily parried: 10 Ra8 (10 Rb5 Rh8 11 Kc3 Ra8 etc.) 10 ... Rh7 11 Rd8+ Kc7 12 Rf8 Kd6 13 Rf5 Rh3. Draw.

If position 476 is moved 1, 2 or 3 files to the right, this changes the assessment. Black can no longer draw, since the white king breaks through onto the 6th or 7th rank and helps the leading pawn to queen.



477. 1 Rb5 Ra1 2 Kb4 Ra2 3 Rc5 (making way for the king) 3 ... Rb2+ 4 Ka5 Rb1 5 Ka6 Rb2 6 Rc8 etc.

We will now examine some examples with central pawns.



478. For a successful defence Black must not allow the opponent's king across the f-file. If it is him to move, he easily achieves this: 1 ... Rg8+ 2 Kh5 Kf5 etc.

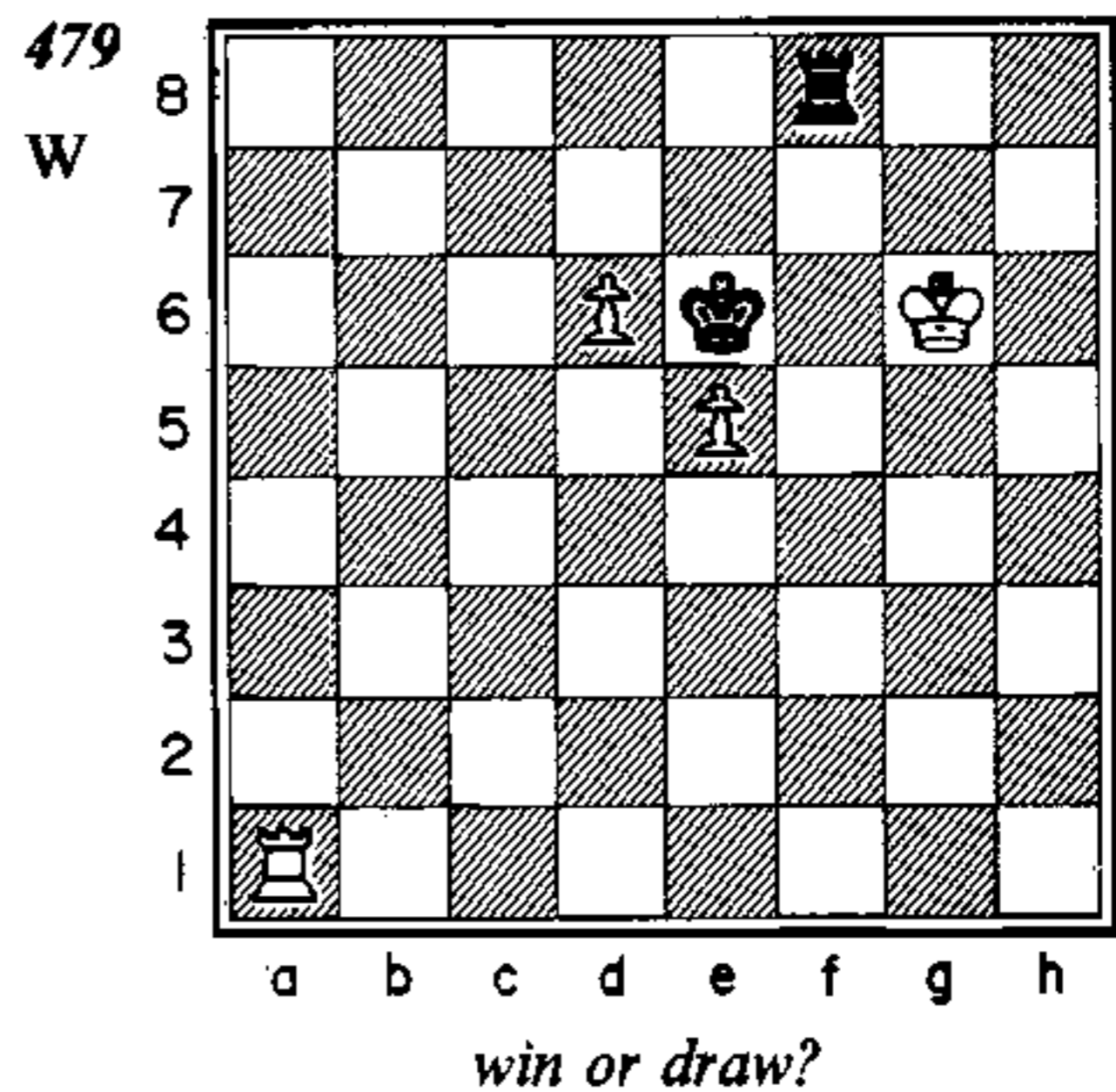
With the opponent to move, Black must manoeuvre subtly with his rook: 1 Kg5 Rf5+ 2 Kg4 Rf8!

The only way! Other moves lose (cf. variations considered in example 476; Black must aim for the concluding position of the variation, only with the opponent to move). Now White's attempts are in vain.

3 Kg5 Rf5+ 4 Kg6 Rf8 5 Kg7 Ra8 etc.

Or 2 Kh4 Rf4+! 3 Kh3 Rf3+! 4 Kg2 Rf7 5 Kg3 (5 Rc7 R × c7 6 d × c7 Kd7) 5 ... Rf5 6 Kg4 Rf8! with a draw.

Strelchin-Kopayev
Chernovtsy, 1946



Rook and Two Pawns against Rook

479. White's rook can defend his pawn either from the side or the rear, but his king is cut off from the pawns. On the basis of the preceding analysis, it is clear that Black draws if he can keep the opponent's king away from the pawns.

1 Kg7 Rd8.

1... Rf7+ 2 Kg8 Rd7 3 Re1 Rd8+ 4 Kg7 Rd7+ would have led to similar variations as in the game. But 1... Rb8(c8?) is wrong due to 2 Rd1! Rd8 3 d7! Ke7 (3... K×e5 4 Kf7) 4 Rd6 R×d7 5 R×d7+ K×d7 6 Kf7, and White wins.

2 Re1 (2 Ra5 Rb8 3 Kg6 Rg8+ does not achieve anything—474) **2... Rd7+!** (the only move: 2... Rb8? 3 Rd1, and White wins) **3 Kg6 Rd8 4 Kg5 Rf8! 5 Kg4 Rf2 6 Rd1** (a trap) **6... Rf8** (of course, not 6... K×e5 7 d7, winning) **7 Re1 Rf2 8 Re4 Rf8 9 Re3** (9 Rf4 does not work due to 9... Rg8+ 10 Kf3 K×e5) **9... Rf1 10 Rd3** (10 Rf3 also achieves nothing due to 10... Rd1 11 Kf4 Rd4+ and 12... K×e5) **10... Rf8 11 Rf3.** Drawn.

Position 479 is drawn, irrespective of who it is to move! Positions obtained by moving it one file to the right or to the left will also be drawn (in the latter case the white rook remains at a1).

For pawns on the 5th and 6th ranks the following basic conclusion can be drawn: *for the stronger side to win, it is sufficient for him to support the leading pawn with his king; the win is achieved irrespective of how the rook defends the rear pawn—from the side or from the rear.*

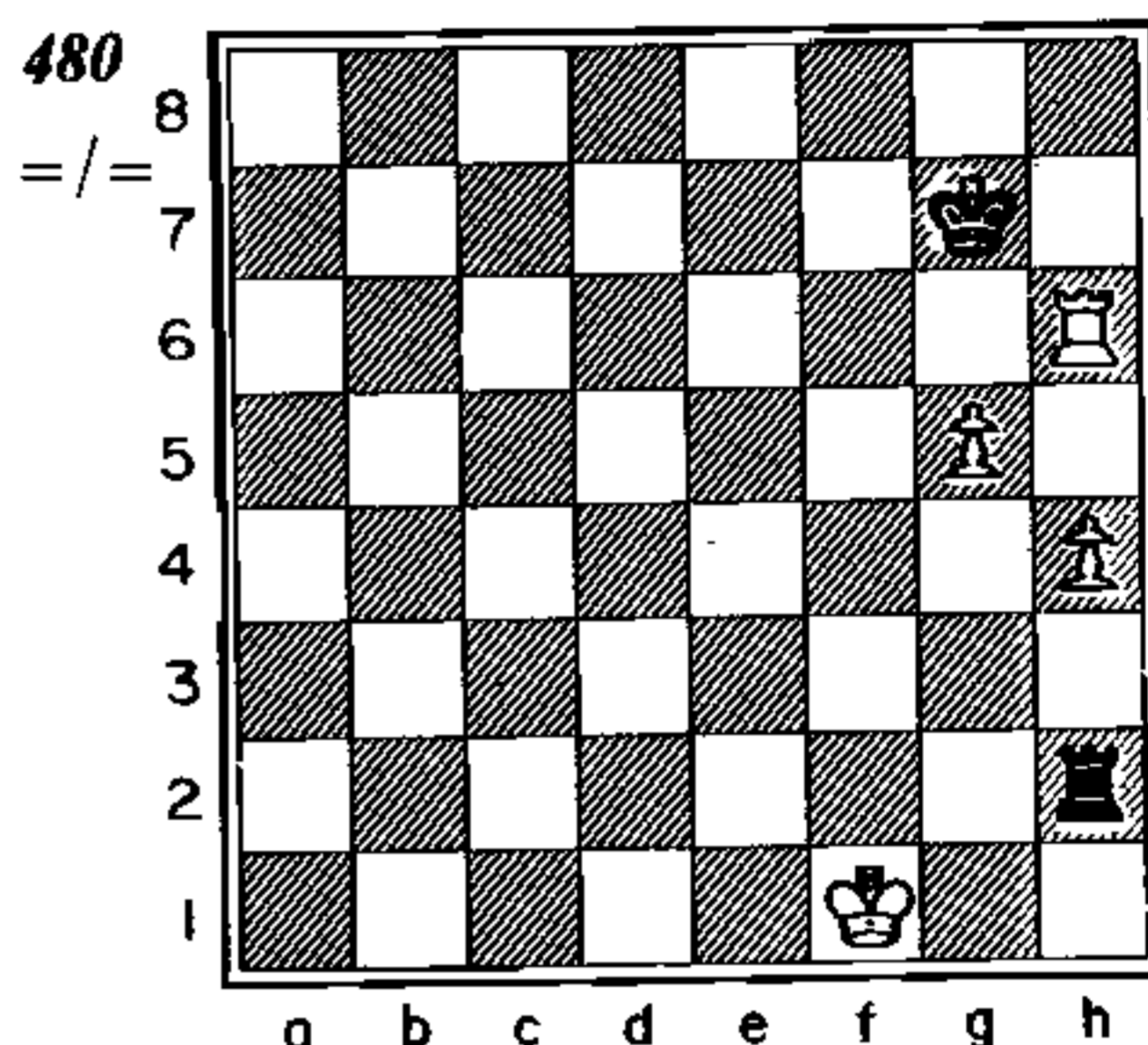
This conclusion determines the plans for the two sides: the stronger side must aim to break through with his king to the leading pawn, and the defender must do everything to prevent this. Note that the defensive resources are improved if the leading pawn is closer to the edge of the board. In other respects the method is the same as for pawns on the 6th and 7th ranks.

Positions where the leading pawn is on the 5th rank have their special features. We will

first look at examples with rook's pawn and knight's pawn.

If the stronger side's king is cut off on the 1st rank, a draw can be achieved without difficulty.

Kasparian, 1946



480. Black does not have to fear **1 Kg1 Ra2 2 Rc6** (2 h5 Ra5) **2... Ra4!**, when 3 h5 is not possible due to 3... Rg4+ and 4... R×g5.

If it is Black to move, he draws by **1... Ra2 2 Rc6 Rh2 3 Rc4 Kg6** (threatening to occupy the blockade square h5) **4 Kg1 Ra2 5 Rc6+ Kg7 6 h5 Ra5 7 Rc7+ Kg8 8 Rc8+ Kh7** (8... Kg7 9 h6+ Kh7 10 Rc7+ Kh8 11 Rg7 Ra1+ is also possible, when Black has a 'desperado' rook) **9 g6+ Kg7 10 Rc7+ Kg8 11 Rh7 Ra2.** Draw.

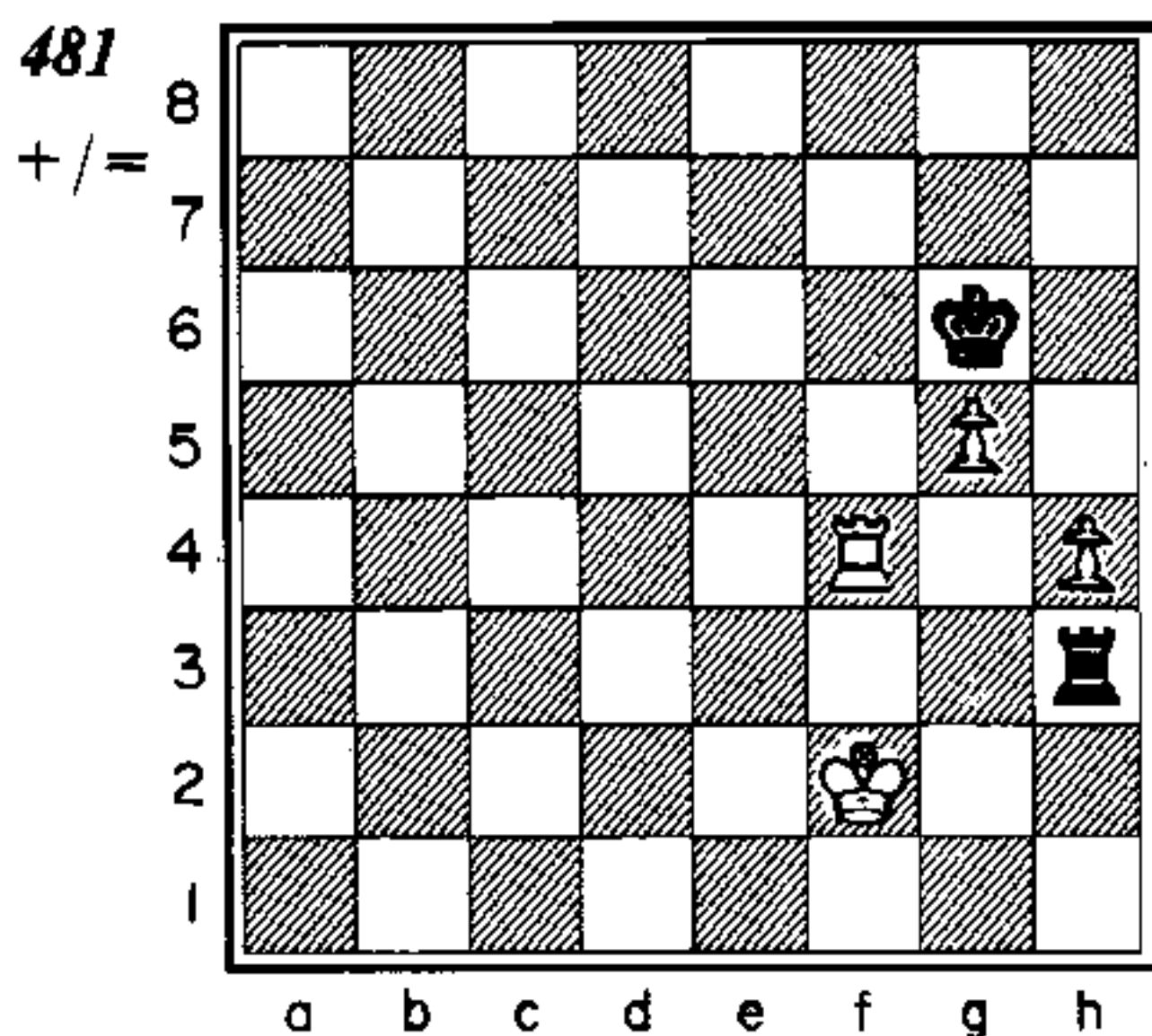
Had the h-pawn been the leading one, this would not have affected the result.

The possibility of the king occupying the blockade square in front of the rear pawn plays an important role, as is seen from the following example.

481. Black to move gains a draw: **1... Kh5! 2 Kg2 Ra3 3 Re4 Rc3 4 Kf2 Ra3 5 Re8 K×h4 6 g6 Ra7.** Draw.

If it is White to move, to win it is sufficient for him not to allow the blockade of his

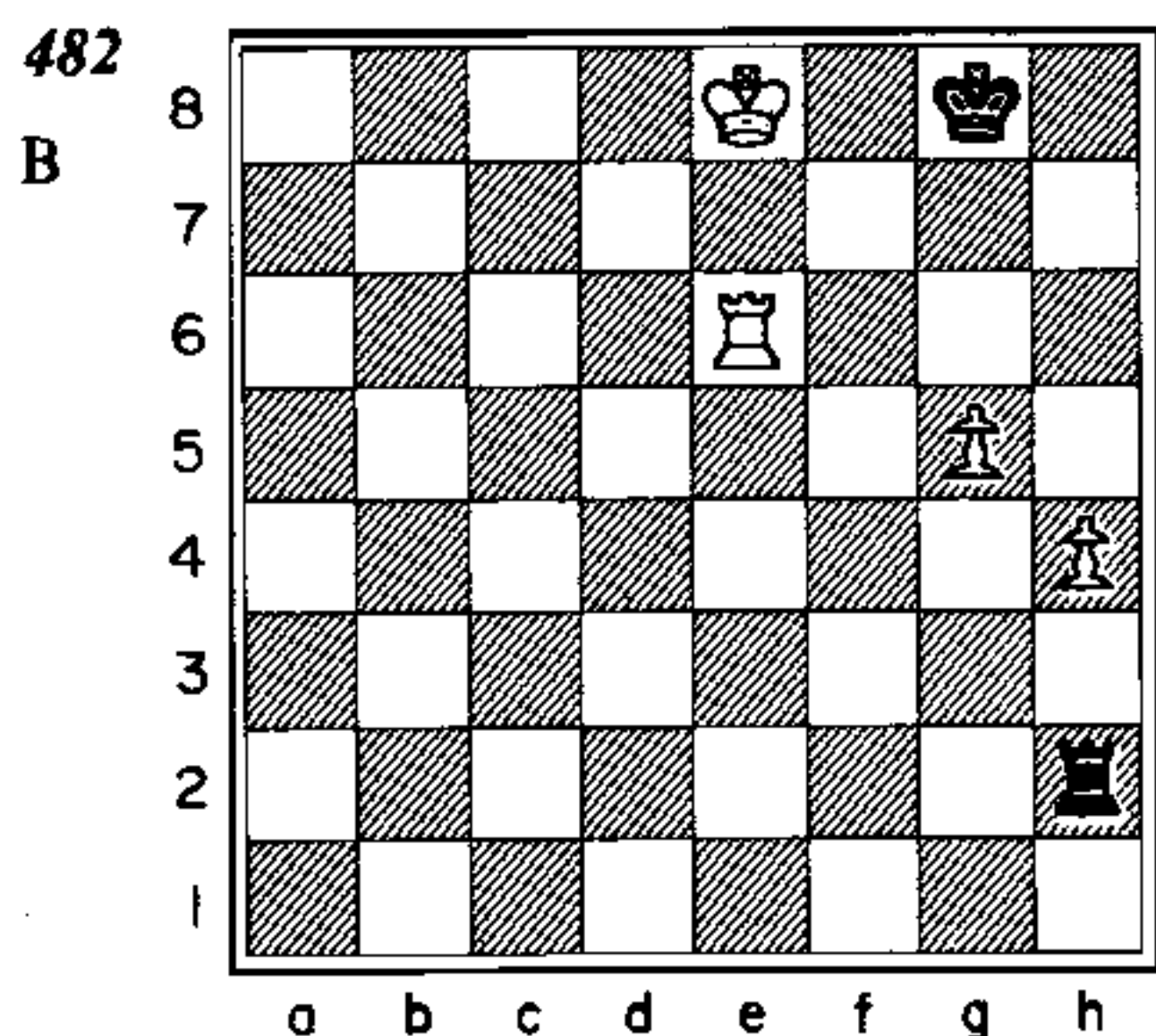
Connected Pawns



pawns: 1 Kg2 Ra3 2 Rf6+ Kh5 (the win is very simple after 2... Kg7 3 Rf3 Ra4 4 Kg3 Rc4 5 Rf4 Rc1 6 h5 etc.) 3 Rh6+! Kg4 (now the win is merely a question of time; first White must safeguard his king, and then set about advancing his pawns) 4 Kf2 Ra2+ 5 Ke3 Ra3+ 6 Kd4 Ra4+ 7 Kc5 Ra1 8 g6 Kf5 9 h5 Kf6 10 Rh7 Rg1 11 Kd6 etc. (443).

The rule put forward earlier—that the stronger side should defend the rear pawn with his rook from the side—also applies to positions with pawns on the 4th and 5th ranks.

de Greiff-Porreca
Amsterdam, 1954
(with colours reversed)



482. Black rejected 1... R×h4, since after 2 Rg6+ Kh7 3 Kf7 White has a clear win, and played instead 1... Kg7.

2... R×h4 is threatened. How should this pawn be defended—from in front or from the side? White preferred to defend the pawn from in front, and this was the result: 2 Rh6 Ra2 3 h5 Ra8+ 4 Kd7 Ra7+ 5 Kc8 Ra5 6 Rg6+ Kh7 7 Kd7 Rb5 8 Kc7 Ra5 9 Kd7 Ra7+ 10 Ke6 Ra6+ 11 Kf5 R×g6 12 h×g6+ Kg7. Drawn.

And now let us see what defending the pawn from the side would have given: 2 Re4 Rh1 3 Ke7 Rh2 (3... Kg6 loses quickly to 4 Kf8!) 4 Kd6 (to answer 4... Kg6 with 5 Re6+ and 6 Rh6, not allowing the king to reach the blockade square h5) 4... Rh1 5 Ke5.

Threatening 6 Kf5. If Black parries this by 5... Rf1, then 6 h5 Rh1 7 Kf5 R×h5 8 Re7+ Kf8 9 Ra7 Rh1 10 Kg6 etc.

5... Kg6 6 Ra4 Kh5.

Here the occupation of the blockade square fails to save the game, since the opponent's king is close to the pawns. If 6... Re1+, then 7 Kf4 Rf1+ 8 Kg3 Rg1+ 9 Kf2 Rc1 10 Ra6+ Kh5 11 Rh6+ Kg4 12 g6 Kf4 13 Rh8 etc.

7 Ra8 Re1+ 8 Kf6, and White wins easily.

If the pawns are not on the rook's and knight's files, the weaker side loses, when the opponent's king penetrates onto squares on the 7th or 8th rank, not more than 2 files from the rear pawn, since in this case he cannot prevent the breakthrough by the king to the leading pawn, or the sacrifice of the rear pawn with the aim of queening the other.

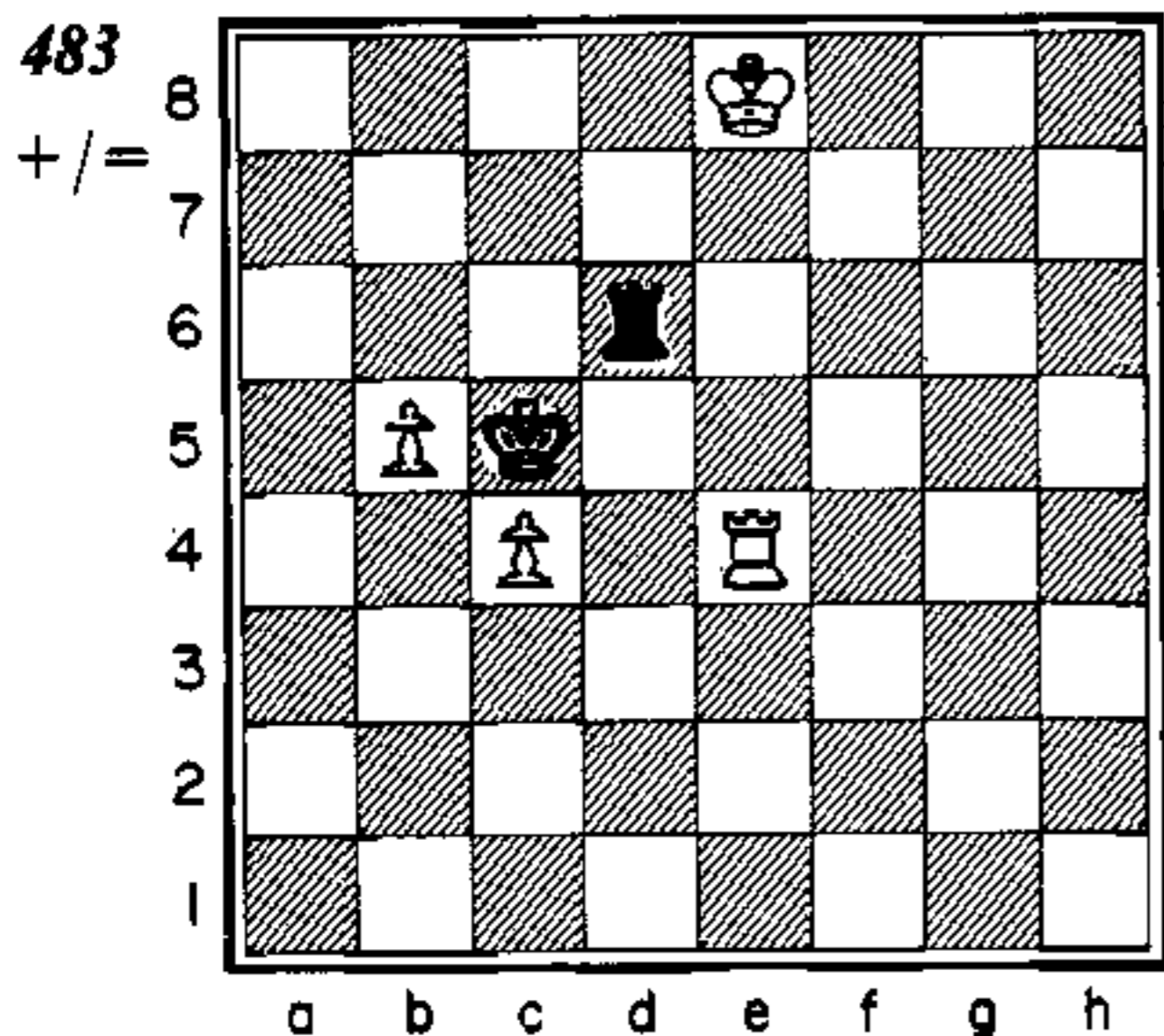
483. Even if it is Black to move, he cannot save the game: 1... Rd1 (1... Rh6 2 Kd7 Rh7+ 3 Re7 Rh6 4 Kc7! etc., while if 1... Kb6, then 2 Ke7 and 3 Re6) 2 Re7! K×c4 3 b6 Kc5 4 b7 Rb1 5 Kd8 Kc6 6 Kc8 etc.

With White to move it is sufficient to play 1 Rf4, and if 1... Rh6, then 2 Kd7, hiding from the checks at a5.

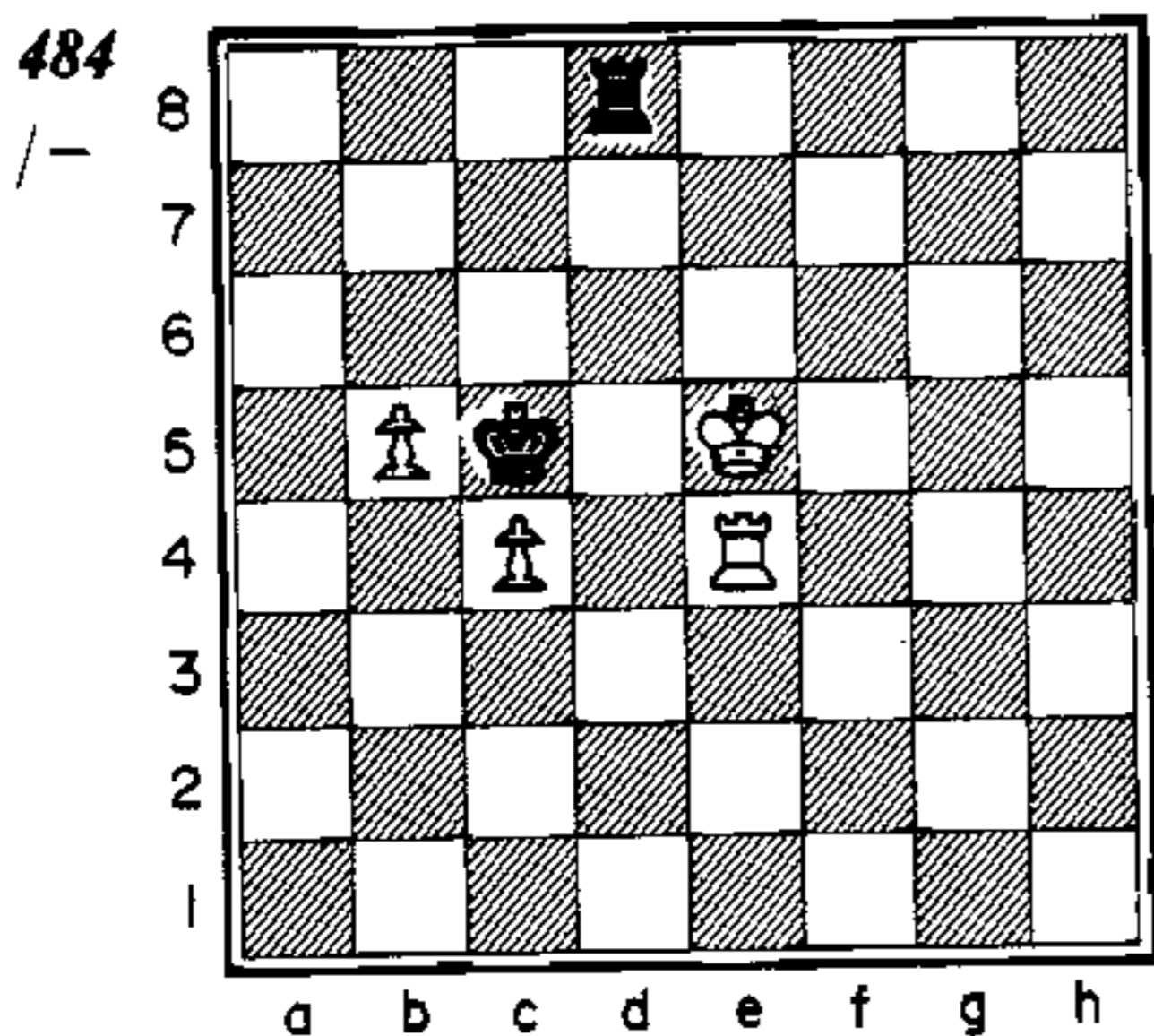
Moving the position 2 files to the right does

Rook and Two Pawns against Rook

Chéron, 1926

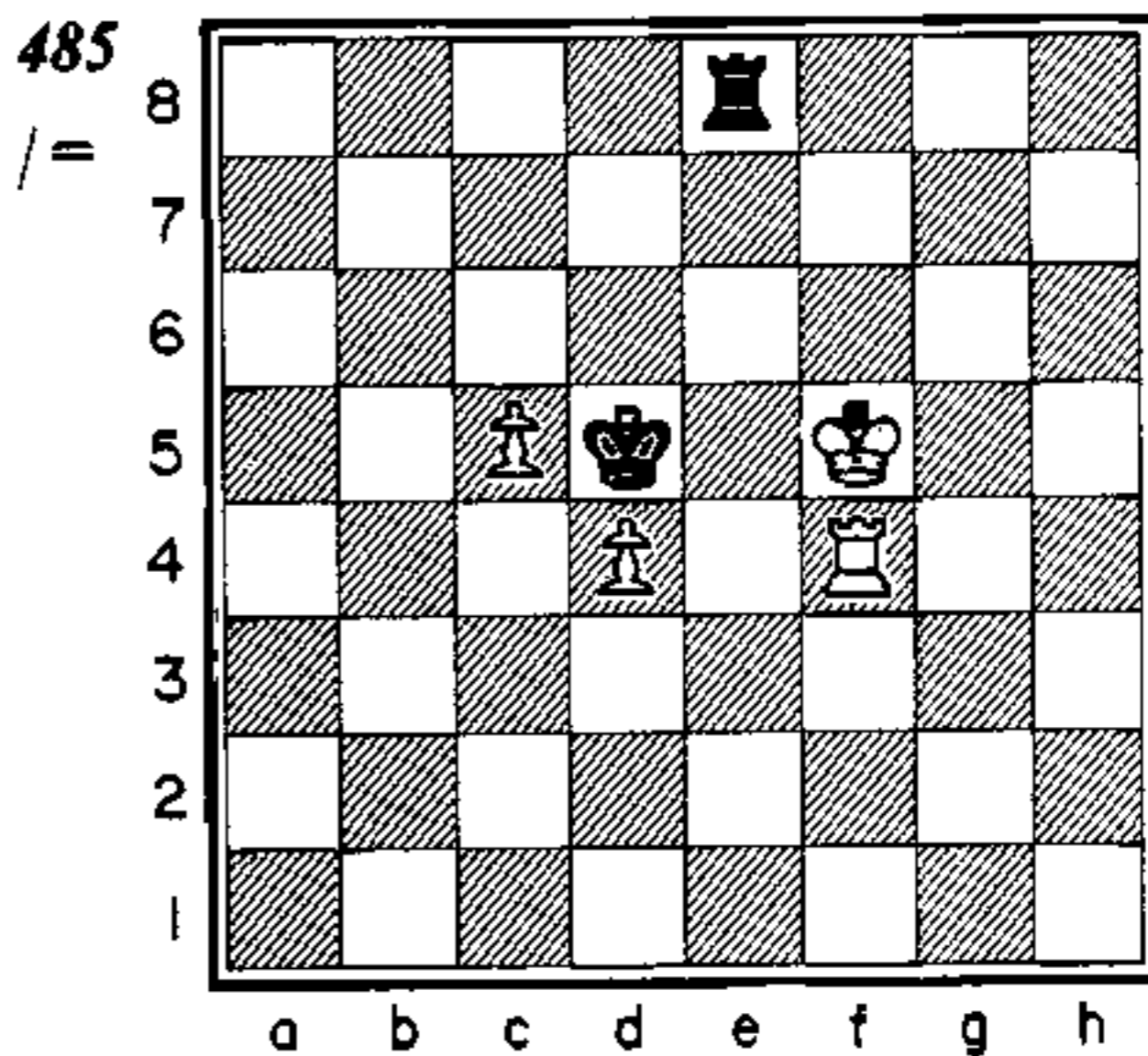


not change the assessment. But moving it 3 files to the right leads to a drawn position, since then the rook will drive the king away from the leading pawn with checks from the side.



484. Even with the best defence Black cannot prevent the white king from reaching the 7th and 8th ranks.

1 ... Re8 + 2 Kf5 Rf8 + 3 Kg5 Rf7 4 Rf4 Re7 5 Kf6 Re1 6 Kf5 Re8 (White has to wait for the black rook to occupy the 7th rank—then driving it off the e-file will be decisive) **7 Rh4 Re7 8 Re4 Rf7 + 9 Ke6**, and White wins (483).



485. This position is obtained by moving the previous example one file to the right. Due to the lack of sufficient space for his rook on the right, at the critical moment White cannot force the black rook to occupy an unfavourable position on the 7th rank, and therefore his king cannot break through to the leading pawn.

1 ... Rf8 + 2 Kg5 Rg8 + 3 Kh5 Rg7.

The only way! **3 ... Rg1** is bad in view of **4 Rg4 Rf1 5 Kg5 Rf8 6 Rh4!** (forcing the rook to occupy an unfavourable square) **6 ... Rf7 7 Rf4 Ra7 8 Kg6 Ra8 9 Kf7** etc.

4 Rg4 Rf7 5 Kg6 Rf1 6 Rh4 Rf2 (**6 ... Rf8** loses to **7 Kg5!**) **7 Kg5 Rf8! 8 Rf4** (**8 Rg4 Rg8 + 9 Kh4 Rh8 + 10 Kg3 Rf8** etc.) **8 ... Rg8 + 9 Kh5 Rg7.** Draw.

If the position is moved one file to the right, the draw is achieved in the same way.

The examples analysed have enabled us to disclose the characteristic features of endings with pawns on the 4th and 5th ranks:

(a) The occupation of the blockade square by the weaker side's king acquires great importance, which, incidentally, was not the case with far advanced pawns.

(b) The chances of saving the game are improved when the stronger side's king is cut off from the pawns.

(c) In certain cases (482) a draw is possible if the king can be cut off on the 8th(!) rank.

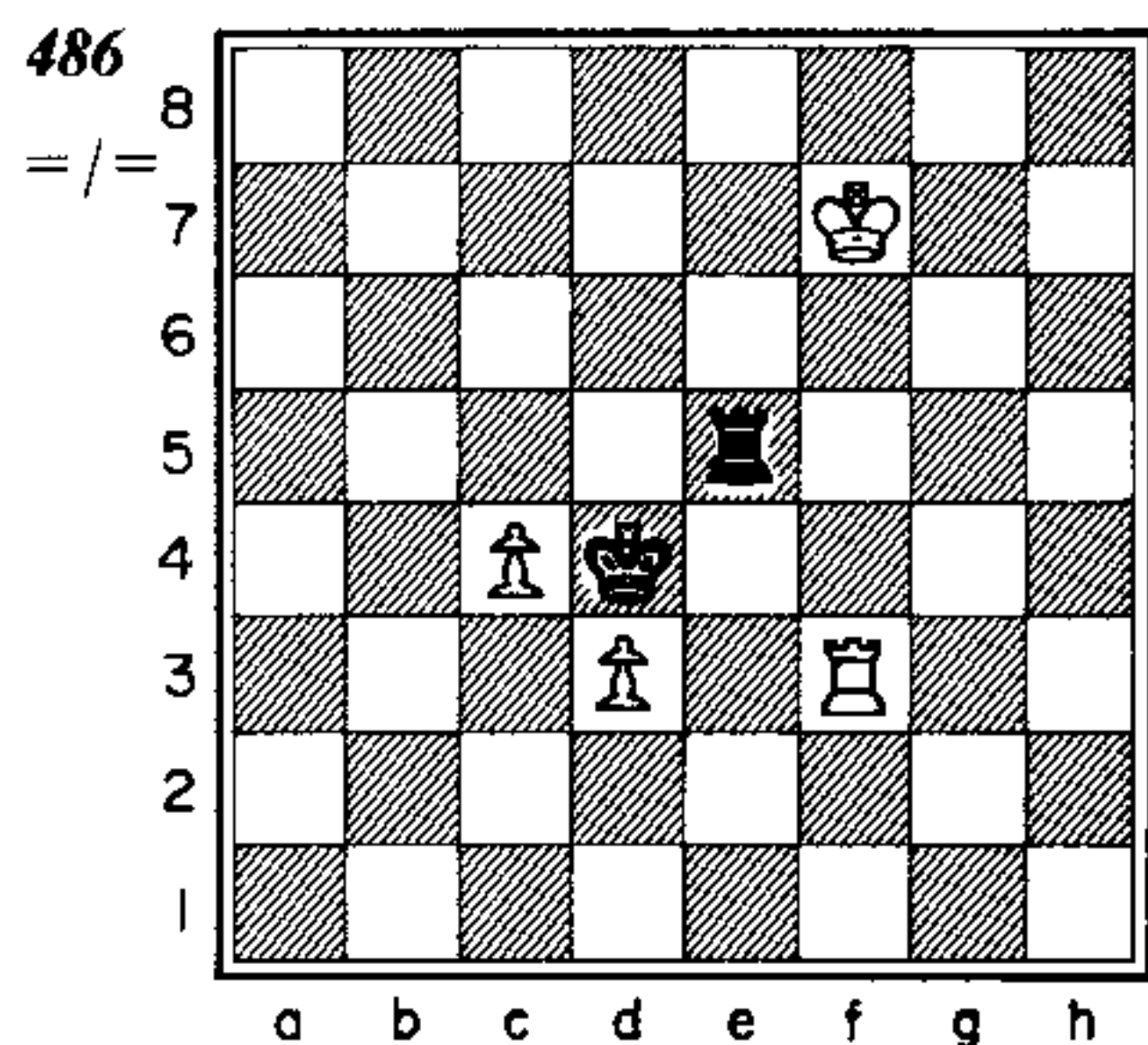
(d) With pawns other than rook's pawn and knight's pawn, the basic plan of attack—

Connected Pawns

advancing the king to the aid of the leading pawn—is made easier by the existence of vacant space on the 7th and 8th ranks, and the advance of the king cannot be prevented if the stronger side's rook has 4 squares available along the rank of the rear pawn (484).

Against a pawn pair on the 3rd and 4th ranks, for the weaker side to save the game it is sufficient for him to occupy the blockade square in front of the rear pawn with his king, and not allow the opponent's king to approach it.

Chéron, 1926



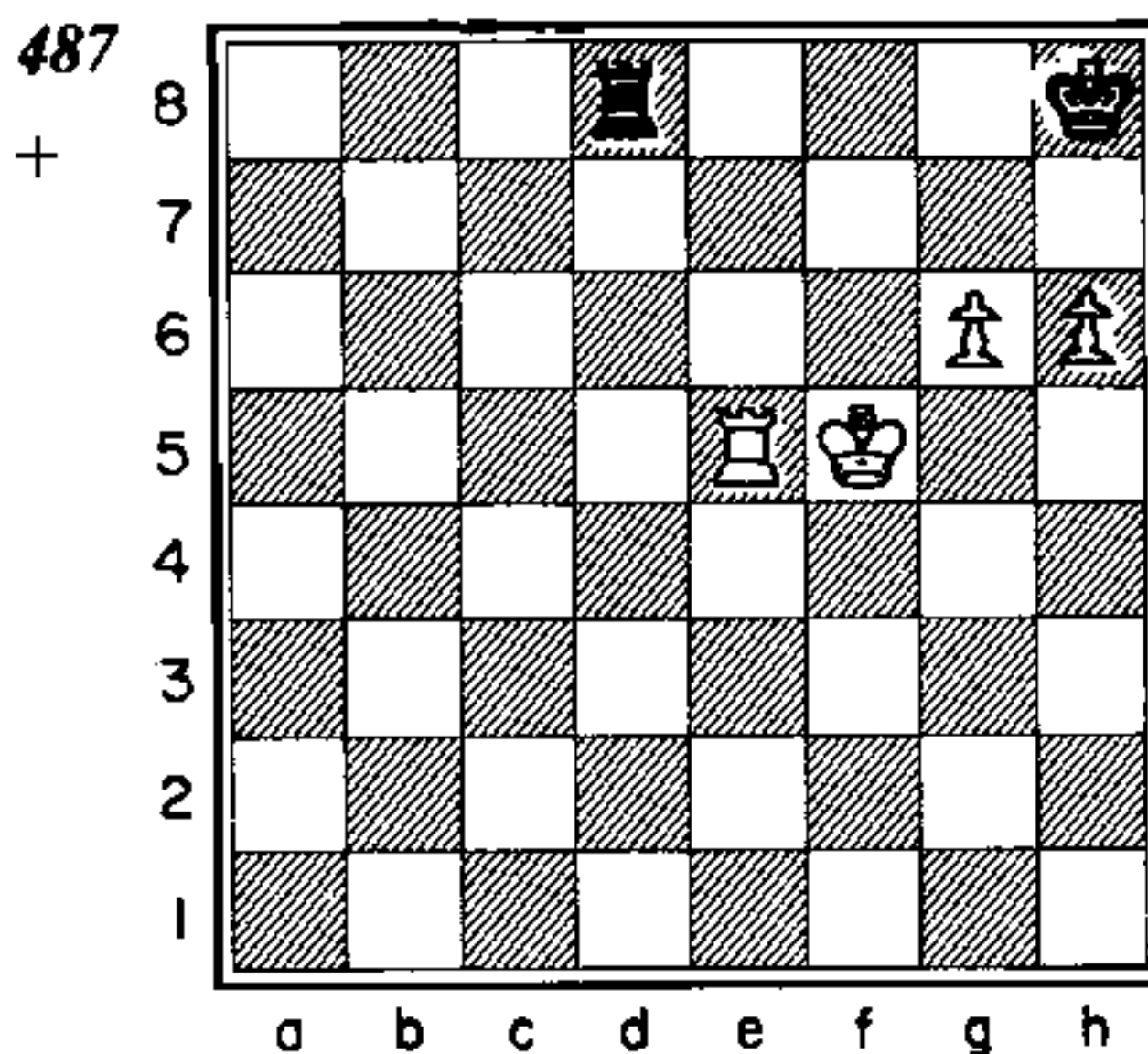
486. If it is Black to move, he draws by moving his rook up and down the e-file: 1 ... **Re1** 2 **Rf6** **K** × **d3** 3 **c5** **Kd4** 4 **c6** **Kd5** followed by 5 ... **Rc1**, and Black wins the pawn.

With White to move it is again a draw: 1 **Kf6** **Re8** (1 ... **Re1** or 1 ... **Re2** is also possible) 2 **Kg6** **Re1** etc. All Black has to avoid are ill-considered checks, e.g. 2 ... **Re6** + ? 3 **Rf6!** **Re5** 4 **Rd6** + **Kc5** 5 **Rd8**, when White wins.

7.12 Pawns on the same rank

As we stated at the start, having the pawns on the same rank is more favourable for the stronger side than a diagonal formation,

since the opponent's king is not able to wedge itself between them.

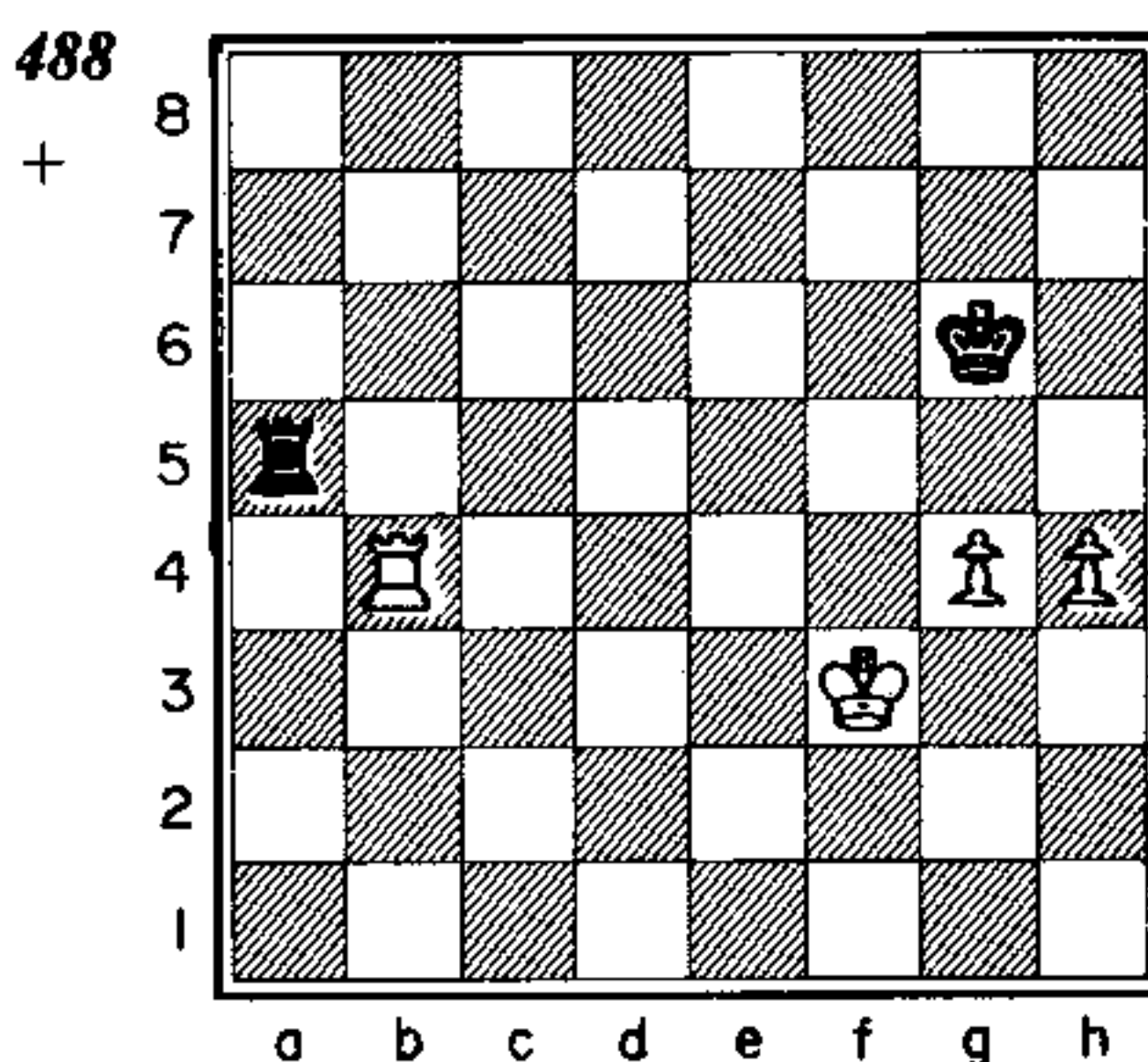


487. If the weaker side's king has been driven onto the back rank, there are several ways to win:

(a) White can play directly for mate: 1 **Kg5** **Kg8** 2 **h7** + **Kh8** 3 **Kh6**.

(b) He can play to exchange rooks: 1 **Kf6** **Rf8** + 2 **Ke7** **Ra8** 3 **Rd5** **Ra7** + 4 **Rd7** **Ra8** 5 **Rd8** +, winning.

Moving the position one rank down the board does not change the assessment.



488. This position demonstrates the way of driving back the opponent's king with the help of the pawns, which, however, must be advanced cautiously. Thus, for example, it would be a blunder to play 1 **h5** + **Kg5** or 1

Rook and Two Pawns against Rook

g5 Kh5, when the black king occupies the vacated square and wedges itself between the pawns, after which White can no longer win.

Before moving his pawns, White must use his king to defend those squares which the pawns will cease to control when they advance.

1 Kf4 Rc5 2 h5+ Kh6 3 Rb6+ Kg7 4 Re6 Ra5 5 Re5 Ra7 6 g5 Rb7 7 Kg4 Ra7 (or 7... Rb4+ 8 Kf5 Rb7 9 h6+ Kh7 10 Kf6 with the threat of 11 Re7+) **8 h6+ Kg6 9 Re6+ Kh7 10 Kh5.**

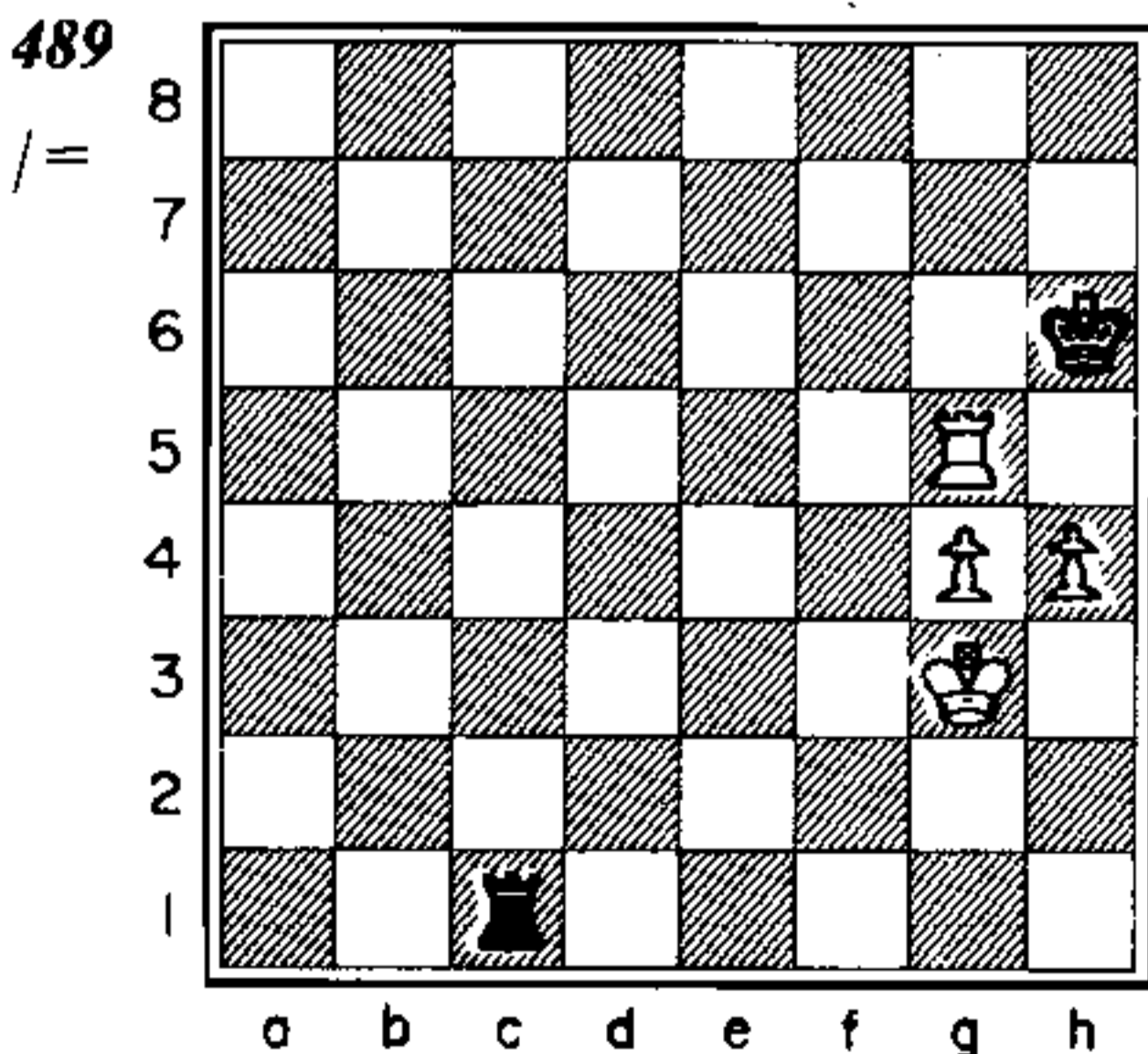
Gradually, step by step, without allowing the opponent's king to establish itself between the pawns, or the rook to drive the king away from the pawns, the opponent's king is driven onto the back rank.

10... Ra5 11 Re7+ Kh8 12 Kg6 Ra6+ 13 Kf5 Ra5+ 14 Re5 Ra8 15 g6. The aim is achieved: we have reached position 487.

We will now consider several exceptional positions where, due to the poor placing of his pieces, the stronger side is unable to win. There are especially many drawing possibilities in 'triangular' type positions, as Kasparian has picturesquely called positions where the rook and pawns form a right-angled triangle.

This case is shown in the following diagram.

Kasparian, 1946



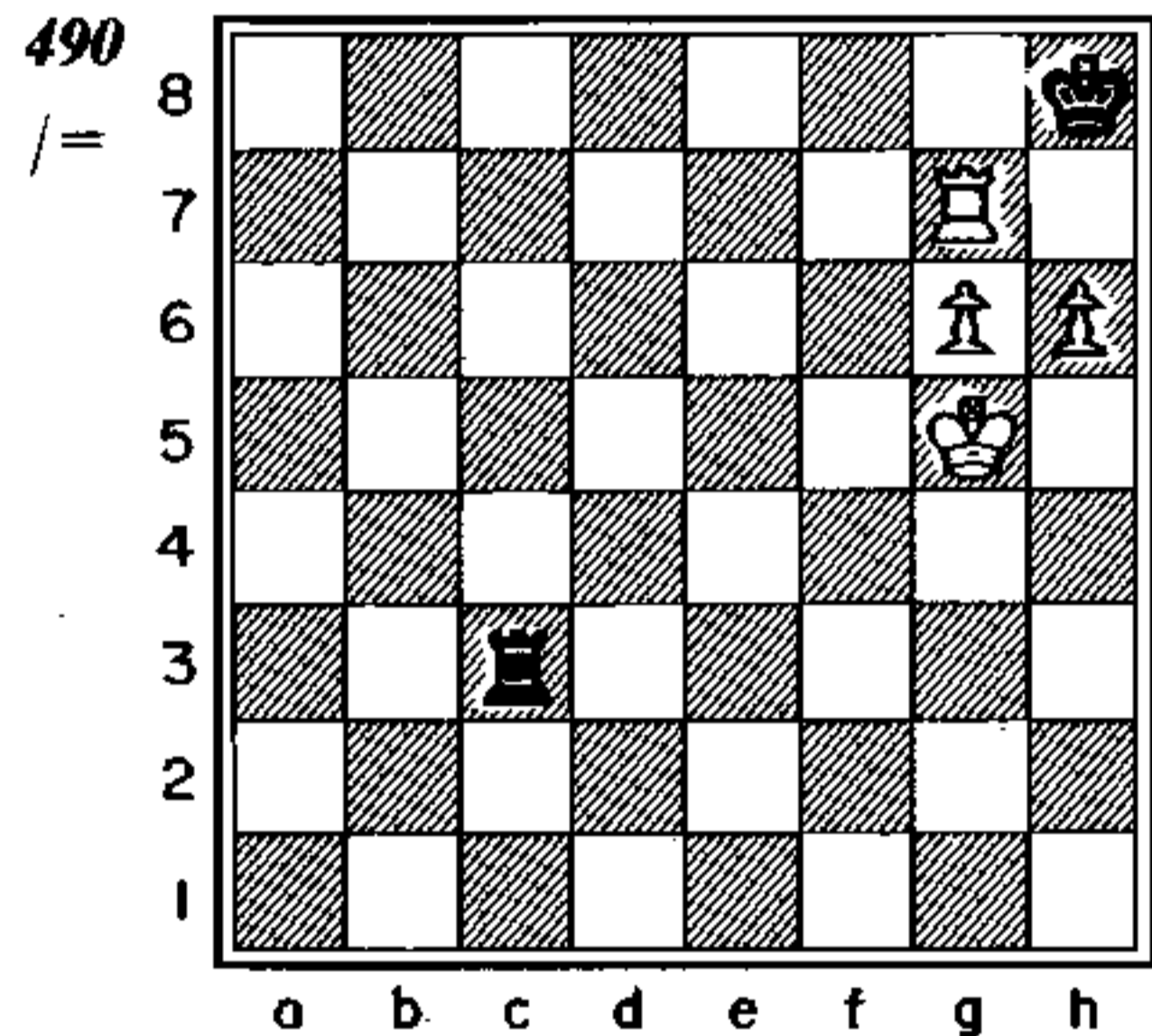
489. White's rook is badly placed, and the result will depend on whether or not he can improve its position. In the first instance Black aims to drive the opponent's king away from the pawns.

1... Rc3+ 2 Kf4 Rc4+! (2... Rh3? would be a blunder: 3 h5, and White wins) **3 Kf5 Rc5+ 4 Kf6 Rc6+ 5 Kf7 Rc7+ 6 Ke6.**

The king has been driven away from the pawns, and now, by attacking the g-pawn, the rook must be tied to its defence.

6... Rc4 7 Rg8 Kh7 8 Rg5 Kh6. White has not managed to improve the position of his rook. Draw.

The result and the method of play do not change if the position is moved one rank up the board. If the position is moved 2 ranks up the board, the result remains the same, but the method of achieving the draw is different.



490. Black's king is stalemated, and to draw it is sufficient for him to give up his rook: **1... Rc5+ 2 Kf6 Rc6+ 3 Ke5 Rc5+ 4 Kd6 Rc6+** etc. The white king is unable to escape from the pursuit of the 'desperado' rook.

There will be a different result in position 489 if the black rook is at d1.

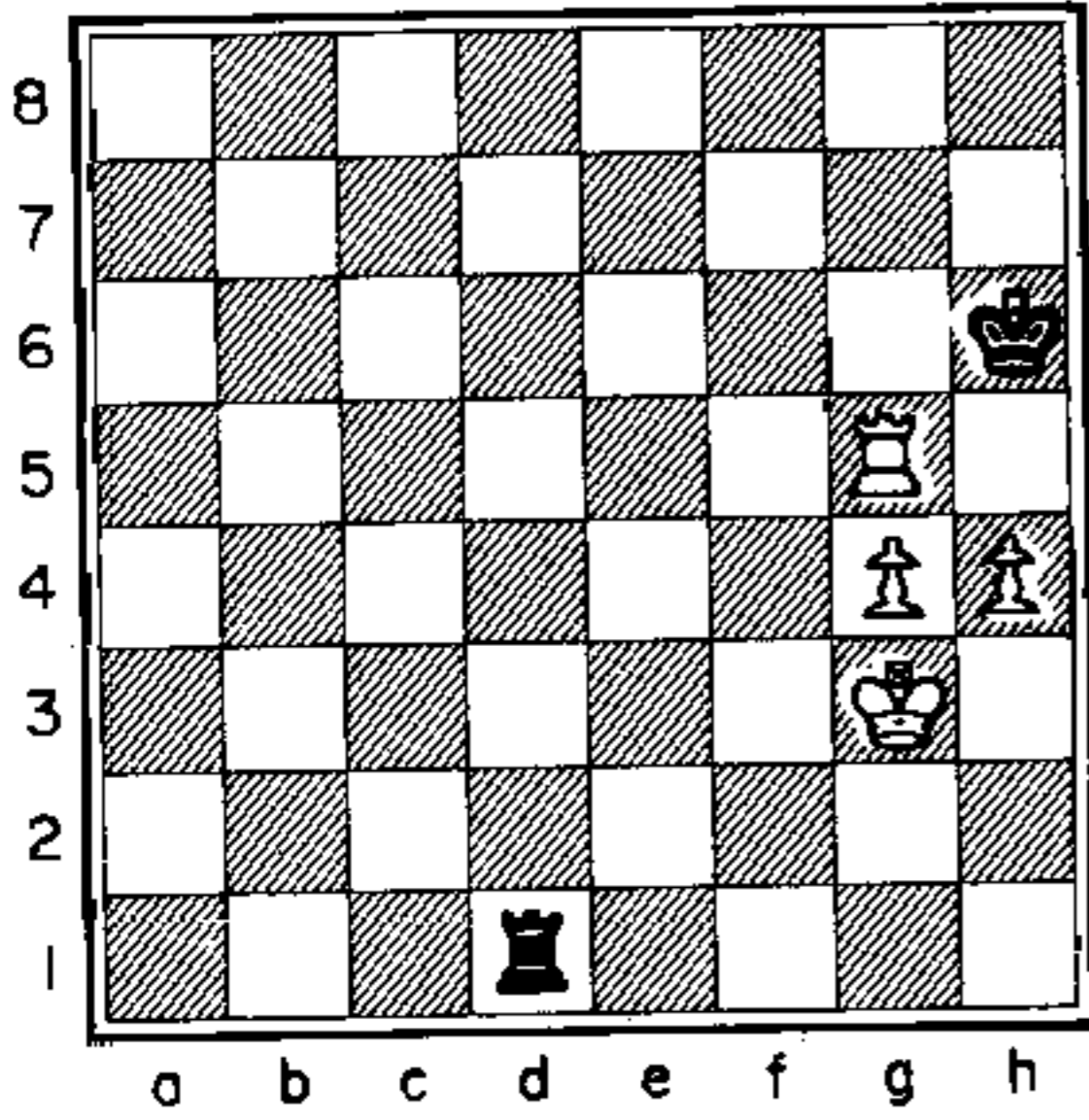
491. 1... Rd3+ 2 Kf4 Rd4+ 3 Kf5.

Also possible is **3 Kf3 Rd3+ 4 Ke4 Rh3 5 Rh5+ Kg6 6 Kf4 Rh1 7 Kg3 Rg1+ 8 Kf3 Rh1 9 Kg2 Ra1 10 Re5**, winning, but not **3 Ke3?** or **3 Ke5?** in view of **3... Ra4** with a draw.

Connected Pawns

491

/-



3 ... Rd5 + 4 Kf6 Rd6 + 5 Ke5!

In this way White gains an important tempo to transfer his rook to a better position.

5 ... Ra6 6 Rf5 and White wins (488).

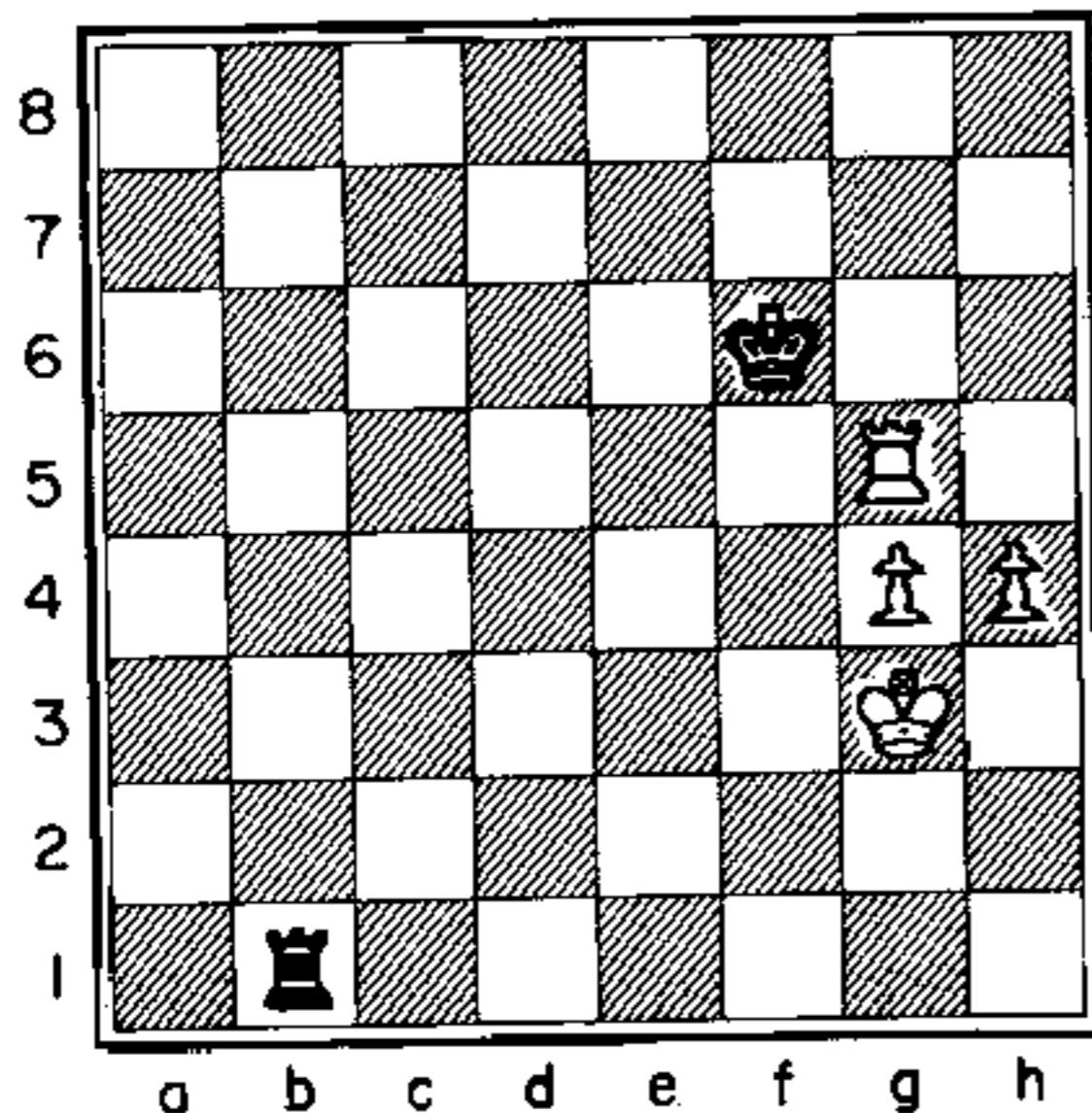
As was first pointed out by Kasparian, for a successful defence by side attacks in such endings, there must be at least 3 vacant files between the weaker side's rook and the opponent's pawn.

If the weaker side's king is not on one of the files on which the pawns stand, a successful defence by attacking from the side requires an even greater distance between the rook and the pawns. For a draw, there must be at least 4 files between the weaker side's rook and the opponent's pawn (Kasparian).

Kasparian, 1946

492

/=



492. 1 ... Rb3 + 2 Kf2 Rb2 + .

It is too early to stop driving the king away from the pawns, e.g. 2 ... Rb4? 3 Rf5 + Kg6 4 Kg3 Rb3 + 5 Rf3, winning.

3 Ke3 Rb3 + 4 Kd2 Rb4 5 Rf5 + Kg7. Of course, not 5 ... Kg6 due to 6 h5 +, but now White is obliged to return with his rook. Draw.

But with his rook at c1 Black is not able to draw: 1 ... Rc3 + 2 Kf2 Rc2 + 3 Ke3 Rc3 + .

If 3 ... Rc4, then 4 Rf5 + Kg7 5 Rf4 etc. Therefore Black must drive the opponent's king 2 files away from the g-pawn, but then he can no longer attack the pawn from the side.

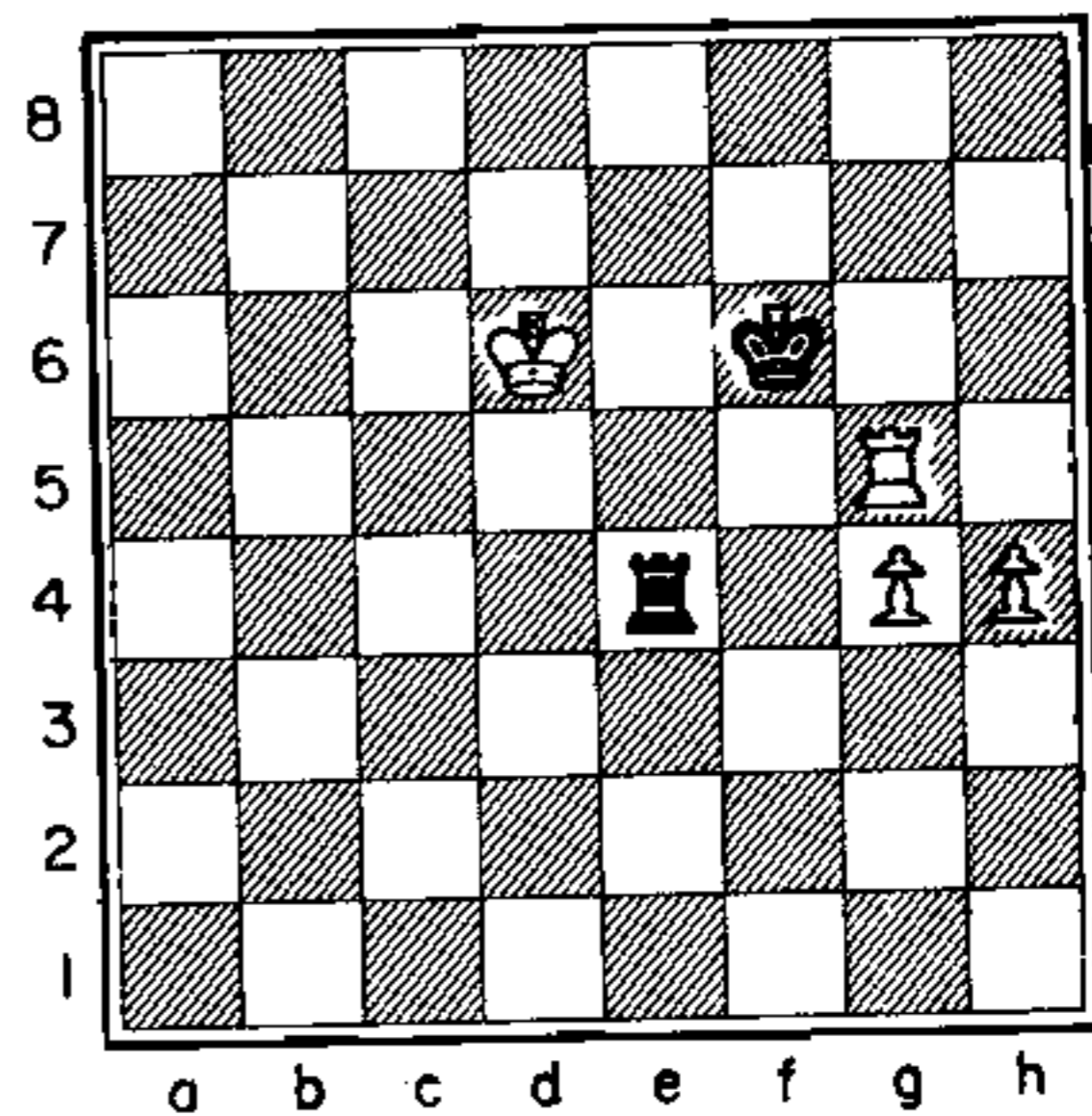
4 Kd4 Rh3 (4 ... Ra3 5 Rf5 + and 6 Ke4) 5 Rf5 + Kg7 6 h5 Kh6 7 Rf6 + Kg7 8 Rg6 + Kh7 9 Ke4 and wins.

Moving the position 1 or 2 ranks up the board does not affect the result.

Kasparian, 1946

493

=



493. The white king is in front of its pawns and cut off from them, and so Black is able to draw: 1 Rg8 (1 Rf5 + Kg7! 2 Rg5 + Kf6) 1 ... Kf7!

An essential move. If 1 ... Ra4?, then 2 h5! (2 g5 + ? Kf7 3 Rh8 Kg7 4 Rh5 Ra6 + with a draw) 2 ... Kf7 3 Rg5 Kf6 4 Rg6 + Kf7 5 Ke5 and wins.

2 Kd5 Ra4 3 Rg5 Kf6. Draw.

Rook and Two Pawns against Rook

Moving the position one rank up the board does not change the result.

Let us now analyse position 493, but with the black rook at f4. The rook is less well placed here than at e4, and this allows White to gain an important tempo for improving the position of his rook.

1 Rg8 Kf7.

Black has two other possibilities, but they are also inadequate:

(a) 1 ... Ra4 2 h5! Kf7 3 Rg5 Kf6 4 Rg6+ followed by the approach of the king to the pawns.

(b) 1 ... Rd4+ 2 Kc5 Ra4 (if 2 ... Rd1, Kasparian gives 3 h5 Kf7 4 Rg6 Rd2 5 g5 Rg2 6 Kd5 with a won position) 3 h5 Kf7 4 Rg6 Re4 5 Kd5 Re1 6 g5 Rh1 7 Rf6+ Kg8 (7 ... Kg7 8 h6+ Kg8 9 Ke6 etc.) 8 h6 Rh5 (8 ... Kh7 9 Ke6 Rg1 10 Rf7+ Kg8 11 Rf5 and wins) 9 Rf5 Kh7 10 g6+!, and White wins.

2 Ke5! Ra4 3 Rg5 Ra5+ 4 Kf4.

The king returns to its own territory at the most favourable moment.

4 ... Ra4+ 5 Ke3 Ra3+.

Black does not have time for 5 ... Kf6 due to 6 Rf5+ Kg7 7 Kf3 etc.

6 Kd2 Ra2+ 7 Kc3 Ra3+ 8 Kb4 Rh3 9 h5.

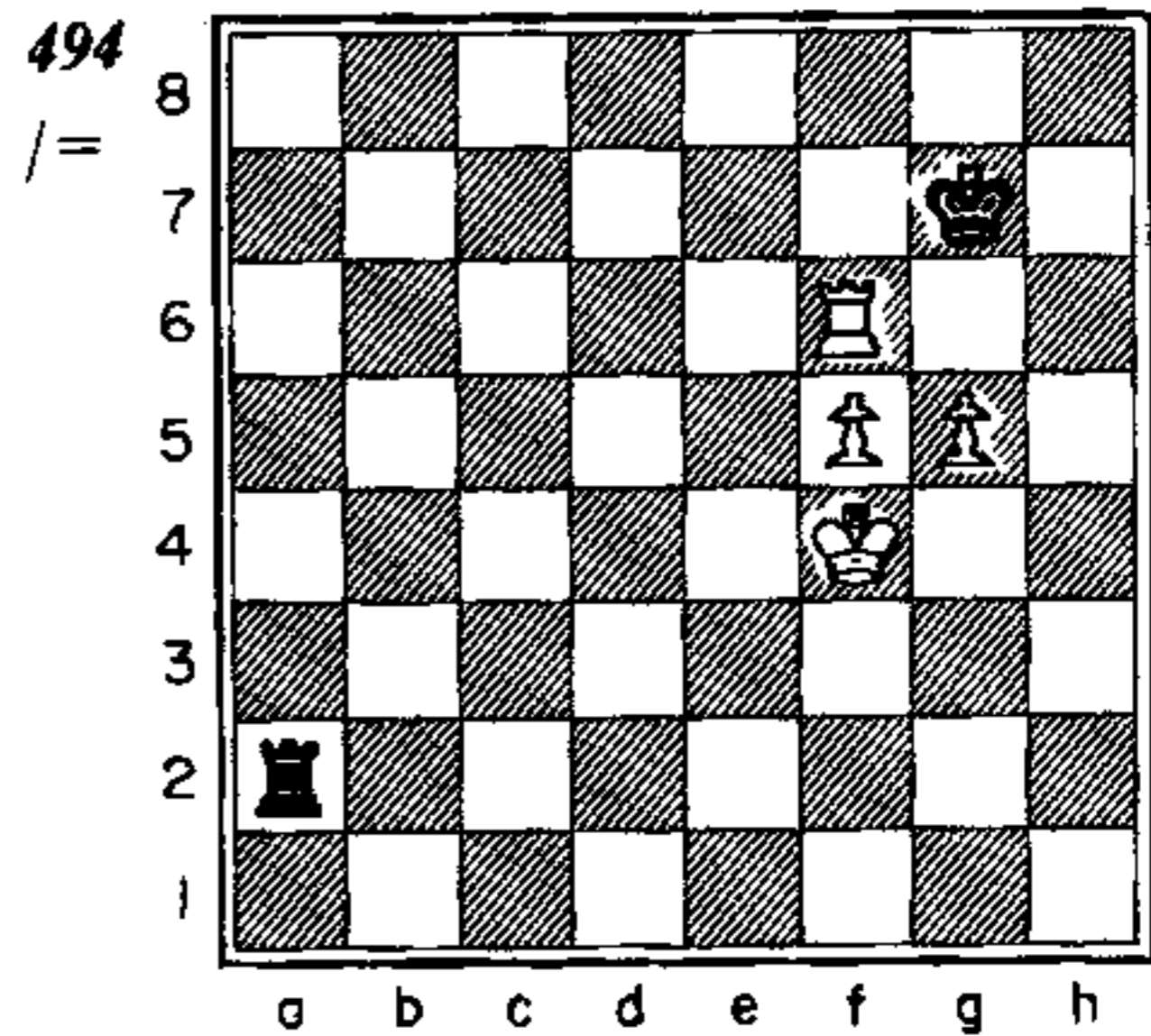
Thanks to the fact that the black king is temporarily unable to occupy f6, White has managed to advance his h-pawn. Now it is all over.

9 ... Kf6 10 Rg6+ Kf7 11 Kc4, and White wins, as shown in the note to Black's 1st move.

We will now consider a position with a knight-bishop pawn pair.

494. Here side checks fail to save Black, since the white king has a shelter—at h5. In general, the defence from the side is possible in such positions only when the white king is in enemy territory, and cut off from the pawns by the rook along a rank. (For example, with the white king at d6, Black gains a draw by 1 ... Ra5, since the king cannot manage to return to its pawns due to the following variation: 2 Ke6 Ra6+ 3 Ke5 R×f6 4 g×f6+ Kf7 etc.) Black's only other alternative is to attack from the rear.

Kasparian, 1946



1 ... Rf2+ 2 Ke5.

White also gains no advantage by 2 Kg3 Rf1 3 Kg2 Rf4 4 Kh3 Rf1, when all the same he has to go in for the main variation, since the rook cannot be driven from its positions to the rear.

2 ... Re2+.

2 ... Rg2? is premature due to 3 Rg6+ Kf7 4 Ra6 R×g5 (4 ... Re2+ 5 Kf4 Rf2 6 Ke4 Rg2 7 Ra7+ and 8 Kf4) 5 Ra7+ Kg8 6 Ke6 Rg1 7 Ra8+ Kh7 8 f6 Re1+ 9 Kf7 Rb1 10 Kf8 and wins.

3 Kd6 Rg2! (3 ... Rd2+ loses to 4 Ke7!) **4 Ke6 Re2+!**

If Black is tempted by the pawn, he loses: 4 ... R×g5 5 Rf7+ Kh6 (5 ... Kg8 6 Ra7 Rg1 7 Ra8+ etc. leads to positions already examined) 6 Rf8 Rg1 7 f6 Ra1 (7 ... Re1+ 8 Kf7 Ra1 9 Rh8+ Kg5 10 Kg7 and wins) 8 Rh8+ Kg6 9 Rg8+ Kh7 10 f7 etc.

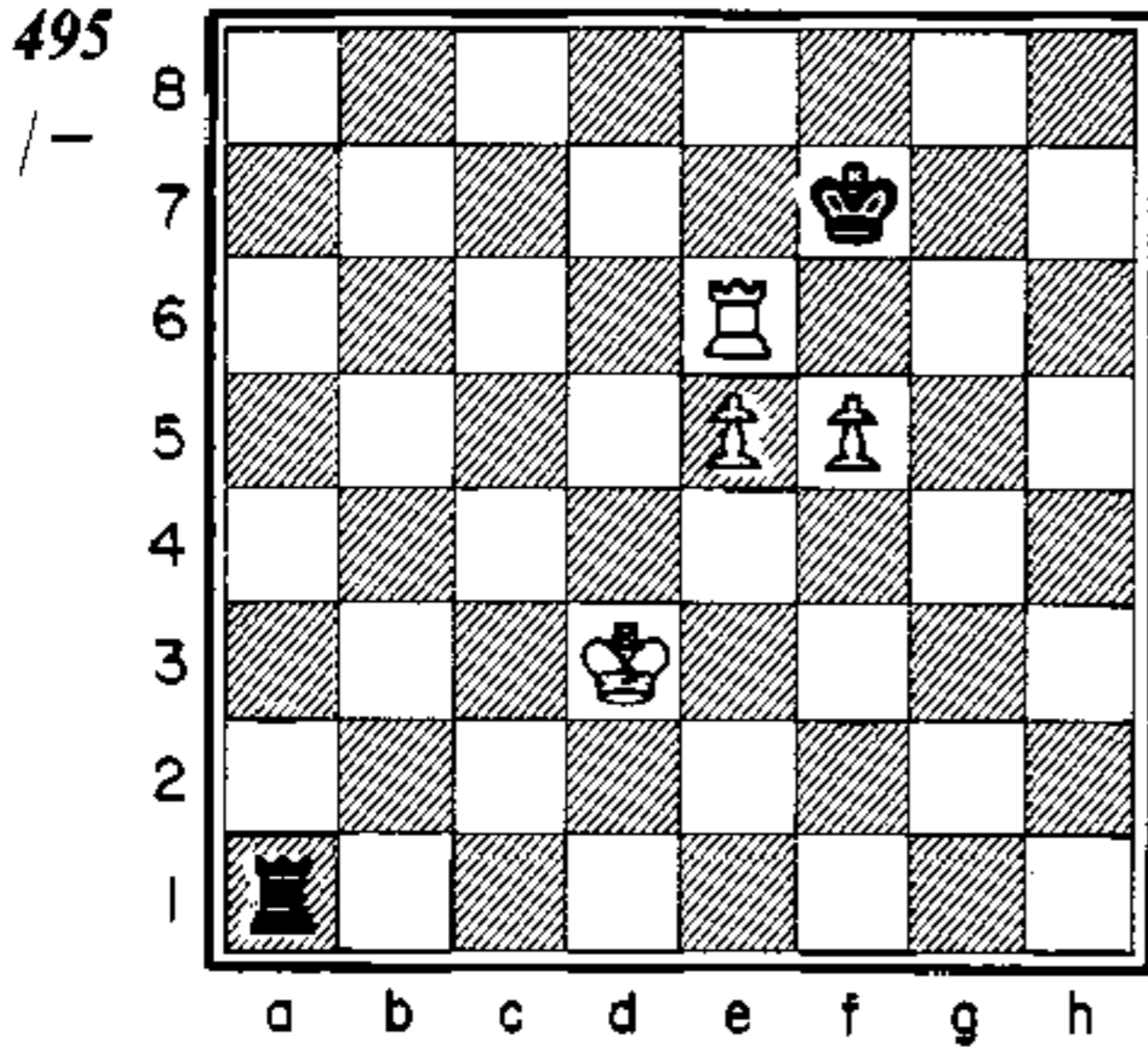
5 Kd6 (Black also has an easy draw after 5 Kd7 Re5! 6 Kd6 Ra5 7 Ke6 Ra6+) **5 ... Rg2 6 Rg6+** (6 Ke7 R×g5 7 Rf8 Kh7! 8 f6 Re5+ 9 Kf7 Ra5 10 Re8 Ra7+ with a draw) **6 ... Kf7 7 Kd7 Rg1** (White cannot strengthen his position, and so he gives up his g-pawn) **8 Rf6+ Kg7 9 Ke7 R×g5 10 Rf7+ Kh6 11 Rf8 Kh7.**

The only move, but good enough to draw. Not 11 ... Rg1? due to 12 f6 Ra1 13 Rh8+ Kg6 14 Rg8+ Kh7 15 f7.

12 Ke6 Rg1 13 f6 Ra1. Draw.

Isolated Pawns

Against a bishop-king pawn pair, and also central pawns, Black's drawing chances become slight since, as Kasparian shows, the 'long side' along the rank is reduced, and the black rook does not have sufficient space for its attacks.



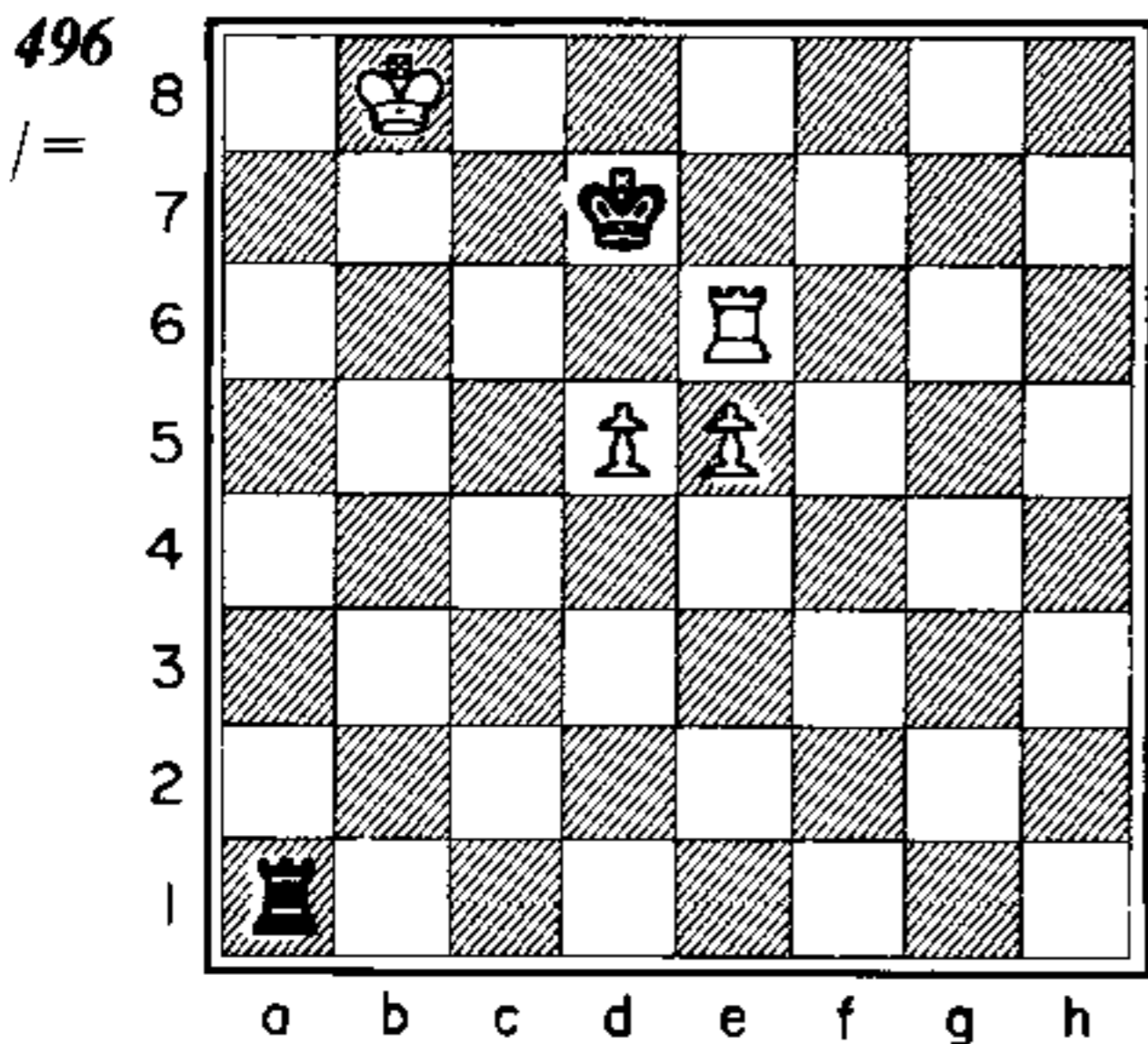
495. 1 ... Re1.

As mentioned earlier, side checks in such positions lose quickly due to the existence of a shelter for the king (in this case at g5).

2 Rf6 + Ke7 (2... Kg7 3 Kd4 Rd1 + 4 Ke4 Re1 + 5 Kd5 Rd1 + 6 Ke6 etc.) 3 Kd4 Rd1 + 4 Ke4 Re1 + 5 Kf4 Rf1 + 6 Kg5 Rg1 + 7 Kh6! Re1 8 Ra6 R x e5 9 Kg6 Re1 10 f6 + and wins.

Against a central pawn pair Black has almost no chance of drawing. The following case is an exception.

Kasparian, 1946



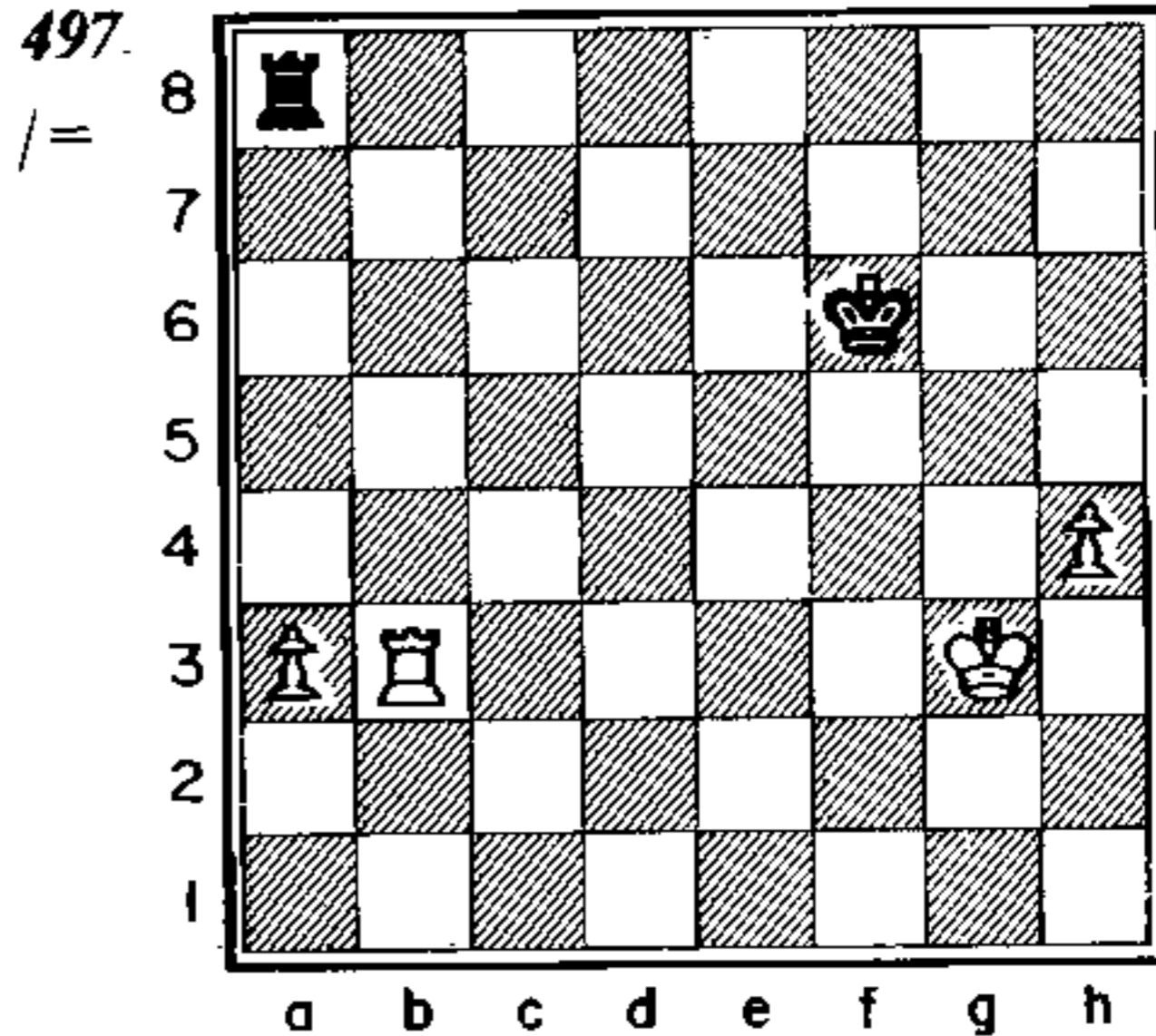
496. 1 ... Rb1+! (1... Ra5 2 Rd6 + Ke7 3 Kc7 and wins) 2 Ka7 Rb5 3 Rd6 + Kc7! 4 Rc6 + Kd8! 5 Rd6 + Kc7! Draw.

7.2 ISOLATED PAWNS

With the exception of f- and h-pawns, which are examined later in section 7.3, endings with two isolated pawns have not been studied as fully as the other sections in this chapter. Here we will give several examples, showing the characteristic features of these endings.

We will first examine positions where the isolated pawns are on a rook's file or knight's file. A successful defence is possible only when the defender's king stands in the path of one of the pawns, and the rook is checking the advance of the other.

**Gothenburg-Stockholm
correspondence match**



497. Black gained a draw by exploiting the passive placing of the white pieces.

1 ... Ra4.

A move of great strength: the rook blocks the a-pawn, attacks the h-pawn, and suppresses the activity of the white king.

2 Rf3 + Kg6! (not 2... Ke6? 3 h5) 3 Kf2 (a forced sacrifice, since White has nothing else;

Rook and Two Pawns against Rook

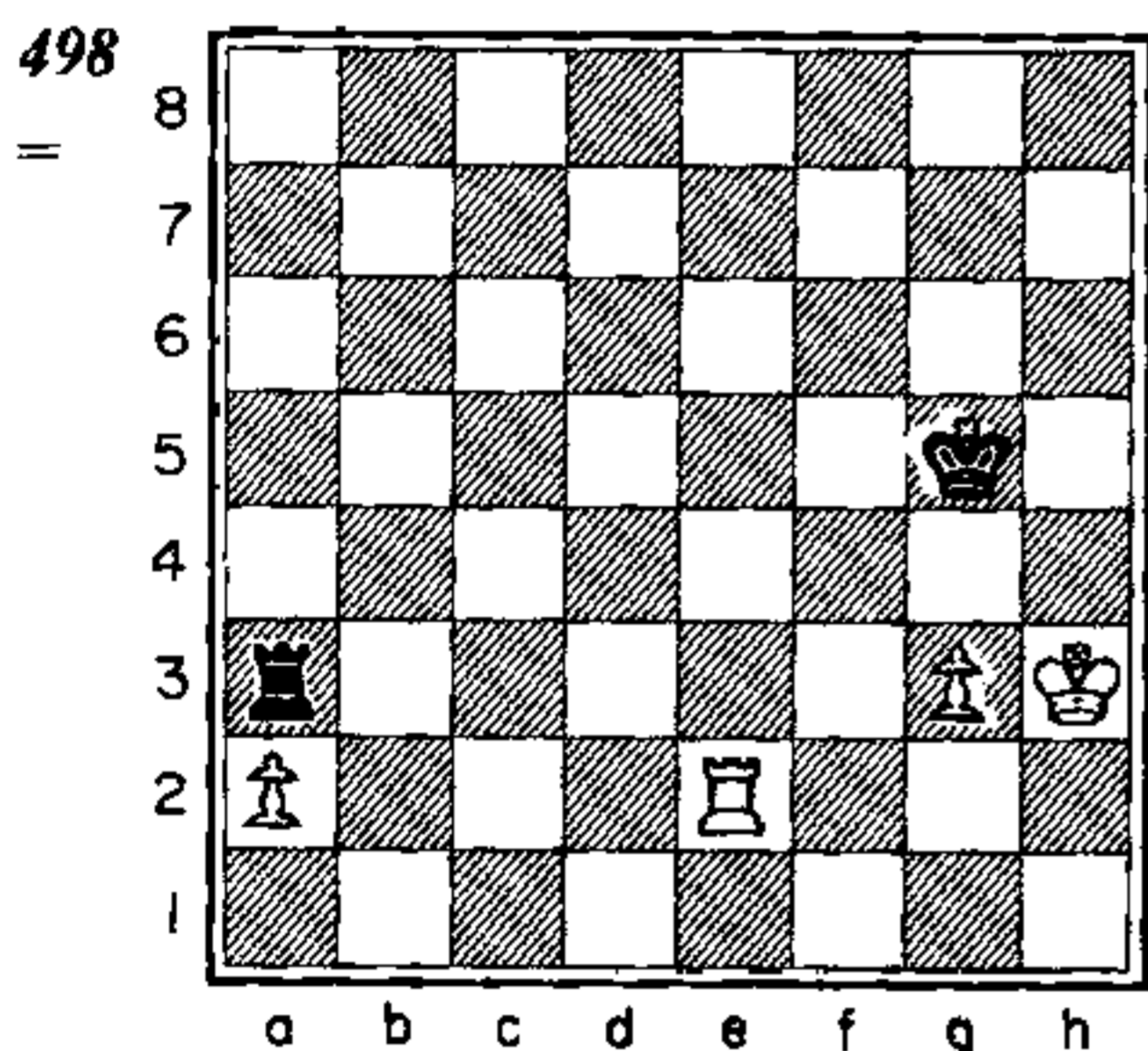
he hopes to win with his a-pawn) **3 ... R × h4 499**
4 Ke2 Ra4 5 Kd2 Ra6.

Also possible is **5 ... Ra8 6 Kc2 Rc8+ 7 Kb3 Rb8+ 8 Ka4 Ra8+ 9 Kb5 Rb8+ 10 Kc6 Ra8**, and the pawn is stopped.

6 Kc2 Rf6 7 Rd3 Kf7 8 Kb3 Ke7 9 Kb4 Rd6.
 Drawn.

The result and the method of play do not change if the position is moved one rank up the board (with the black rook staying on the same square, of course).

Sokolsky-Budo Leningrad, 1938

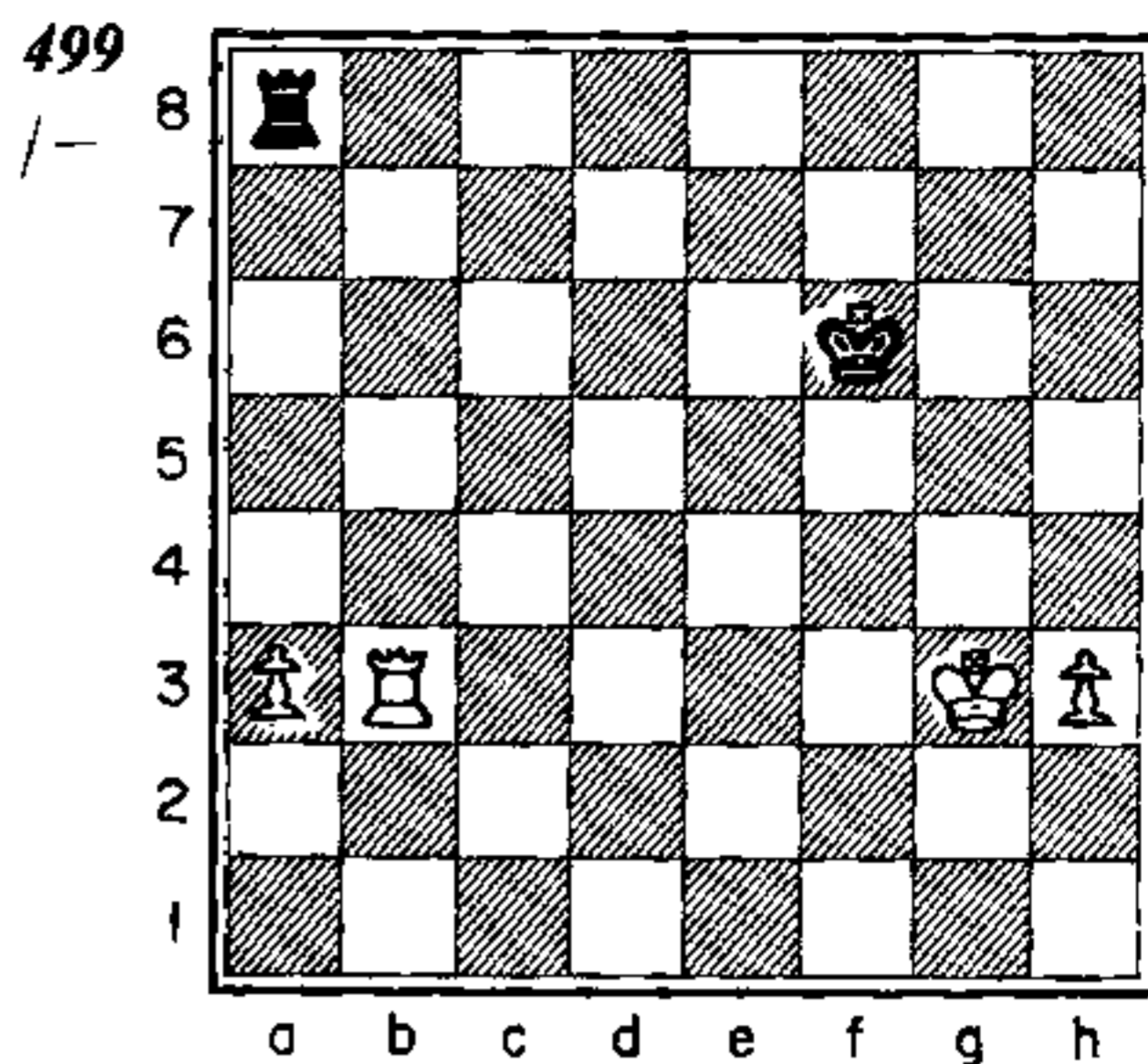


498. Here Black's defence is even simpler. The method remains the same: **1 Rd2 Kf5 2 Kg2** (2 Kh4 Ra8 etc. is pointless) **2 ... Kg4 3 Kf2 Rf3+ 4 Ke2 R × g3 5 Kd1 Kf5 6 Kc2 Ke6 7 Kb2 Rg7 8 a4 Rd7 9 Rc2 Kd6 10 Ka3 Rc7.**
 Drawn.

But if his rook is defending both pawns along the rank, the stronger side normally wins.

499. This is a very common position. Thanks to the fact that the white king is relieved of the responsibility of defending one of the pawns, it is free to manoeuvre.

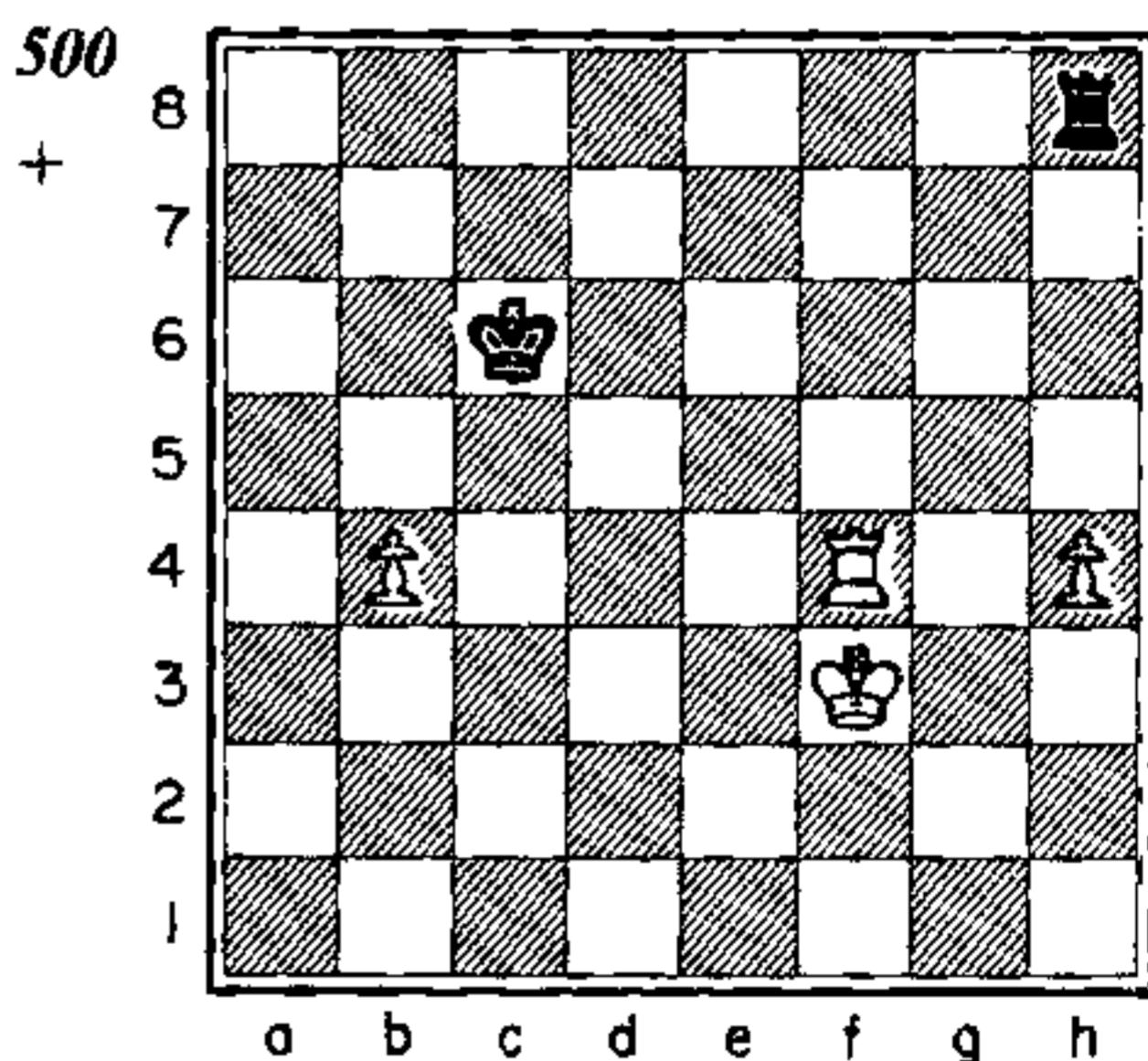
1 ... Ra4 2 Rf3+ (to make the black king determine its position) **2 ... Kg5** (if **2 ... Ke6**, then **3 h4 Ke5 4 h5** and wins) **3 Kf2 Re4** (otherwise the king crosses to the Q-side) **4**



Rg3+ Kf5 5 Rg4 Re6 (after the exchange of rooks, the pawn ending is lost) **6 a4 Rb6 7 Kg3 Rb3+ 8 Kh4 Ra3 9 a5 Kf6 10 Rg5 Ra1 11 Kh5 Ra3 12 h4 Ra4 13 a6**, and White wins.

The stronger side wins in similar fashion in positions where either one, or both pawns are not rook's pawns.

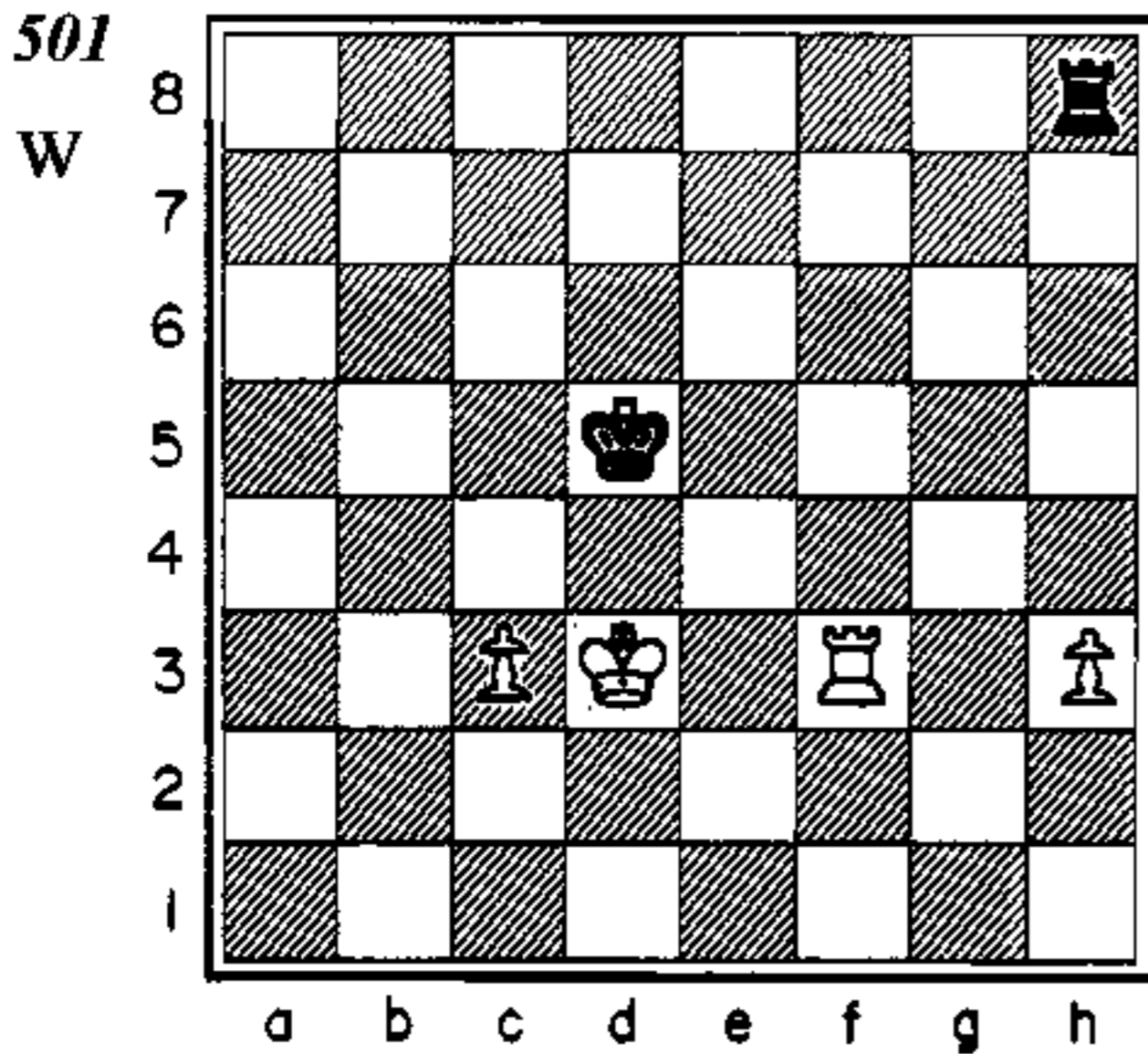
Panov-Pogrebysky Kiev, 1938



500. 1 Kg4 Rg8+ 2 Kh3 Kd5 3 h5 Ke5 4 Rg4 Rh8 5 Kh4 Kf6 6 b5 (White advances his pawns in turn) **6 ... Kf5 7 Rg5+ Kf6 8 b6 Rb8 9 Rb5 Rb7 10 Kg4 Rg7+ 11 Kf4 Rb7 12 h6 Kg6 13 Ke5 K × b6 14 Kd6** Resigns.

The difficulties which are encountered in such endings are well illustrated by the following practical example:

Short-Yusupov
Thessaloniki, 1984



501. White's plan is to take his king across to the h-pawn and begin advancing it. In doing this, he may be able to give up his other pawn.

1 Ke3 Kc5 2 Kf4 Kd5 3 Rd3+ Kc5 4 Kg3 Rg8+ 5 Kh2 Kc4 6 Rf3 Rh8 7 Kg3.

A slight but highly significant inaccuracy. As was shown by Fridstein, the king's advance should have been prepared, by first giving Black the move.

For example: 7 Re3 Kb3! (best; 7... Kd5 can be met by 8 Re1! Kc4 9 Rc1 Rh7 10 Kg3 Rg7+ 11 Kf4 Rh7 12 Kg4 Rg7+ 13 Kf5 Rh7 14 Rh1!, when the h-pawn advances) 8 Rd3 Kc4 9 Rf3! Kb3 10 Kg3! (now is the time) 10... Rg8+ 11 Kf4 Rh8 12 Kg4 Rg8+ 13 Kh5 Rh8+ 14 Kg6.

It transpires that Black is in zugzwang. On 14... Kc4 White has the decisive 15 Rf4+! Kxc3 16 h4. Note, incidentally, that with the rook at e3 this variation would not have succeeded, since Black answers Re4+ with... Kd3! And on 14... Ka3 White wins by 15 Kg5! Rg8+ 16 Kf4 Rh8 17 Kg3 Rg8+ 18 Kh2 Rh8 19 c4+ Kb4 20 Rf4 and 21 h4.

7... Rg8+ 8 Kf4 Rh8 9 Kg5 Rg8+ 10 Kh6 Kd5 11 h4.

Of course, by playing 11 Re3 White could then have reverted to the continuation just

considered. But he prefers a different plan, which allows the black king to become active.

11... Ke4! 12 Rh3?

The basic principle of rook endings is the activation of the rook, and from this viewpoint White's move does not look good. 12 Rf6! was correct, deploying the rook in the strongest way possible, such that it can defend its king against checks both along the file, and along the rank. The following continuations would then have been possible:

(a) 12... Rc8 13 h5 Rxc3 14 Kg7, and the pawn cannot be stopped.

(b) 12... Rh8+ 13 Kg5 Rg8+ (13... Rc8 14 c4) 14 Rg6 Rc8 15 Re6+! Kf3 (15... Kd5 16 Re3) 16 h5 Rxc3 17 h6 etc.

(c) Black could have offered the most tenacious resistance by 12... Ke5, but even then after 13 Rc6 Rh8+ 14 Kg5 Rg8+ 15 Kh5 Rh8+ (15... Kf5 16 Rc5+ Kf4 17 Kh6 Rh8+ 18 Kg7, while if here 16... Kf6, then 17 c4) 16 Kg4 Rg8+ 17 Kh3 Kd5 18 Rc7 Kd6 19 Rc4 Kd5 20 Rg4 Rh8 (20... Rc8 21 c4+) 21 Kg3 White wins roughly as in the previous example.

After the move made by White, Black is able to save the game.

12... Kf5 13 h5.

13 c4 Rc8 14 Rc3 does not help due to 14... Rh8+ 15 Kg7 Rxc3 16 c5 Ke6 17 c6 Rg4+ 18 Kf8 Rh4 19 c7 Rh8+ 20 Kg7 Rc8 with a draw.

13... Rc8! 14 Kg7 Kg4 15 Rh1.

There is nothing better. If, for example, 15 Re3 Kxc3 16 Kf6, then 16... Kg4 17 Ke5 Re8+ 18 Kd4 Rd8+ 19 Kc4 Kc8+ 20 Kd3 Rd8+ 21 Kc2 Kf4 with a theoretical draw.

15... Kg5!

A precise reply. Black would have lost after 15... Rxc3 16 h6 Rc7+ 17 Kf6 Rc6+ 18 Ke5 Rc5+ 19 Kd6 Rc8 20 h7 Rh8 21 Ke6 Kg5 22 Kf7 etc.

16 Rh3.

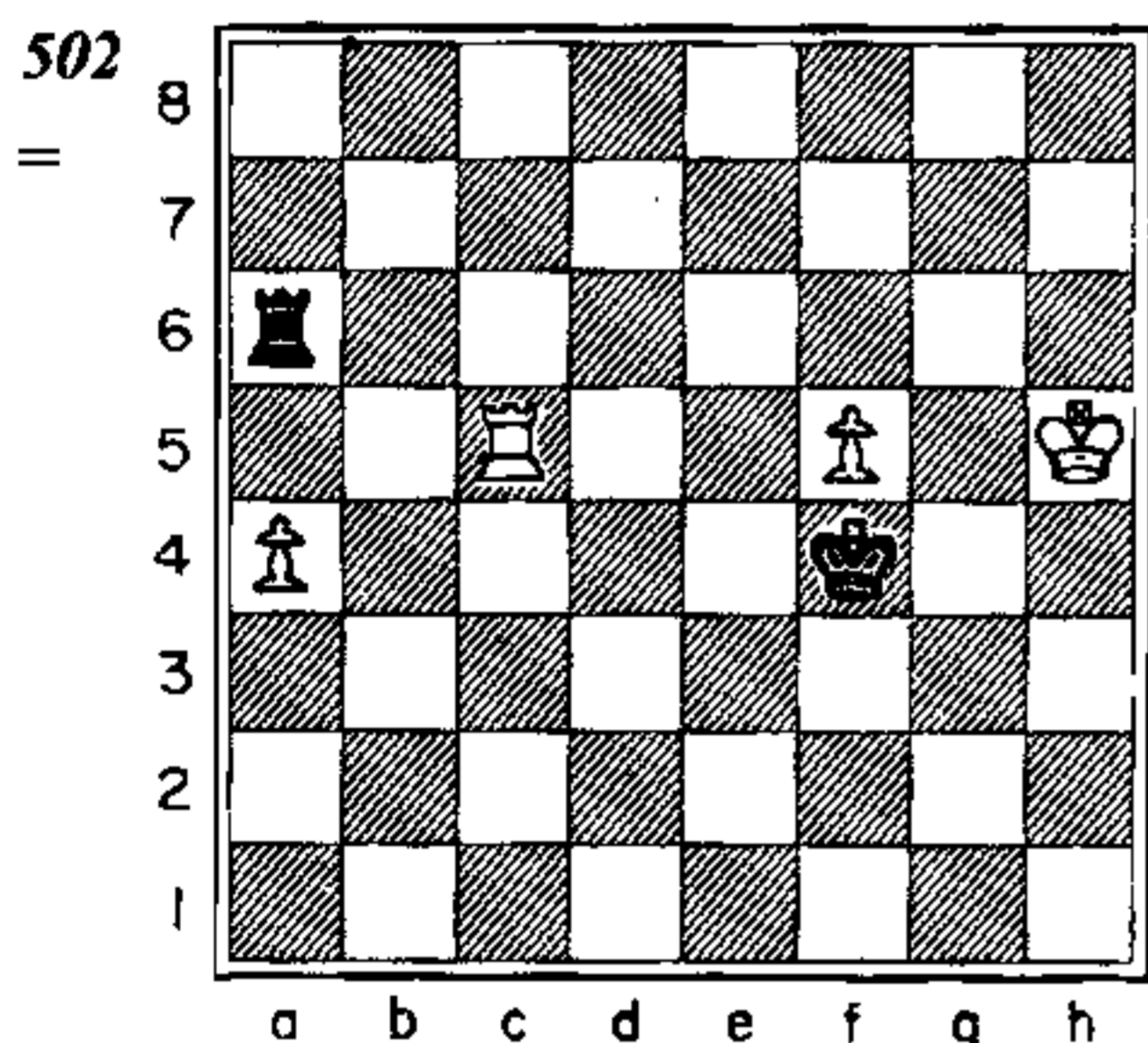
Or 16 h6 Rc7+ 17 Kf8 Kf6 18 Rf1+ (18 Ke8 Rxc3) 18... Kg6 19 Rc1 Kxc3 20 Ke8 Kg6 21 Kd8 Rc4 22 Kd7 Kf5 23 Kd6 Ke4, and the c-pawn falls.

Rook and Two Pawns against Rook

16 ... Rc7+ 17 Kf8 Kg4 18 Rh1 Kg5.
Drawn.

An interesting saving possibility in this type of ending is shown in the following example, where the stronger side's king is cut off from the pawns.

Kholmov-Bagirov
Alma-Ata, 1969



502. For White to win, his king has to escape from h5, but against correct defence by Black this cannot be done: **1 Rd5 Ke4** (the a-pawn is of course immune) **2 Rb5 Kf4 3 Rc5 Rd6 4 Ra5.**

Had White played **4 a5**, Black would have lost after **4 ... Rf6? 5 Rb5 Ra6 6 Rb6! R x a5 7 Kg6.** The black rook should occupy f6 only when the opponent's rook goes to b5, and so correct is **4 ... Ra6 5 Rb5 Rf6!** with a draw.

4 ... Rf6 5 Ra8 K x f5! 6 a5 Rf7.

Black sets up a well-known drawn position, with his rook attacking the pawn from the side.

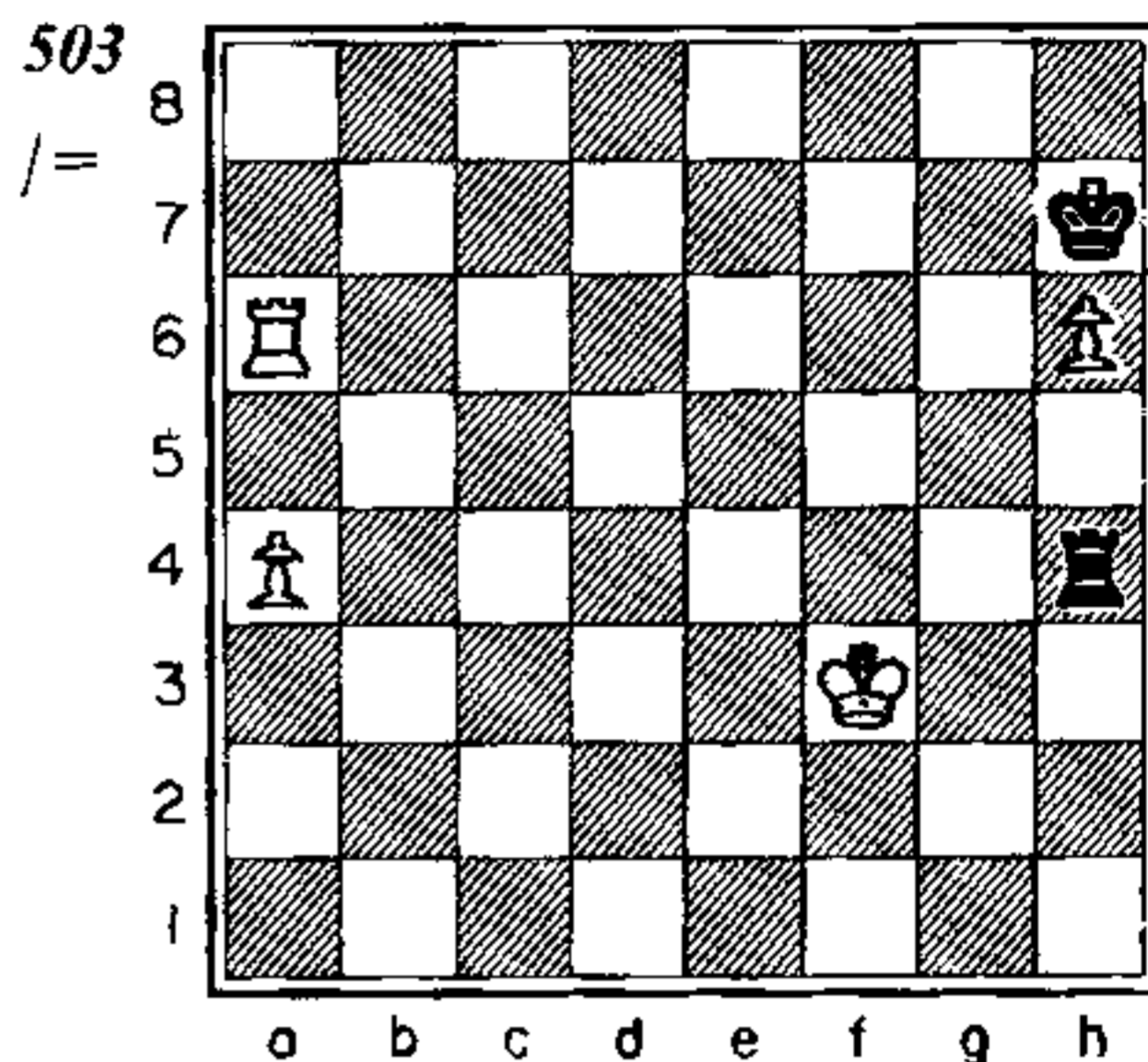
7 Kb6 Rd7 8 a6 Rf7. Drawn.

Position 503 is of great practical importance.

503. The defence employed here is a copy of the defensive system in position 427. The point of it is to attack the a-pawn with the

rook from the side. The attempt by White to move his rook off the a-file is easily parried.

Smyslov-Bondarevsky
Moscow, 1940



As soon as the king approaches the a-pawn, the black rook drives it away by horizontal checks, after which it returns to its initial position. The presence of an extra pawn compared with example 427 does not play any part—it is important that the black king should be blockading it, and that the rook is attacking, from the side, the pawn in front of which the opponent's rook stands.

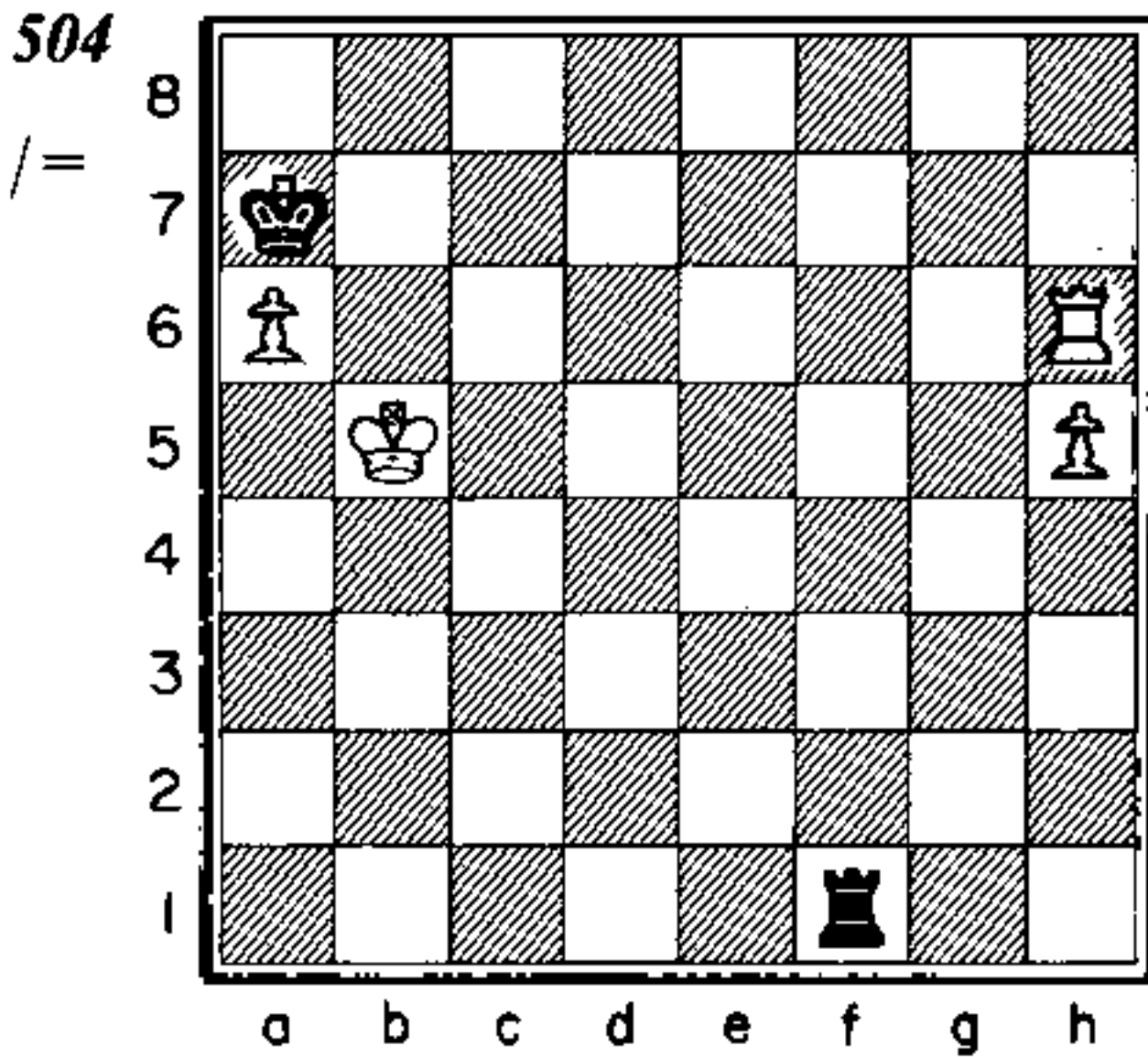
1 ... Rb4 2 Ke3 Rc4 3 Kd3 Rb4 4 Kc3 Rf4! (the best file for defence) **5 Kb3 Rf3+** (an essential move, otherwise the rook moves off the a-file) **6 Kc4 Rf4+ 7 Kd5 Rb4!** (further checks are incorrect: **7 ... Rf5+? 8 Ke6 Rf4 9 a5** etc.) **8 Kc6 Rf4 9 Kd7 Rd4+ 10 Kc7 Rf4 11 a5 Rf5** (again taking up position on the rank of the pawn) **12 Kd7 Rd5+ 13 Ke7 Re5+ 14 Kf6 Rc5 15 Ra8 Rd5 16 a6 Rd6+ 17 Ke7 R x h6 18 Kf7 Rb6 19 Ra7 Kh6 20 Kf8 Rb8+ 21 Ke7 Rb6 22 Ke8 Kg6 23 Kd8 Rf6 24 Kc8.** Drawn.

In the next example the weaker side gained a draw in similar fashion.

504. 1 ... Rf5+ 2 Kc4 (after **2 Kc6** the

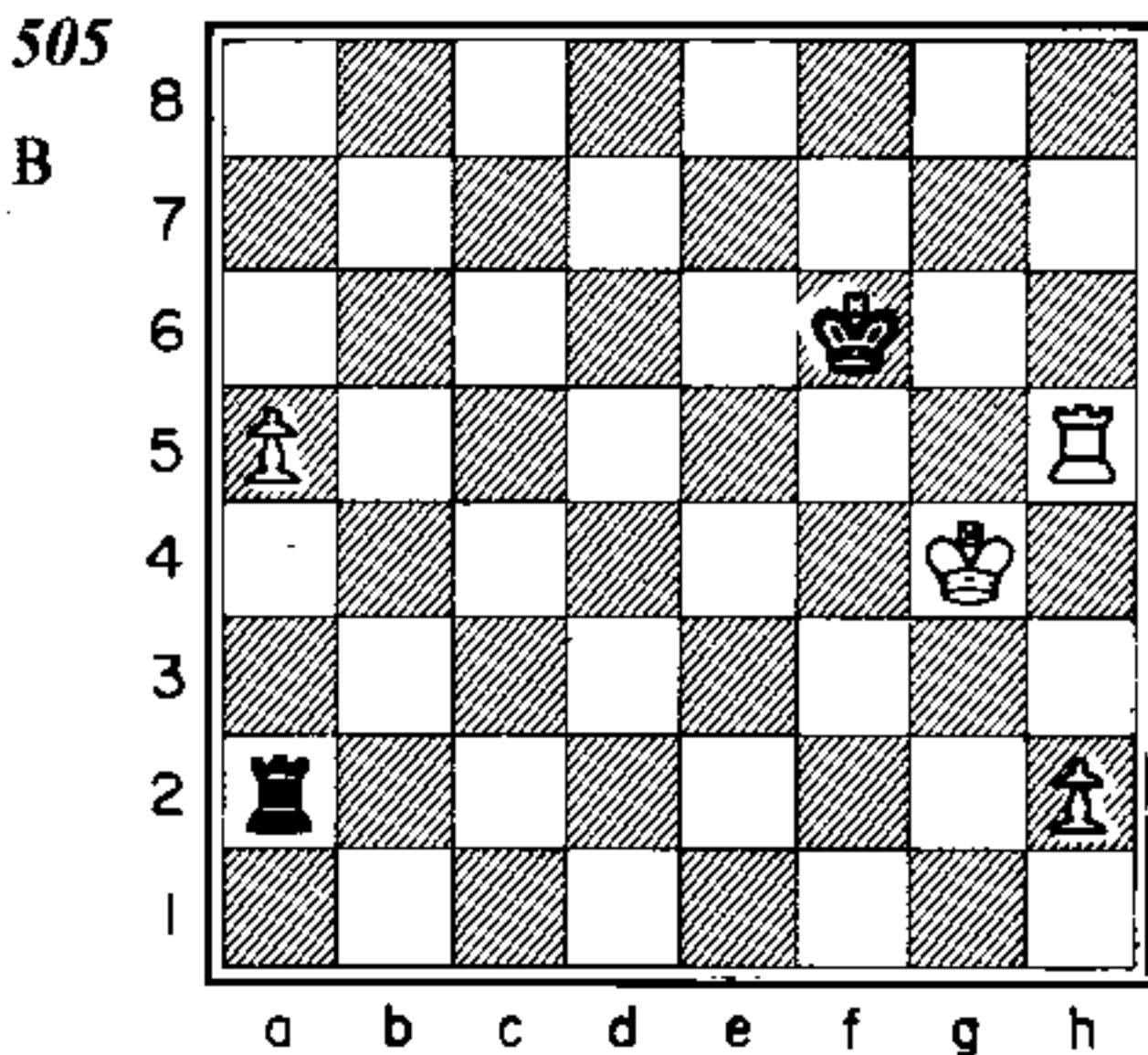
Isolated Pawns

Bondarevsky-Keres Moscow, 1947



draw is achieved most simply by 2 ... K × a6, and if 3 Kd7 + Kb7—427) 2 ... Re5 3 Kd4 Rg5 4 Ke4 Rc5 Kd4 Rg5 6 Rh8 Rf5. Drawn.

Osnos-Averbakh Leningrad, 1967



505. How should Black continue? If 1 ... Kg6, then 2 Rg5 + Kh6 (2 ... Kf6 3 h4 Ra3 4 Kh5 Ra4 5 a6!) 3 Re5! R × h2 4 Kf5 Kg7 5 Ke6, and the king breaks through to the a-pawn.

A saving guide for Black is provided by the previous position, but for this his king has to reach the distant square a7!

1 ... Ke7!

The route must be chosen accurately: 1 ... Ke6? would have lost after 2 a6! Kd6 3 Rh7! and 4 a7.

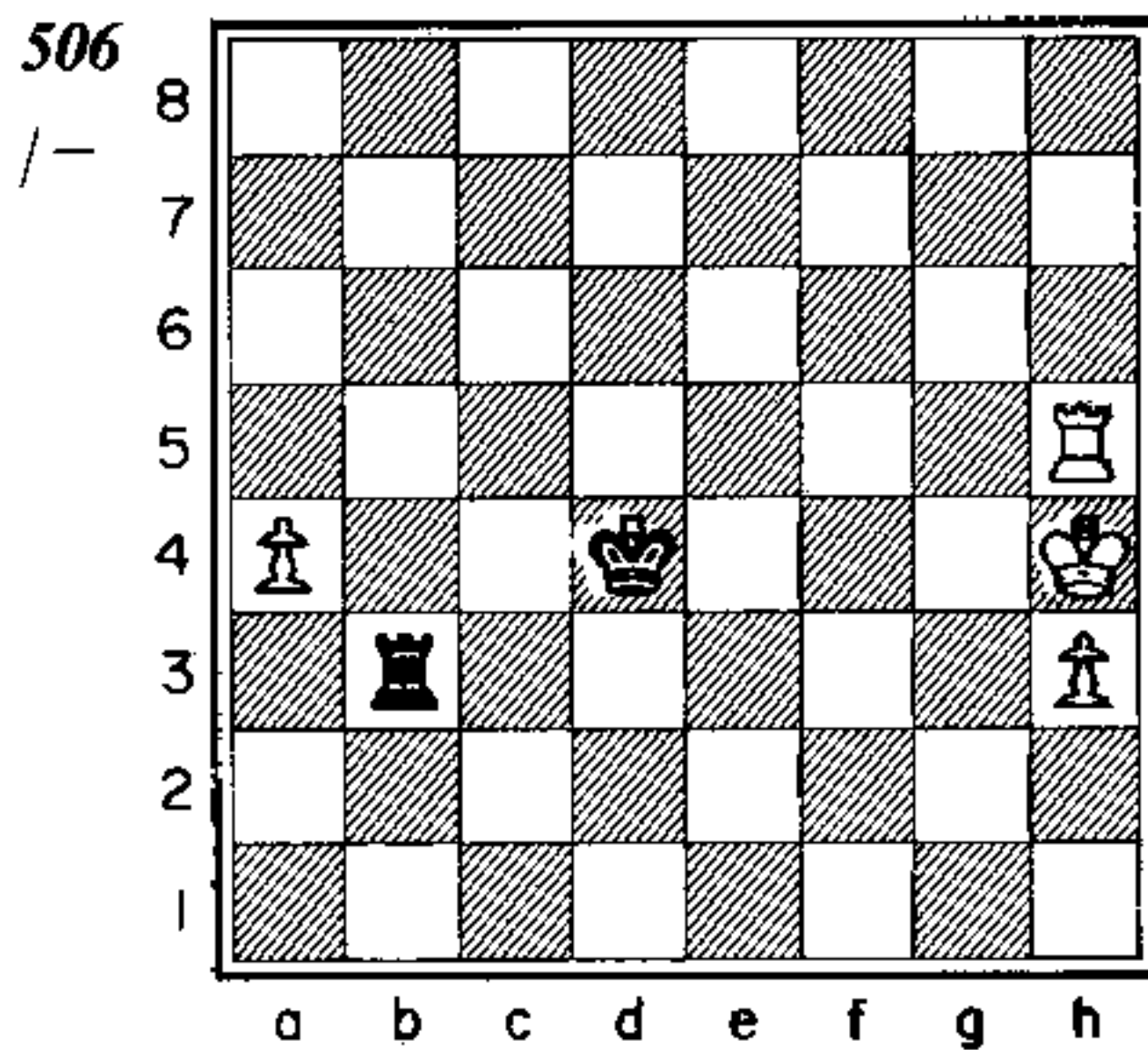
2 Kf4.

2 Kg3! Ra3 + (otherwise the rook moves off the h-file) 3 Kf4 Ra2! 4 Ke4 was more accurate, but even then Black draws in the same way: 4 ... Kd7 5 Kd4 Kc7 6 Rc5 + Kd6! (6 ... Kb7? 7 h4 Ra4 + 8 Rc4 R × a5 9 Ke4 Rh5 10 Kf3 Rh8 11 Kg4), and on 7 h4 there follows 7 ... Ra4 + 8 Rc4 R × a5 with a draw.

2 ... Kd7 3 Ke4 Kc7 4 Kd4 Kb7 5 h3 Ra3! 6 Kc4 Ka6 7 Kb4 Rf3 8 Rh6 + Ka7, and the goal is achieved.

If the weaker side's king does not stand in the path of one of the pawns, his drawing chances are slight.

Flohr-Dubinik Leningrad, 1947



506. Due to the unfortunate position of his king, Black is unable to employ any of the above defensive methods, and therefore defeat is inevitable.

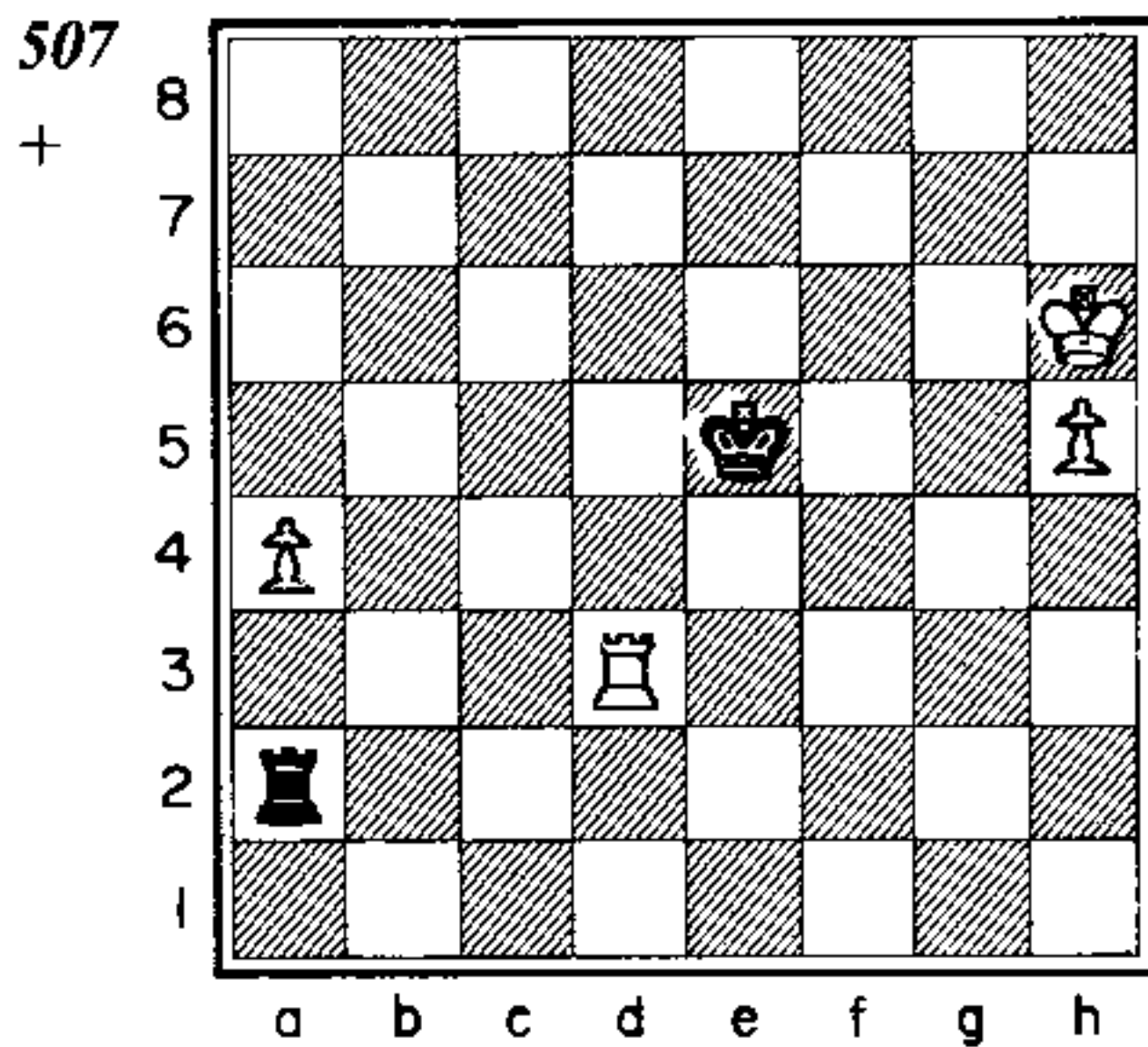
1 ... Ra3 2 Ra5 Ke4 3 Kg4 Ra1 4 h4 Rg1 + 5 Kh5 Rg8 6 Kh6 Kf4 (now 7 Rb5 would have been quickly decisive, and if 7 ... Rh8 + 8 Kg6 R × h4 9 Rb4 + and 10 R × h4) 7 h5 Kg4 8 Rb5 Ra8 9 a5 Kf4 10 Kg6 Ra6 + 11 Kg7

Rook and Two Pawns against Rook

Ra7+ 12 Kf6 Ra6+ 13 Rb6 (the sacrifice of one pawn, with the aim of queening the other; a typical procedure) **13 ... R × a5 14 h6**, and White won.

There was an interesting mistake in the following ending.

Chigorin-Salwe
Carlsbad, 1907



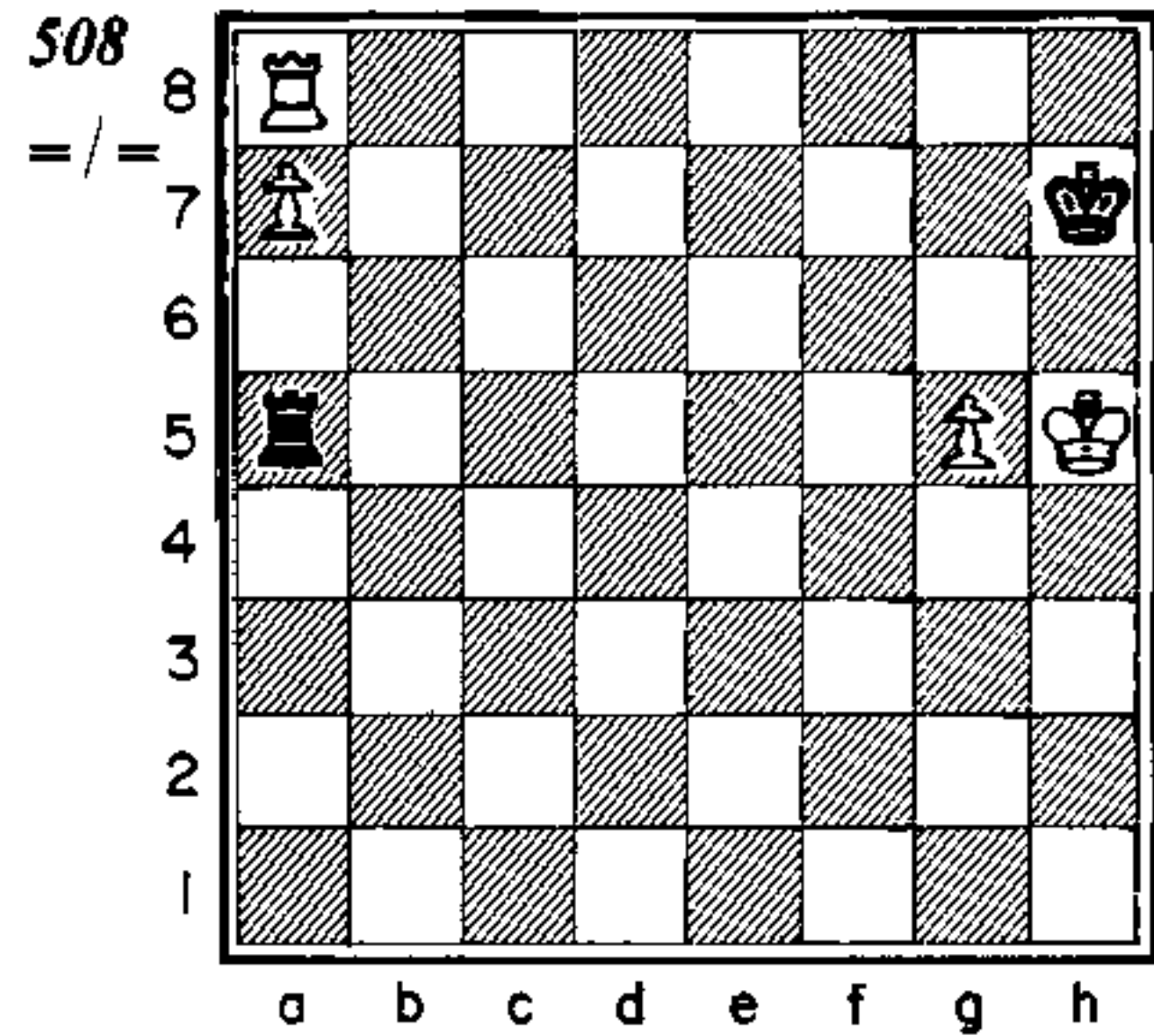
507. The game went **1 Rf3 R × a4 2 Kg7? Rg4+ 3 Kf7 Rh4 4 Ra3 Rf4+ 5 Ke7 Rb4 6 Ra5+ Kf4 7 h6 Kg4 8 Ra7 Kg5 9 h7 Rb8 10 Kf7 Kh6**. Drawn.

Analysis shows that Chigorin could have won this ending. After **1 Rf3** (*1 Kg5* is also possible) **1 ... R × a4** he should have played **2 Kg5!**, and if **2 ... Ra1**, then **3 h6 Rg1+ 4 Kh5 Rh1+** (**4 ... Ke6** is met by **5 h7 Rh1+ 6 Kg6 Rg1+ 7 Kh6 Rh1+ 8 Kg7 Rg1+ 9 Kf8 Rh1 10 Rf7**) **5 Kg6 Rg1+ 6 Kf7 Rh1 7 Rf6**, followed by **Kg7** and **Rg6**, when the advance of the pawn wins.

Positions such as 508 often occur in practice.

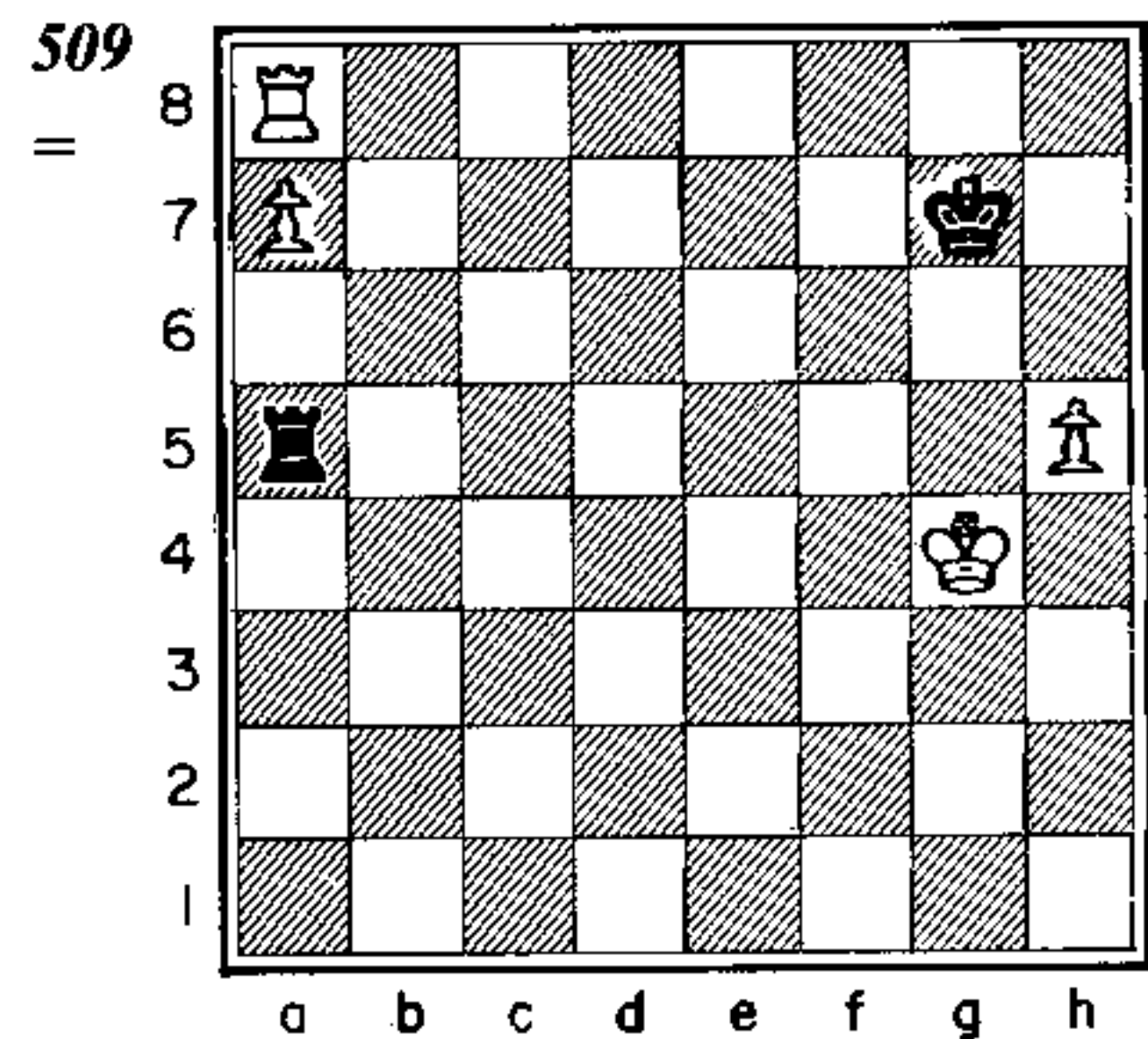
508. **1 Kg4** (if it is Black to move, he defends in similar fashion) **1 ... Kg7**.

Best, since it deprives White of any chance, which is possible, for example, in the variation **1 ... Ra4+ 2 Kf5 Ra5+? 3 Kf6 Ra6+ 4 Kf7** and **5 g6**.



2 Kf4 Ra1. The draw is now achieved as follows: the rook moves up and down the a-file so that, when the king approaches the a-pawn it gives check from the rear, driving the king away from the pawn, and then again returns to its initial position.

Black carries out the same system of defence in the following example.

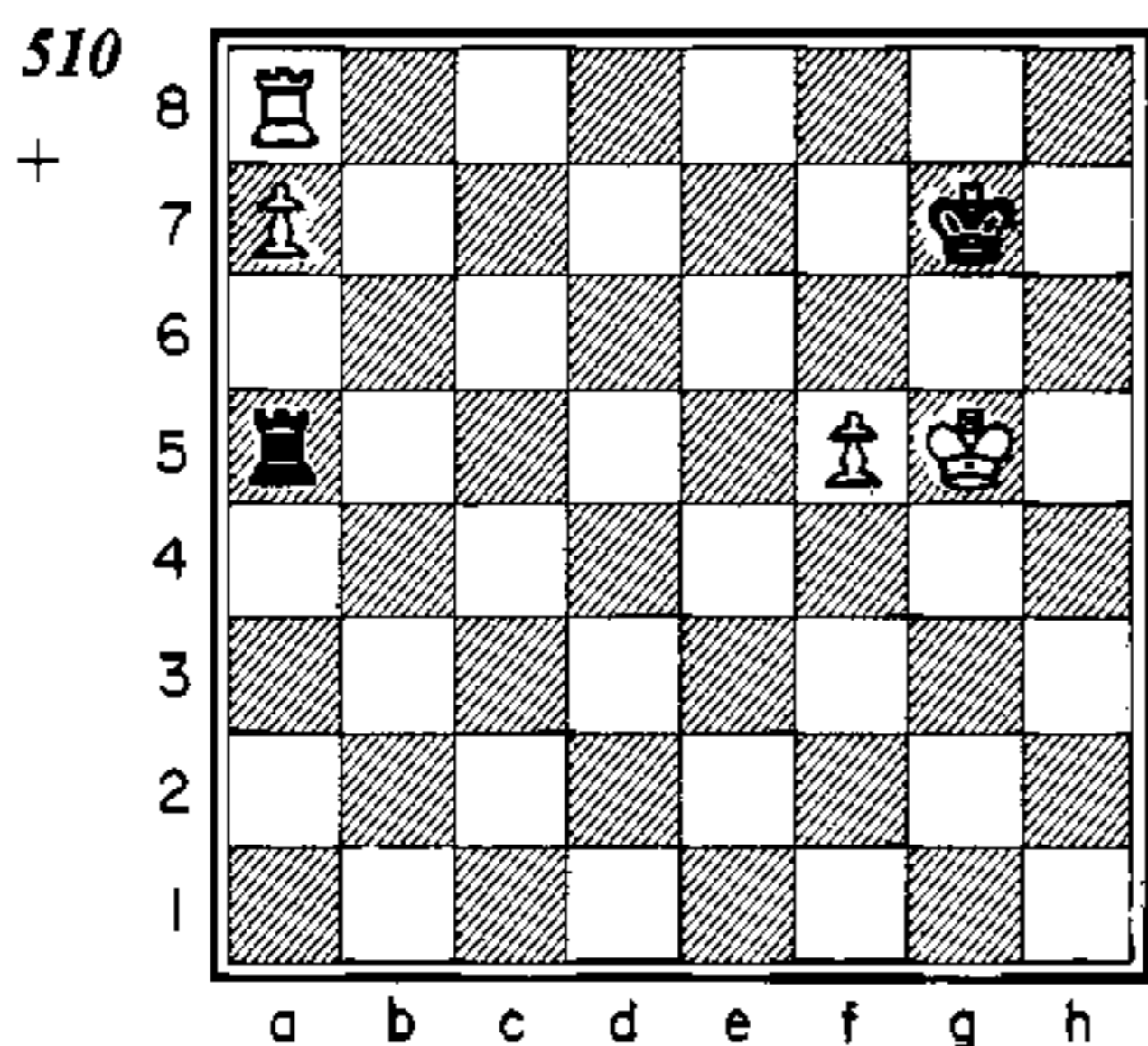


509. After the advance of the pawn to **h6** White cannot evict the opponent's king from **h7**. the attempt to free the rook from **a8** is parried as in the previous example.

If the a-pawn has reached the 7th rank and is blocked by its own rook, the stronger side normally wins if his second pawn is on the e- or f-file.

Isolated Pawns

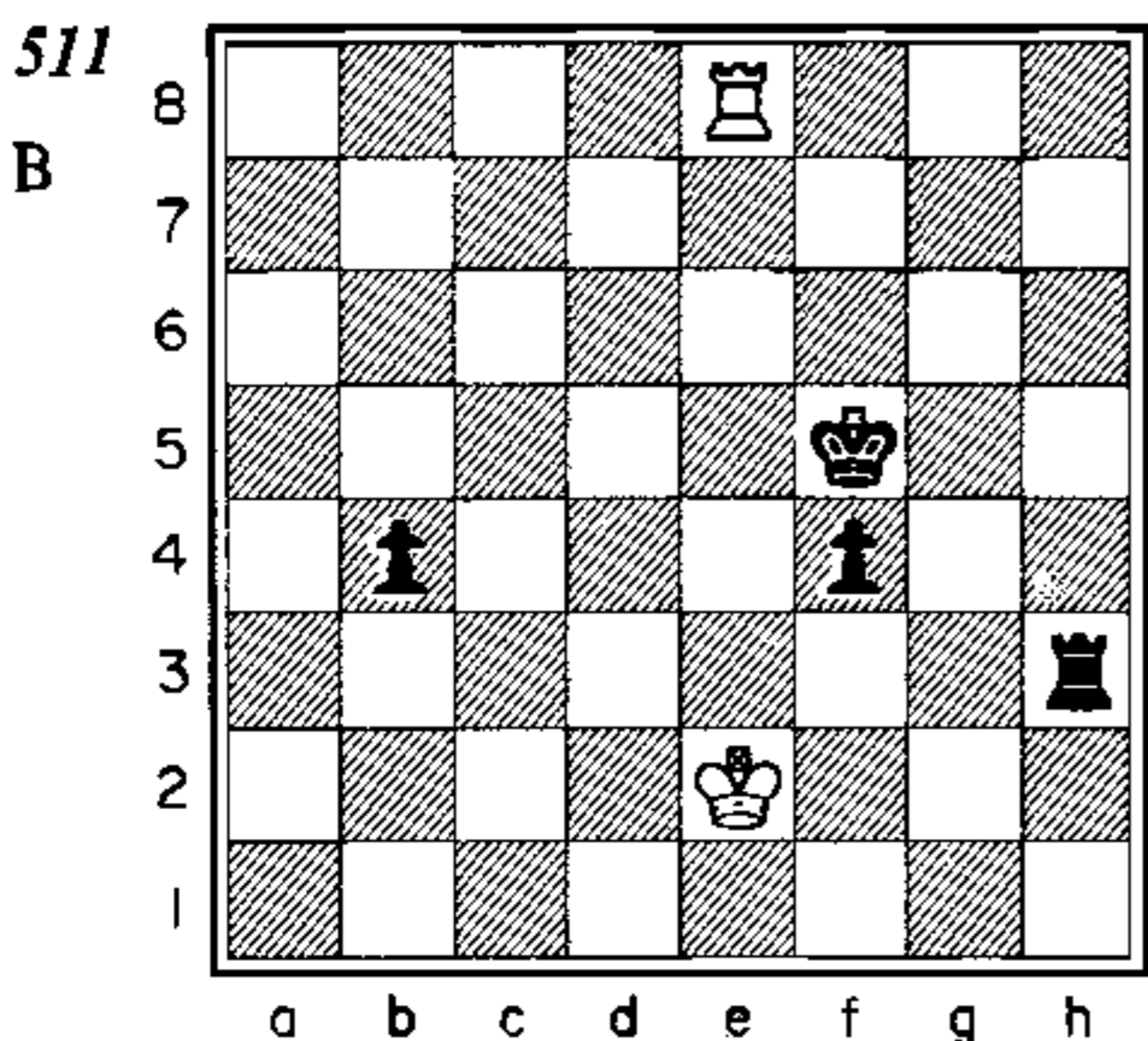
Hyutt-Alalin
Rostov-on-Don, 1952



510. Here the win is achieved without the participation of the king—by the advance of the f-pawn: 1 Kf4 Ra4+ 2 Ke3 Ra3+ 3 Kd4 Ra4+ 4 Kc3 Ra3+ 5 Kb4 Ra6 6 f6+, and Black loses after 6 ... Kxf6 7 Rf8+ and 8 a8=Q, or 6 ... Kf7 7 Rh8 Rxa7 8 Rh7+, or 6 ... Kh7 7 f7.

But in the game itself White made a mistake, and it ended in a draw: 1 Kf4 Kf7 (Black sets a trap, into which his opponent falls) 2 Rh8? (2 f6! would have won) 2 ... Rxa7! 3 Rh7+ Kf6 4 Rxa7—stalemate. Curiously enough, this stalemate trap had also occurred earlier (511).

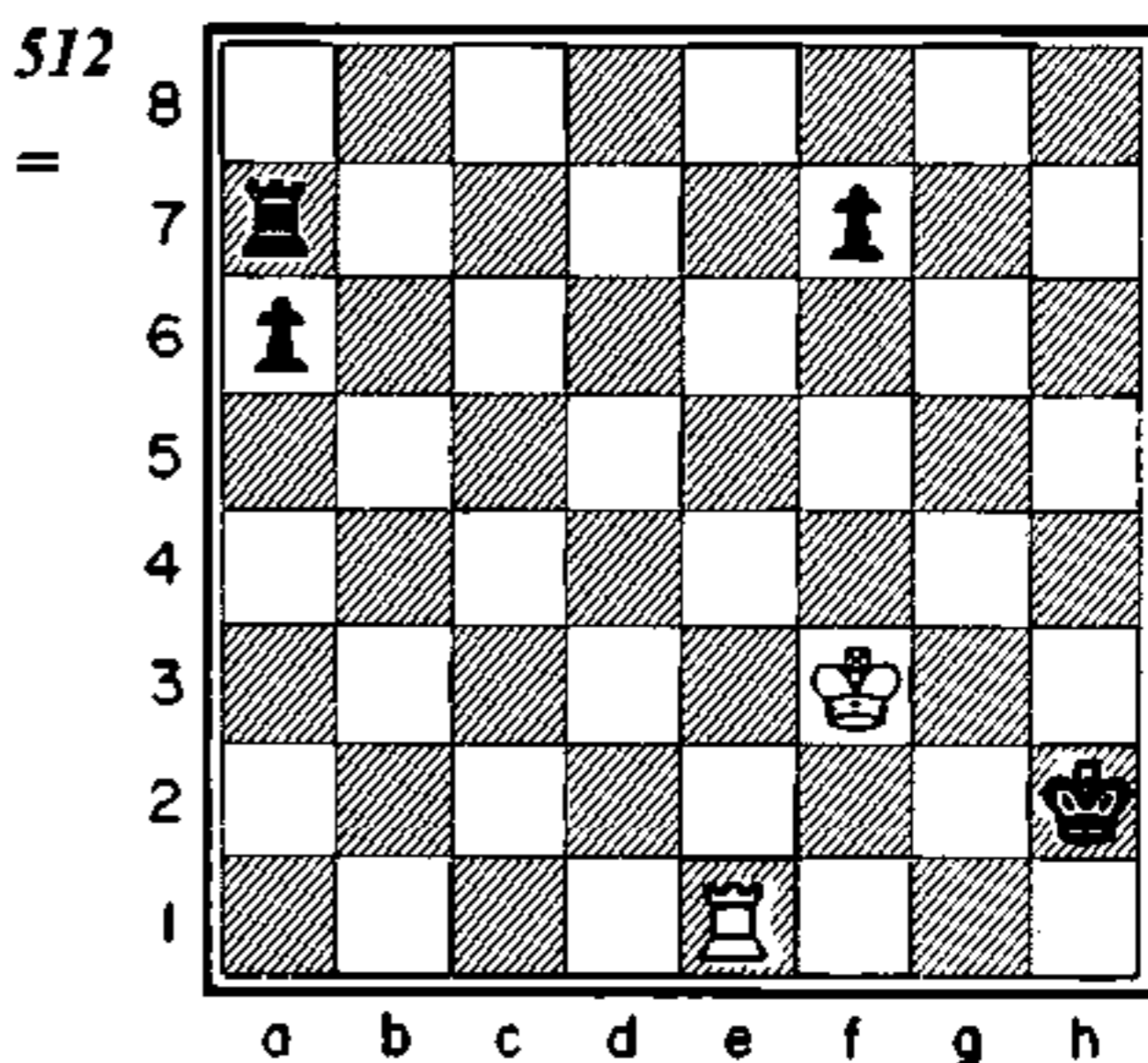
Bernstein-Smyslov
Groningen, 1946



511. 1 ... b3 2 Rb8 b2? 3 Rxb2 with a draw, since after 3 ... Rh2+ 4 Kf3 Rxb2 it is stalemate.

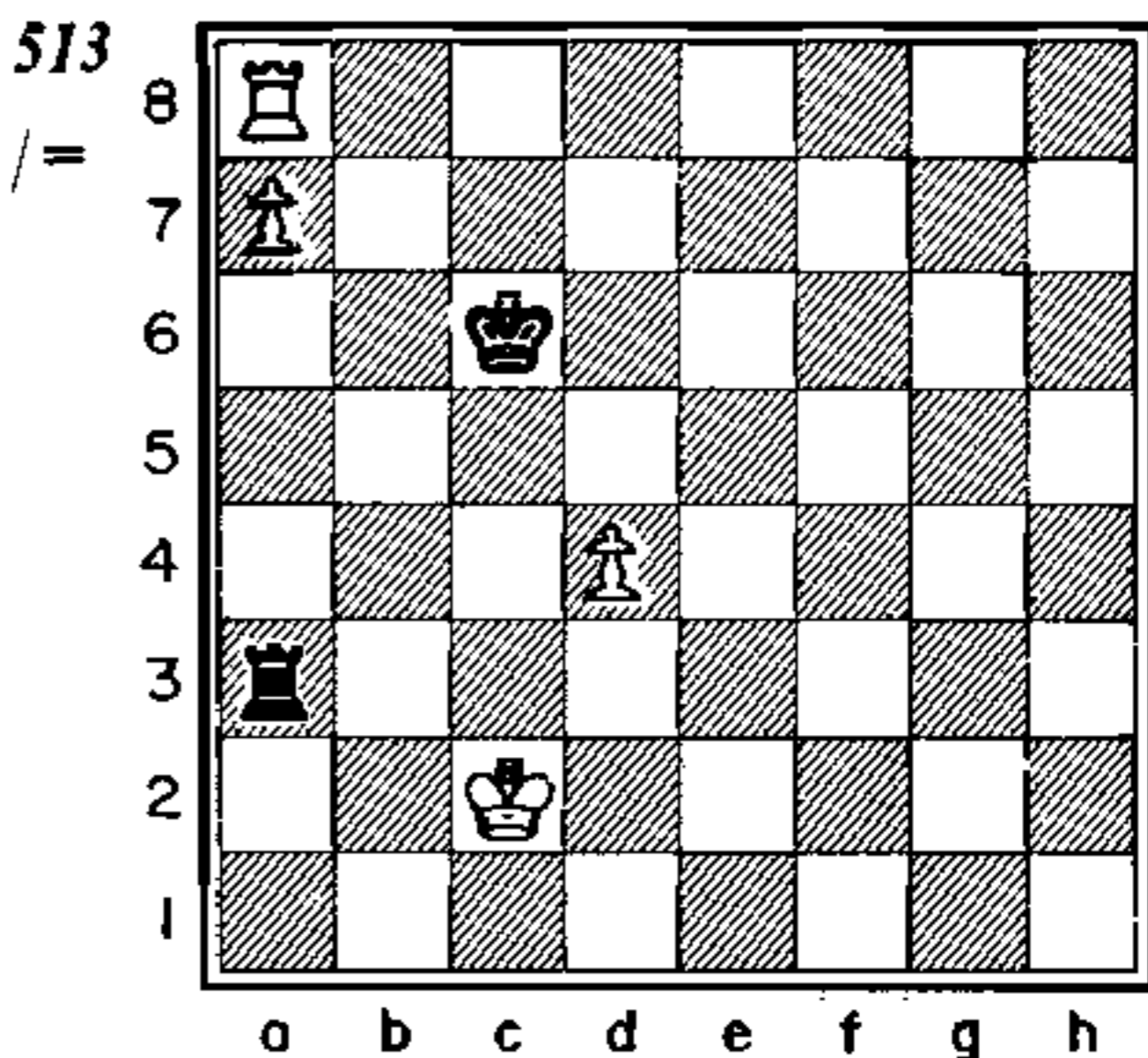
In the following example a stalemate possibility is the only way of saving the game.

Wotawa, 1940



512. The position of the black king on the rook's file favours White: 1 Re2+ Kh3 2 Re1 Kh4 3 Kf4 Kh5 4 Kf5 Kh6 5 Kf6 Kh7 6 Re5! (a preparatory move for creating the stalemate) 6 ... Kg8 7 Re8+ Kh7 8 Re5! a5 (8 ... Rb7 9 Ra5 with a draw) 9 Rh5+ Kg8 10 Rg5+! Kf8 11 Rxa5 Rxa5—stalemate.

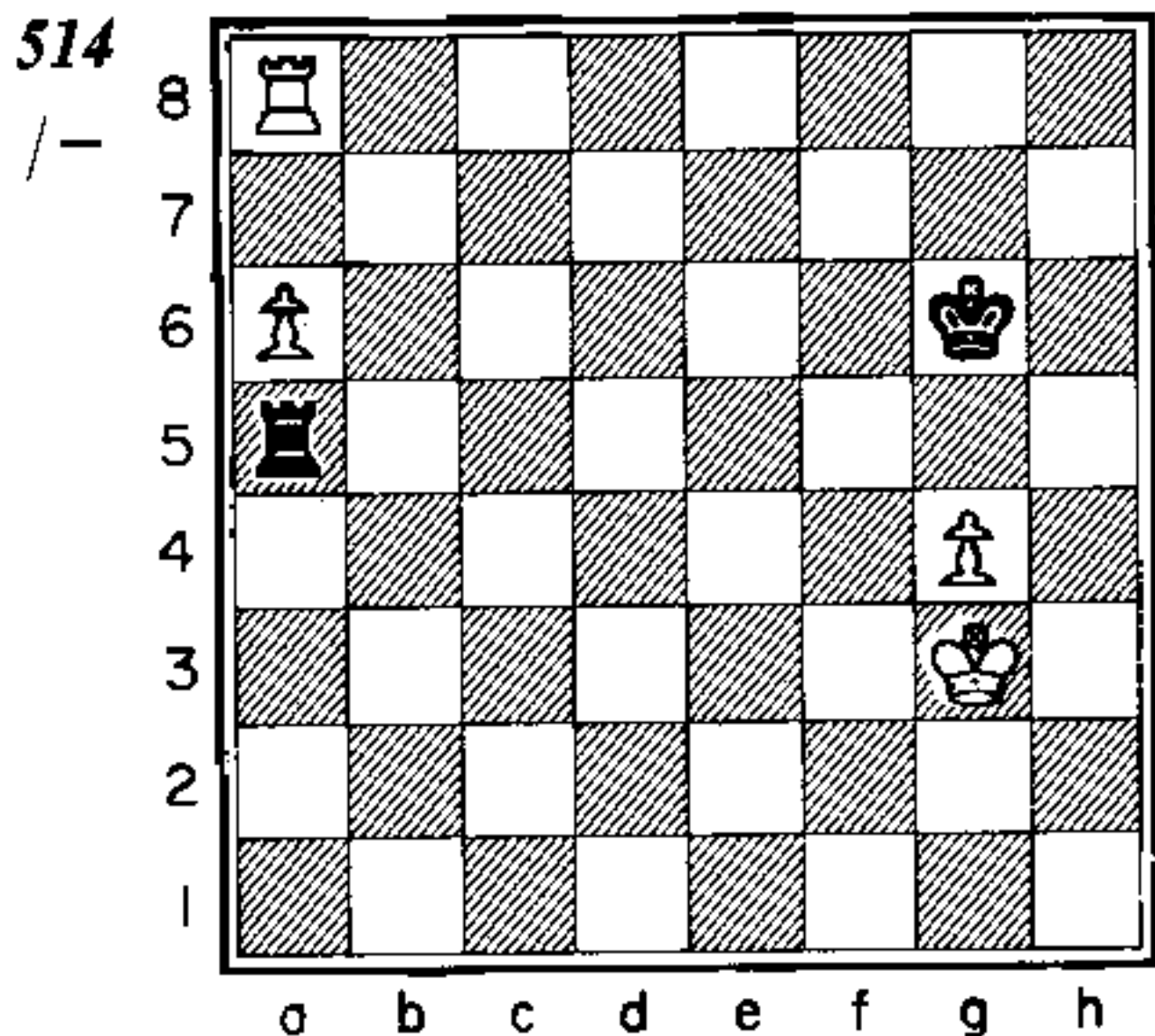
With the second pawn on the d-file, in many cases Black can defend successfully.



Rook and Two Pawns against Rook

513. 1 ... Kb7 2 Rb8+ K × a7 3 Rb1 Rh3.
Draw.

If the rook's pawn is on the 6th rank, in the majority of cases the stronger side wins irrespective of the file on which the second pawn stands (an exception being 516).

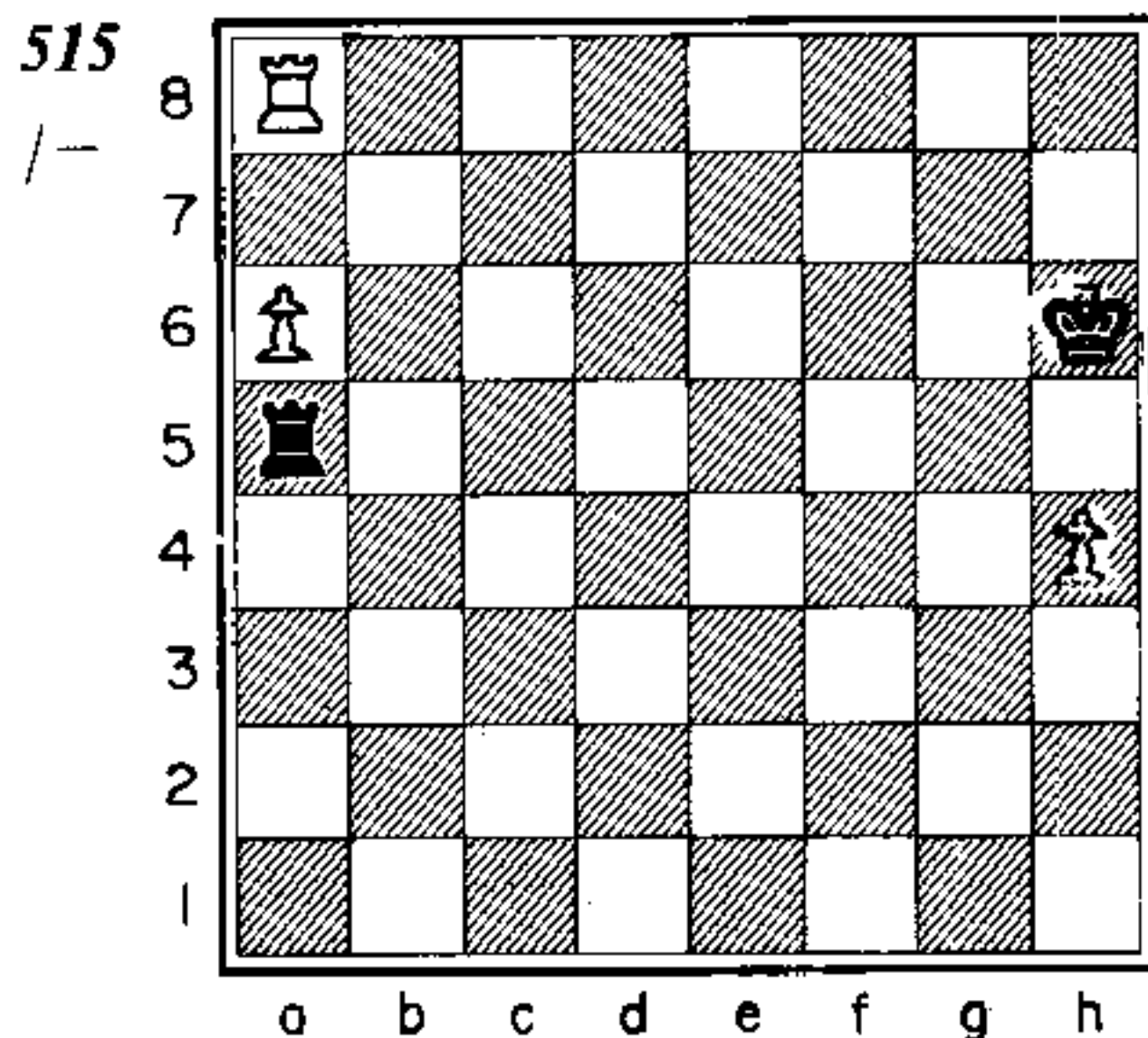


514. White is threatening to take his king up to the a-pawn, so Black must take measures against this pawn: 1 ... Ra4 2 Kf3 Kg7 3 g5!

The natural 3 Ke3? is a mistake due to 3 ... R × g4 4 Ra7+ Kg6 5 Kd3, when Black draws by 5 ... Rb4 etc.

3 ... Ra5 4 Ke4 R × g5 5 Ra7+ Kg6 6 Kd4, and White wins.

Black is also unable to draw in the following example, where both pawns are rooks' pawns.

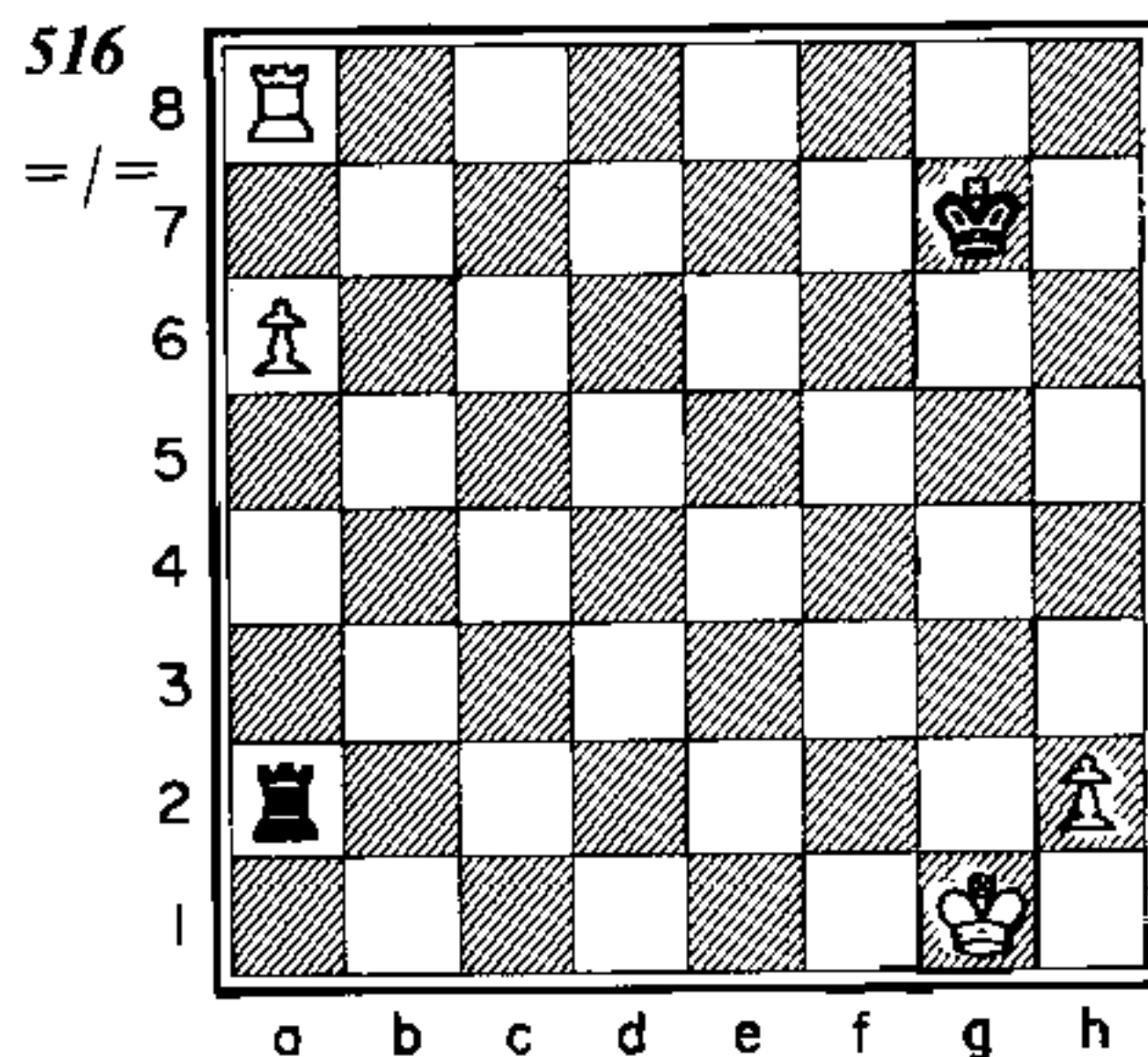


515. 1 ... Ra4 2 Kg3 Kh7 3 h5! (but not 3 Kf3 R × h4!) 3 ... Ra5.

The attempt by Black to transfer his rook to the 6th rank is easily parried: 3 ... Rb4 4 Rc8! (not 4 Ra7+? Kh6 5 Rb7 Ra4 6 a7 K × h5, when the black king reaches the Q-side just in time) 4 ... Ra4 5 Rc6 etc.

4 Ra7+! Kh6 5 Kf4 R × h5 (as we know, for a draw the king should be at g6 at this point, and not h6; now it is all over) 6 Ke4, and White wins thanks to the distant position of the opponent's king.

From the analysis of the two previous examples it follows that, in such endings the stronger side has better winning chances if the rook's pawn is supported by the rook from in front, and is on the 6th rank rather than the 7th. Even if both pawns are rooks' pawns, the defender can draw only if he is able to transfer his rook to the 6th rank.



516. The black pieces are ideally placed, and White is unable to win: 1 h3 (1 Kf1 R × h2 with a draw) 1 ... Kh7 2 Kf1 Kg7 3 Ke1 Ra5! 4 Kd2 Rd5+ 5 Kc3 Rd6 with a draw.

Practice shows that, the smaller the distance between the rook's pawn and the second pawn, the better the drawing chances (this is especially characteristic of h- and f-pawns).

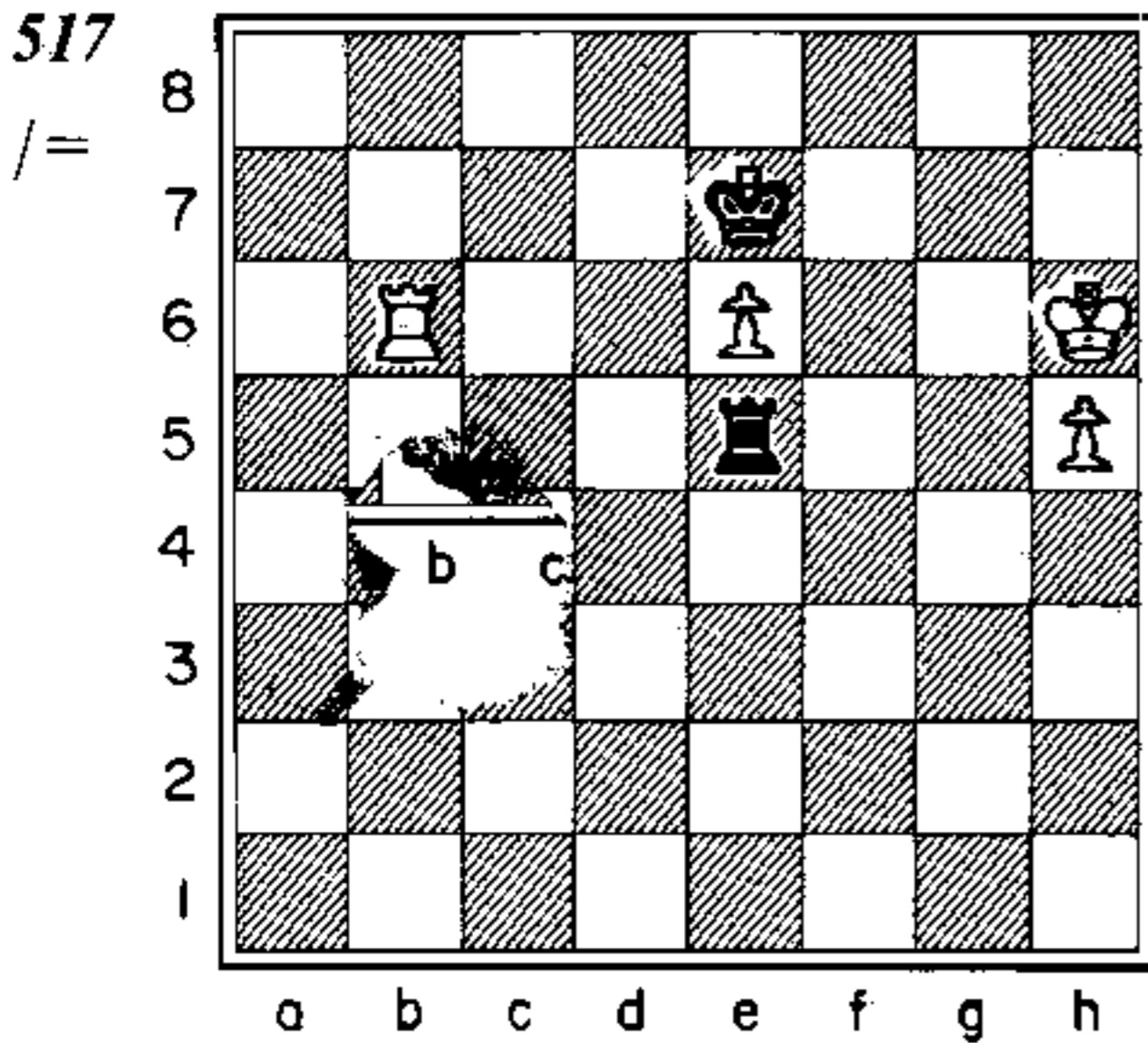
We will give a number of examples with h- and e-pawns (or a- and d-pawns). Hardly any

Isolated Pawns

theoretical study has been made of them, although their practical value is undisputed.

A typical drawn example is shown in diagram 517.

Botvinnik–Najdorf
Moscow, 1956
(variation from the game)



517. The defensive plan is to exploit the unfortunate position of the white king on the rook's file, stopping the advance of its own pawn. To free his king, White will be forced to sacrifice his e-pawn, which leads to a drawn ending with a rook's pawn.

1 ... Kf6! 2 Ra6.

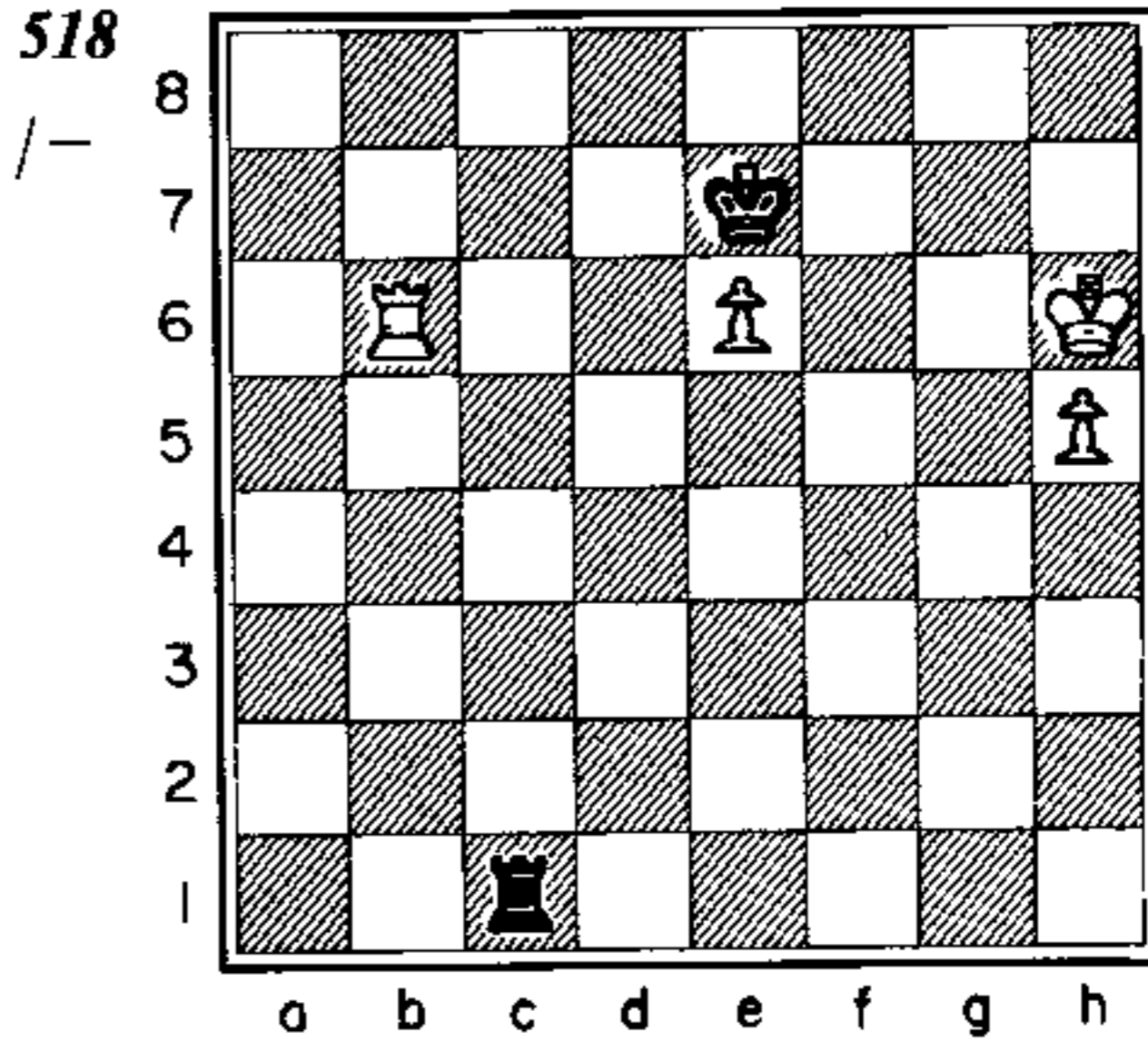
Black has a straightforward draw after 2 Rb1 R×e6 3 Rf1+ Ke7+ 4 Kg7 Re5 5 h6 Rg5+ etc, and he also draws after 2 e7+ K×e7 3 Kg6 Re1 4 Kg7 Rg1+ 5 Rg6 Rf1 6 h6 Rf7+. The move played is more cunning, since it forces the black rook to abandon the e-file, which is so important for defence (otherwise White activates his king).

2 ... Rf5! (as will later be seen, this is the only move) **3 Ra3 K×e6 4 Kg6 Rf6+** (this is why the rook occupied the f-file; Black loses after 4 ... Rf1 5 Re3+ Kd7 6 h6 etc.) **5 Kg7 Rf7+ 6 Kg8 Rb7.**

Preventing 7 h6, which is met by 7 ... Kf6 8 Ra6+ Kg5, when Black is assured of giving perpetual check or regaining the pawn.

7 Rf3 Rb5 8 h6, and we reach a drawn position of type 420.

Thus in positions of this type the stronger side's main problem is to free his king from the rook's file: if the king succeeds at a favourable moment in moving onto the adjacent file, the advance of the rook's pawn is decisive, otherwise the result is a draw.



518. There are two ways for Black to try and keep the king on the rook's file, but neither succeeds:

(a) **1 ... Kf6 2 Kh7 Rc7+** (there is nothing better) **3 e7+! K×e7 4 Kg7** (the king has moved out, and the pawn's path is now free) **4 ... Ke8+ 5 Kg6 Rc1 6 Rb8+ Ke7 7 h6**, and White wins.

(b) **1 ... Rg1 2 Kh7 Rg2 3 h6 Rg1 4 Kh8 Rg2 5 h7 Rg1 6 Rb8 K×e6 7 Rg8** etc.

It is not surprising that Black is unable to draw in the following example.

501. 1 ... Re4 2 Rb6 Ke7 3 Kg5 Re1 4 h5 Rg1+ 5 Kf5!

Kotov's suggestion of 5 Kh6? leads only to a draw: **5 ... Kf6 6 Kh7 Rg7+ 7 Kh8 Re7! 8 Kg8 Re8+ 9 Kh7 Re7+ 10 Kh6 Kf5**, and the white king is securely imprisoned.

5 ... Rf1+ 6 Kg6 Rg1+ 7 Kh7, and we reach a won position which was analysed in the previous example.

If the stronger side's rook is defending the

Rook and Two Pawns against Rook

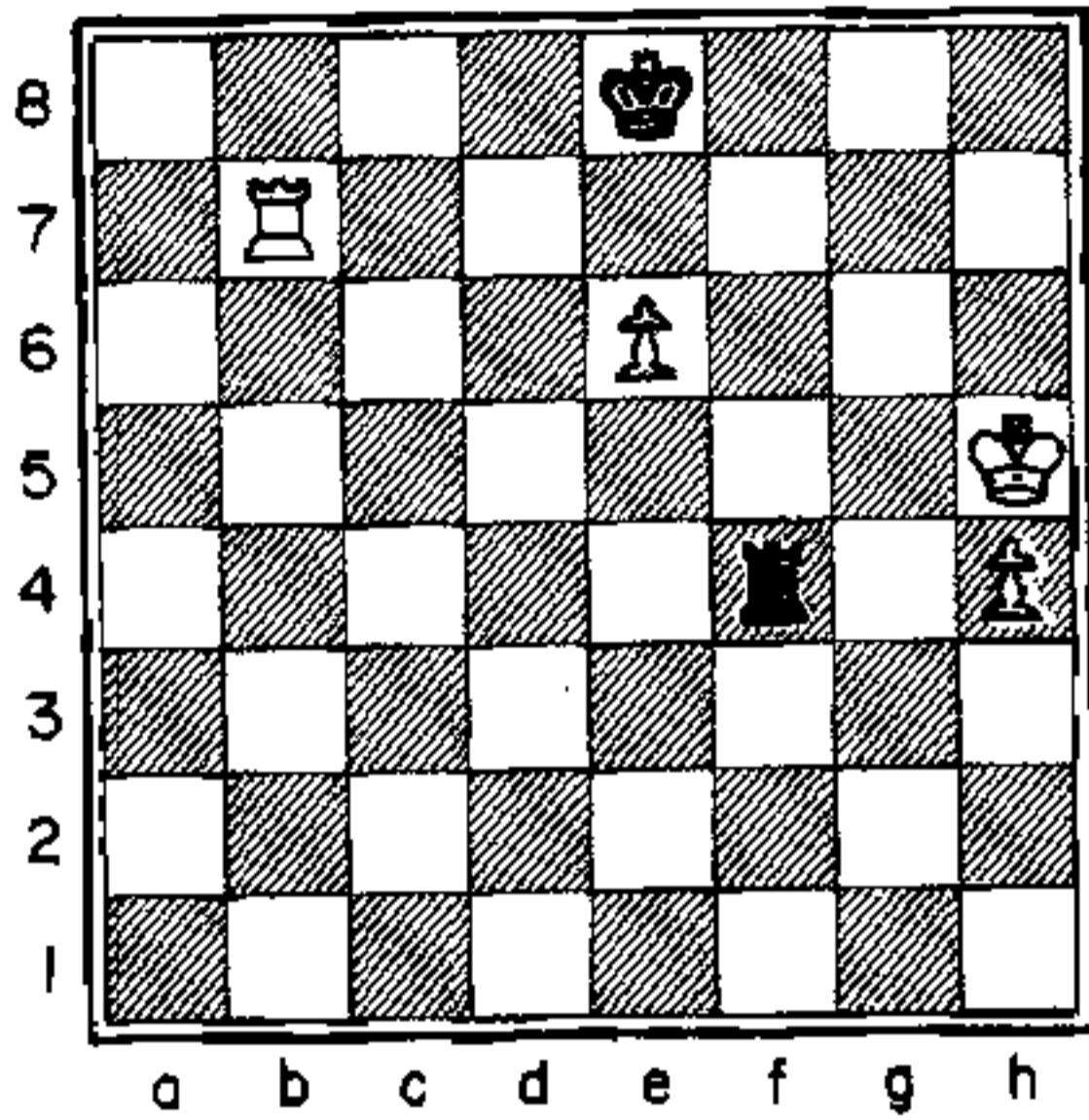
Smyslov—Castillo

Venice, 1950

(variation from the game)

519

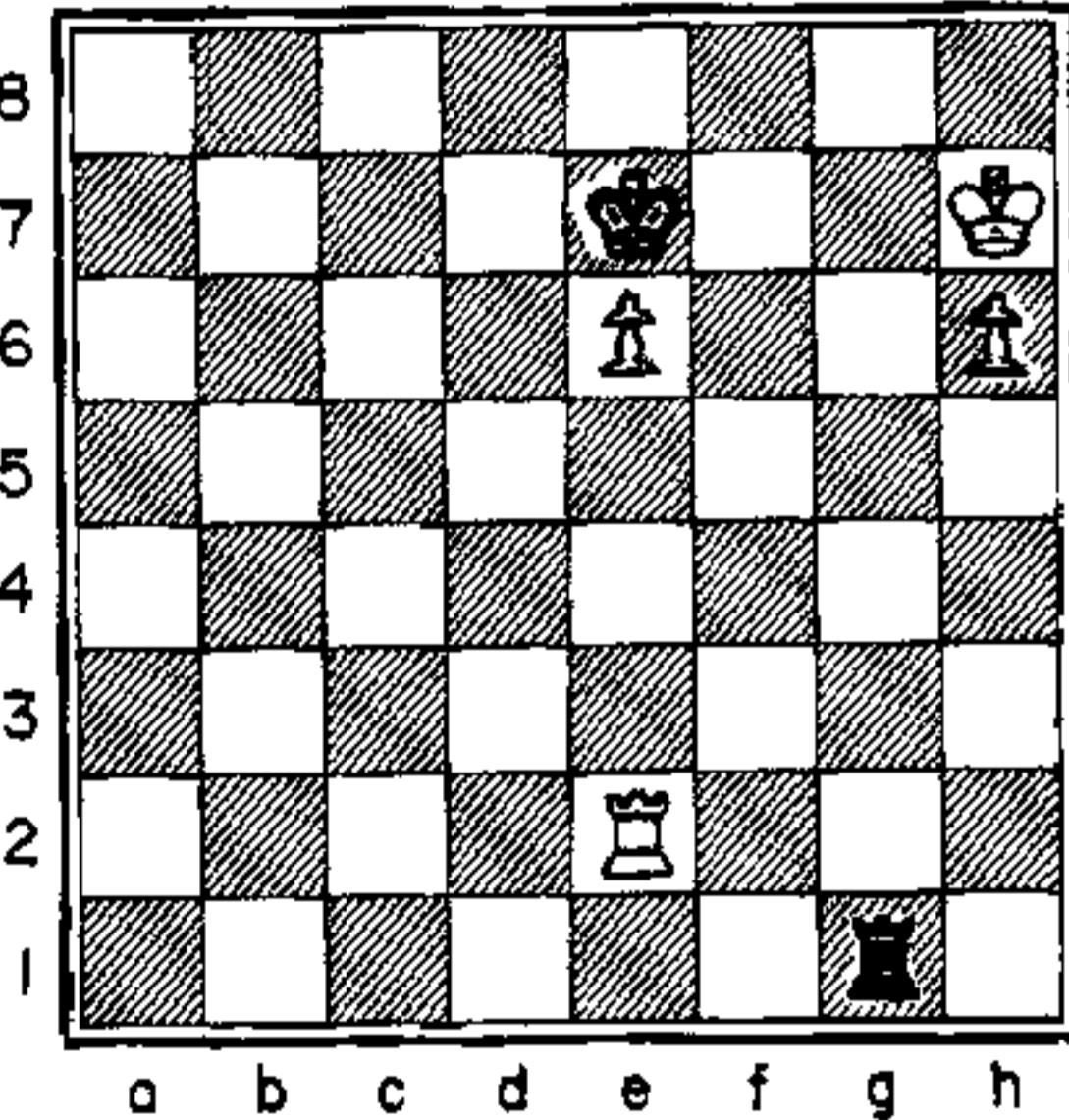
/-



central pawn from behind, and the king, cut off on the rook's file, is unable to improve its position, the defender gains a draw.

520

=/=



520. To draw, it is sufficient for Black to move his rook up and down the g-file. By sacrificing his e-pawn White can drive the rook off the g-file, but this does not achieve anything: 1 Kh8 Rg3 2 h7 Rg1 3 Rf2 K × e6 4 Rf8 Ra1 (h1).

But not 4 ... Ke7? 5 Rg8 Rh1 6 Kg7 when White wins, whereas now the result is a draw.

It should not be thought that positions of the type just examined are always drawn.

Had White's pawn been at h5 instead of h6, he would have been able to gain decisive control of the g-file: 1 Re5 Rg2 2 Kh6 Rg1 3 Rg5 Rh1(a1) 4 Kg7, and the h-pawn decides matters.

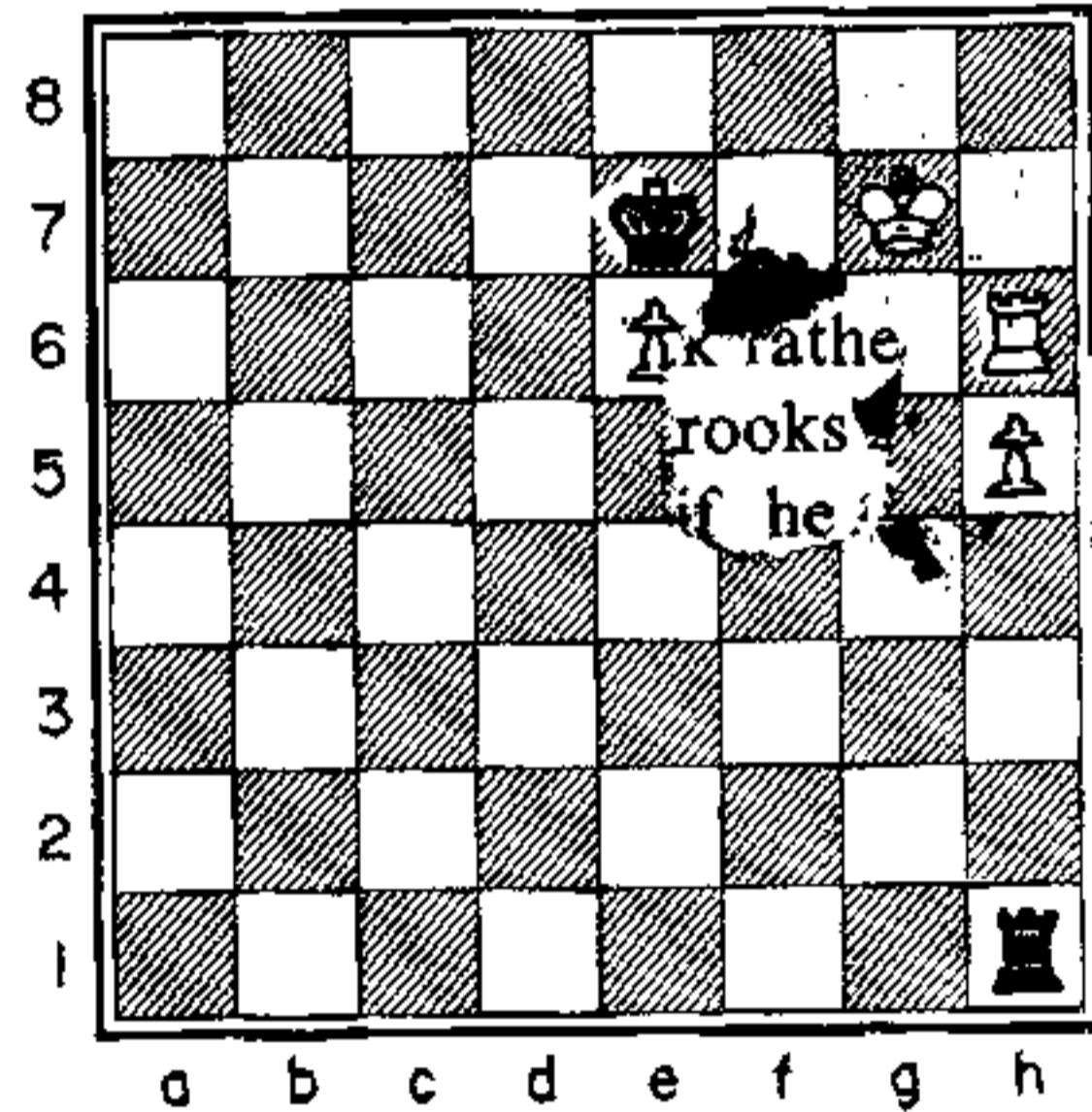
The drawing chances are improved if the white rook is on the rook's file and is overloaded with having to defend both pawns.

Ravinsky—Bannik

Riga, 1953

521

=



521. After 1 Kg8 Rh2 2 Rh7+ Ke6? 3 h6 Rg2+ 4 Rg7 Ra2 5 Rf7 Ra8+ 6 Kg7 Ra1 7 Rf6+ Ke7 8 h7 Rh1 9 Rg6 Black lost.

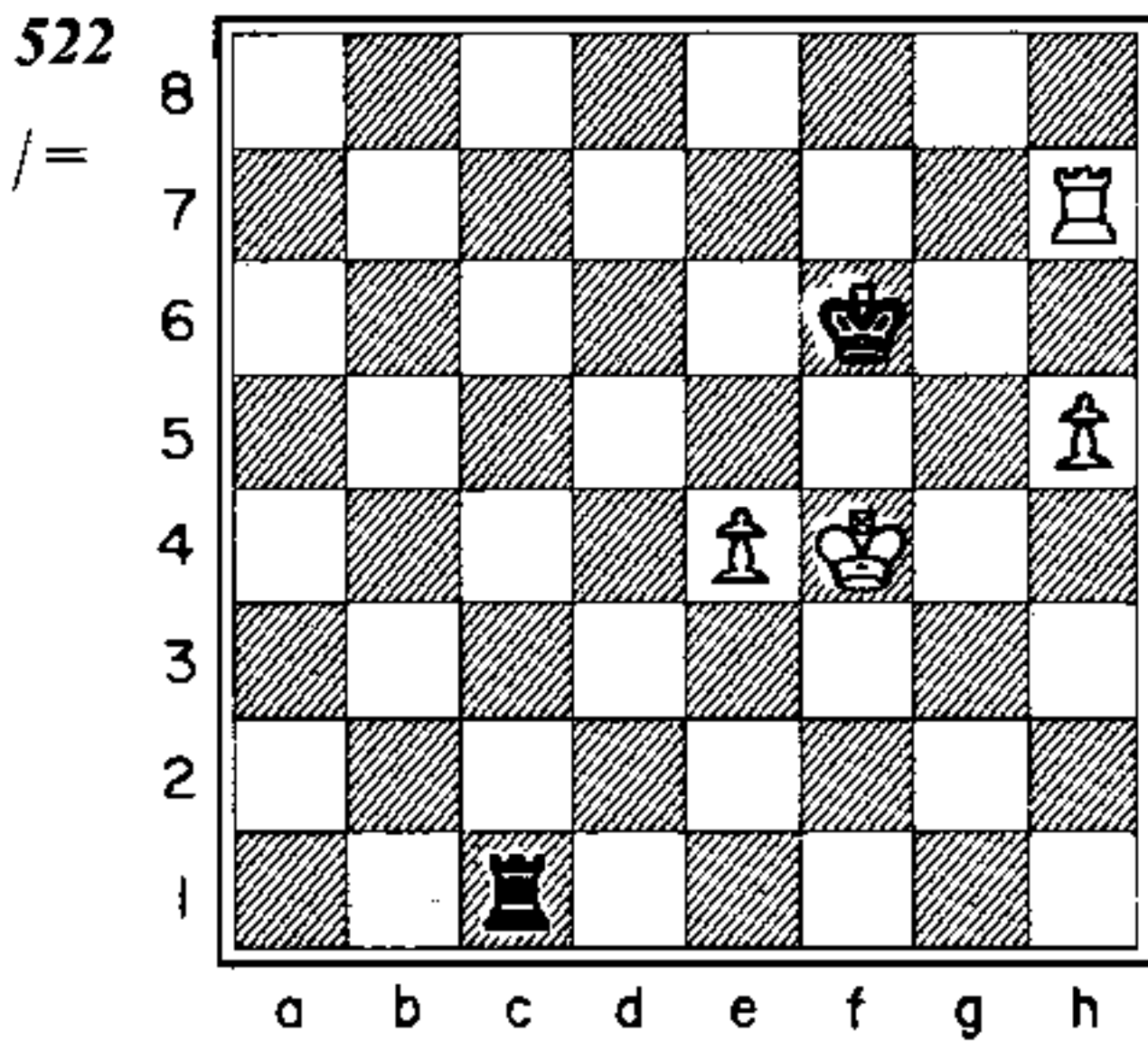
He could have defended successfully, had he avoided capturing the e-pawn on the 2nd move. He should have played 2 ... Ke8 (in such positions it is most important not to give the white pieces scope), and if 3 h6, then 3 ... Rh1 4 Rh8 Ke7 5 Kg7 (5 h7? Rg1 mate) 5 ... Rg1+ 6 Kh7 K × e6 with a draw.

We have been examining examples where the stronger side has tried to queen the rook's pawn under the protection of the king. The defender has had great difficulties to overcome, and his efforts have not always been successful.

The defence is eased if the stronger side's king can be cut off from the pawns by the rook along the 3rd rank. Here is a typical example.

Szabo–Najdorf
Stockholm, 1948

(variation from the game with colours reversed)



522. The white king must first be driven away from the e-pawn: 1 ... Rf1 + 2 Ke3 Re1 + 3 Kf3.

White also achieves nothing by 3 Kd4 Rd1 + 4 Kc5 Rc1 + 5 Kd6 Rd1 + 6 Kc6 Re1 7 Rh6 + Kg5 8 Re6 K × h5 9 e5 Kg5 10 Re8 Kf5 etc.

3 ... Rf1 + 4 Ke2 Rh1 5 h6 Rh3! (cutting the king off from the pawns, and ensuring a draw) 6 Rh8 Kg6 7 Kf2.

If 7 e5, then 7 ... Rh5 8 Rg8 + K × h6 9 Rh8 + Kg6 10 R × h5 K × h5, and Black stops the pawn in time, or 7 Ra8 Kg5! 8 Ra6 Kf4 9 Re6 Re3 + 10 Kf2 Rf3 + 11 Kg2 Rg3 + 12 Kh2 Rg4 13 Ra6 (13 Kh3 Rg3 +) 13 ... Kg5 14 e5 Rh4 + and 15 ... R × h6 with a draw.

7 ... Ra3 8 Rg8 + K × h6. Draw.

White carries out an interesting winning plan in the following example.

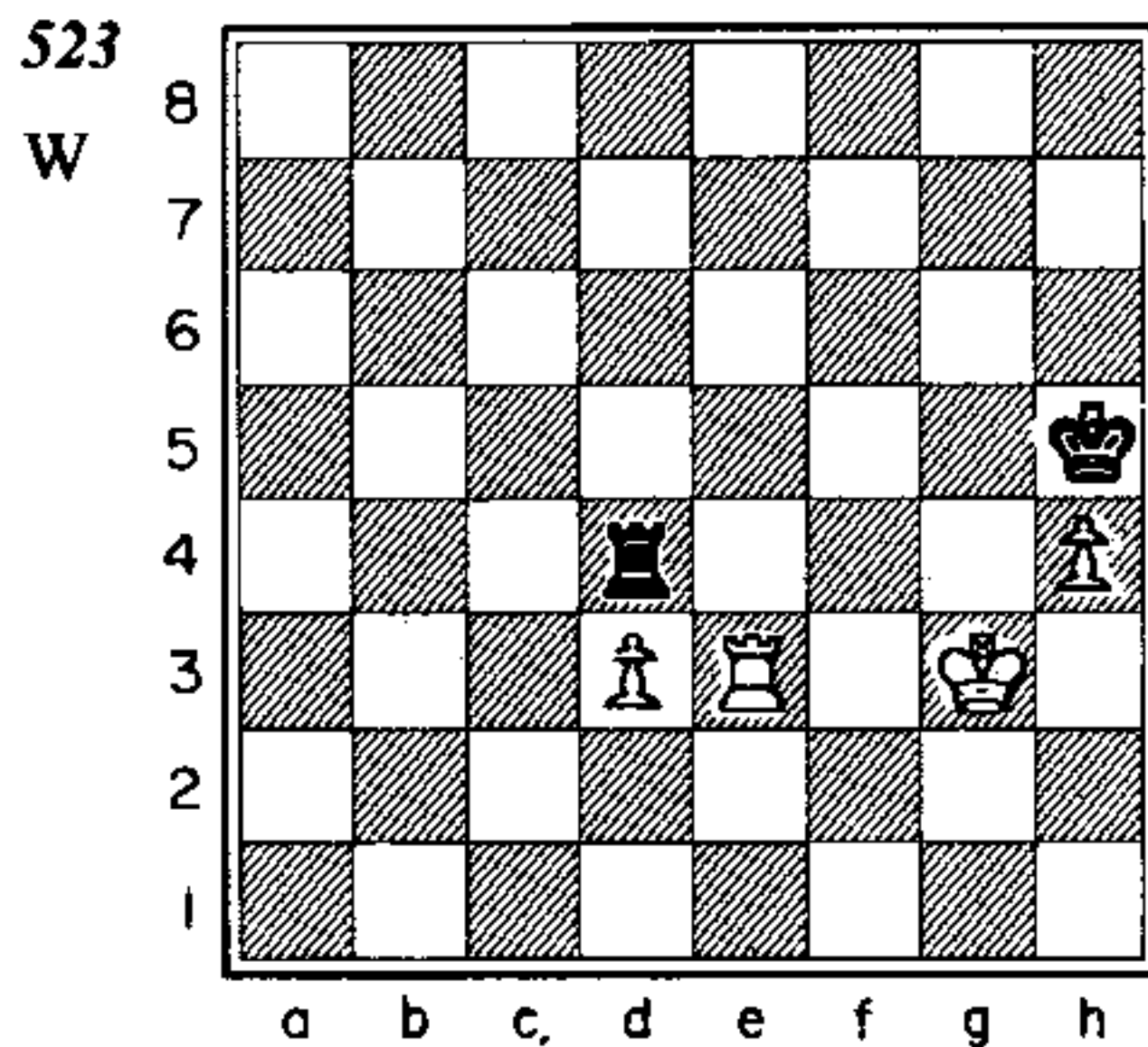
523. White has to give up his h-pawn and obtain a won ending of rook and pawn against rook. If it is Black to move, he loses comparatively quickly, for example:

(a) 1 ... Rg4 + 2 Kf2! R × h4 (2 ... K × h4 3 Re5! etc.) 3 Rg3! Rf4 + 4 Ke3 Rf8 5 d4 etc.

(b) 1 ... Kg6 2 Rf3! Kh5 3 Kf2 K × h4 4 Ke3 Rd8 5 d4.

Akopyan–Oryekhov
Moscow, 1973

(variation from the game)



(c) 1 ... Rd8 2 Kf4 Rf8 + (if 2 ... K × h4, then 3 Re6! followed by 4 Ke4 and 5 d4) 3 Ke5 Re8 + 4 Kd4 Rd8 + 5 Kc3 Rc8 + 6 Kd2 K × h4 7 d4 Kg4 (7 ... Kg5 8 Rf3) 8 Kd3 Rd8 9 Re5! Kf4 10 Kc4 Rc8 + 11 Rc5 Ra8 12 Rc6 Ra4 + 13 Kc5 Ra5 + 14 Kb4 Ra8 15 Re6, and White wins.

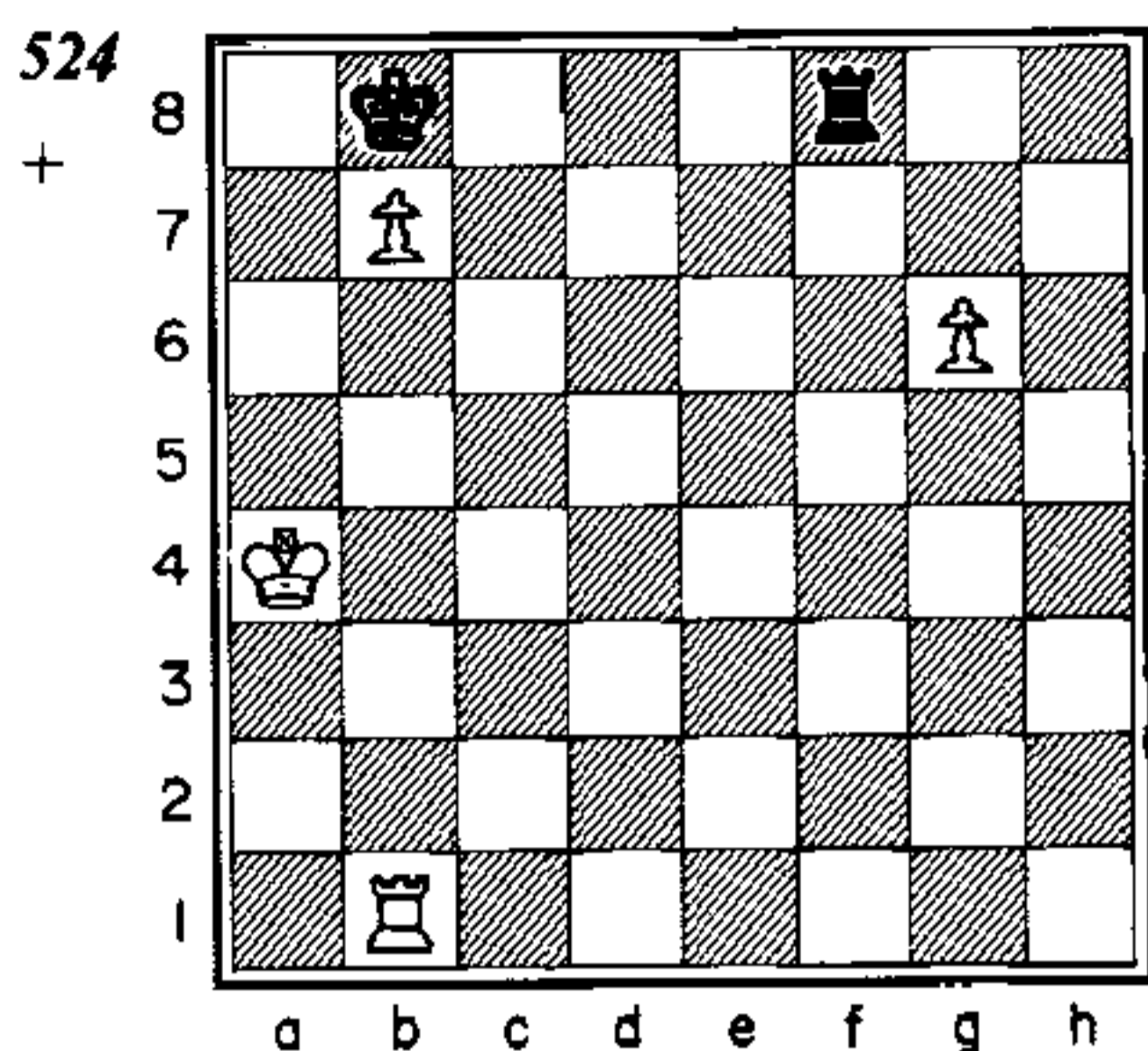
Thus White's problem is to give his opponent the move: 1 Re5 +! Kg6 2 Re6 + Kh5 (2 ... Kg7 3 Re3 Kg6 4 Rf3! Kh5 5 Kf2!, transposing into variation b) 3 Re3 etc.

We will now turn to the analysis of examples where neither pawn is a rook's pawn. In such positions the drawing chances are reduced, since defences exploiting the poor placing of the opponent's king or rook on the rook's file are ruled out. The stronger side's plan is the same as before: to win he must queen one of his pawns. Usually this is achieved after the king has come to its aid. Often the second pawn is sacrificed to divert one of the opponent's pieces or to gain time. The further apart the pawns are, the fewer the defensive possibilities. A splendid illustration of this is provided by the following study.

524. Here the pawns have rather broken away. Neither is supported by the king, and taking it directly up to the b-pawn proves unsuccessful, e.g. 1 Ka5 Rf6 2 Rg1 (2 Rb6

Rook and Two Pawns against Rook

Reti, 1929



$R \times b6$ 3 $K \times b6$ —stalemate) 2 ... $Rf8$ 3 $Ka6$ $Rg8$. Now 4 $g7$ $R \times g7$ again leads to stalemate, while if 4 $Kb5$, then 4 ... $K \times b7$ 5 $Kc5$ $Kc7$ 6 $Kd5$ $Kd7$ 7 $Ke5$ $Ke7$ 8 $Kf5$ $Rf8$ + 9 $Kg5$ $Rf2$ 10 $Kh6$ $Kf8$.

The immediate attempt to take the king across to the g-pawn is also parried by Black: 1 $Rb6$ $Rf1$ 2 $Ka3$ $Rc1$ 3 $Kb2$ $Rc5$ 4 $Kb3$ $Rc1$ etc.

To win White must first prepare the raid by his king to the g-pawn: 1 **$Rb5!$** **$Rf6$** (1 ... $Rf1$ 2 $Rg5$ $Rf8$, and then as in the main variation, or 1 ... $Rg8$ 2 $Rb6$ $Rf8$ 3 $Kb5$ and wins) 2 **$Rg5$** **$Rf8$** 3 **$Kb5$** (it is curious how now the king follows the rook across the 5th rank) 3 ... **$K \times b7$** 4 **$Kc5$** **$Kc7$** 5 **$Kd5$** **$Kd7$** 6 **$Ke5$** **$Ke7$** 7 **$Rf5!$**

This is why the rook was moved onto the 5th rank. Since the exchange of rooks is now impossible, White gains a decisive tempo for cutting off the black king from the pawn. 7 $Rh5?$, on the other hand, would have been bad: 7 ... $Rf1$ 8 $Rh8$ $Rg1$ 9 $Kf5$ $Rg2$ with a draw.

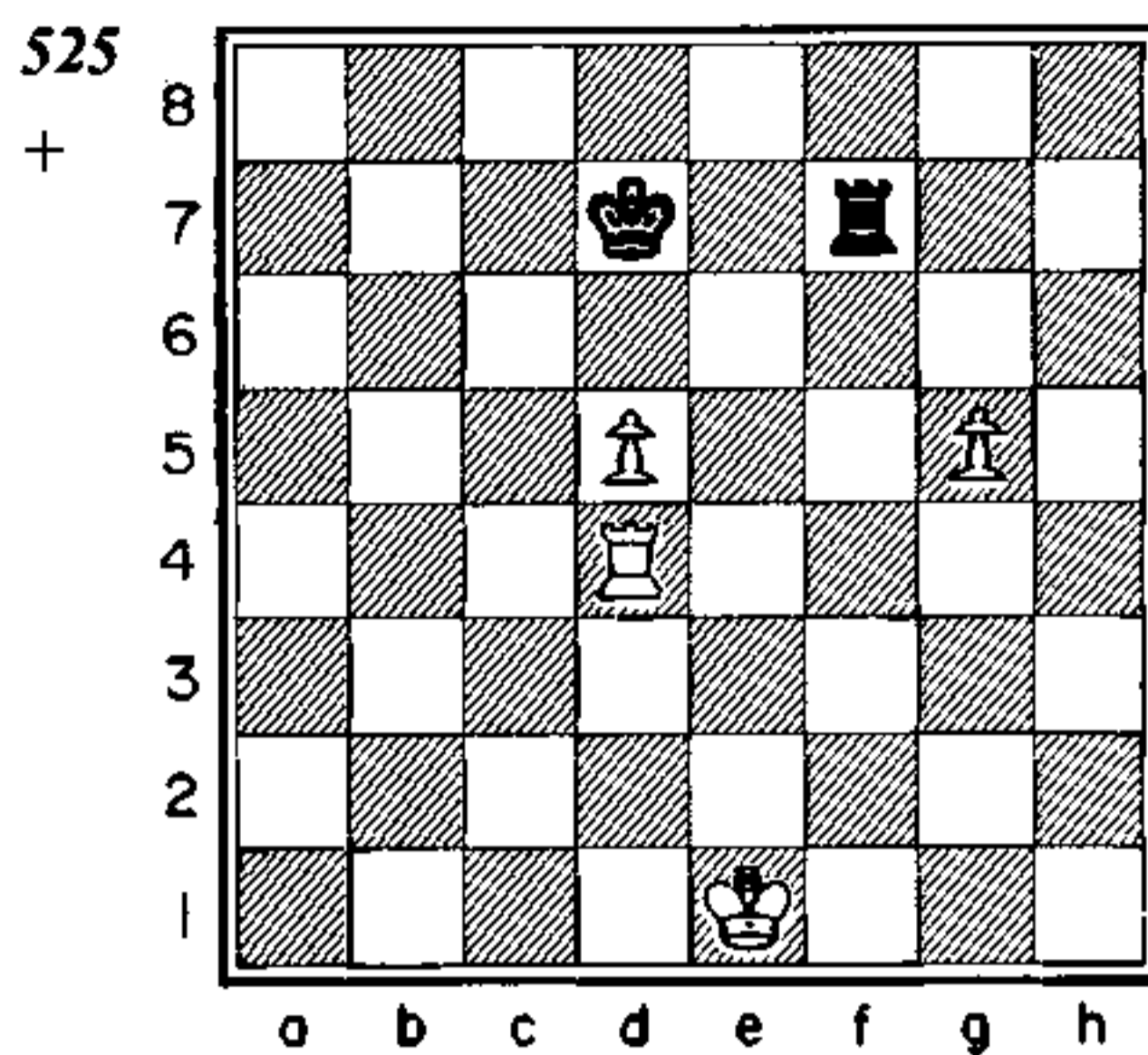
7 ... **$Ra8$** 8 **$Rf7$** + **$Ke8$** 9 **$Kf6$** **$Ra6$** + 10 **$Kg7$** , and White wins.

The next few positions show the situation with d- and g-pawns. Drawn positions are possible here as exceptions (527).

525. 1 $g6$.

White can also play 1 $Rg4$ $Kd6$ 2 $g6$ $Rf8$ (2 ... $Rg7$ transposes into the main variation) 3

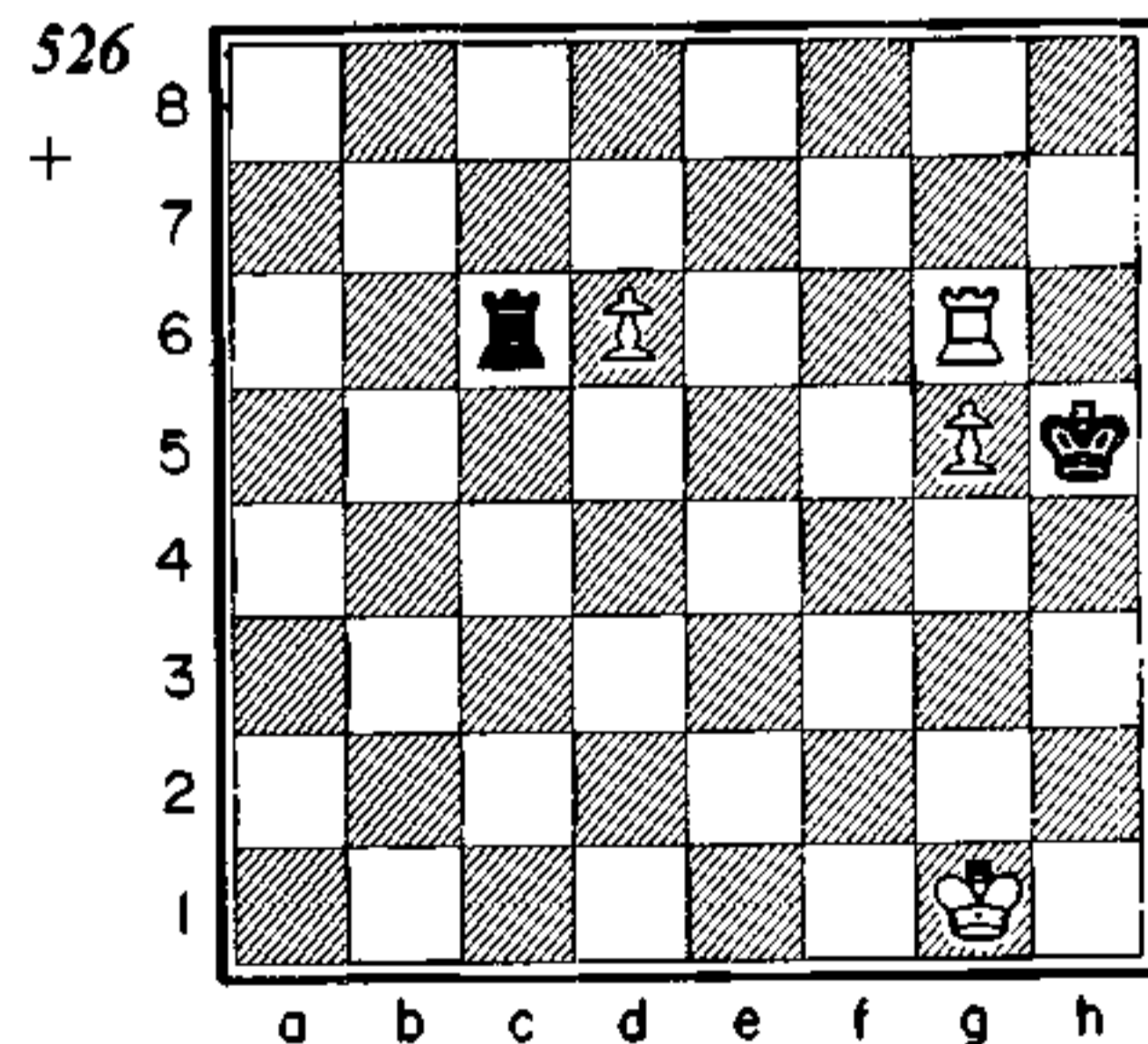
Grigoriev, 1933



$Rg5$ $Ke7$ 4 $Ke2$ $Kf6$ 5 $Rg1$ $Ke5$ 6 $g7$ $Rg8$ 7 $Kf3$ $K \times d5$ (7 ... $Kf6$ 8 $Kf4$ $R \times g7$ 9 $R \times g7$, winning) 8 $Rg6!$ $Ke5$ 9 $Kg4$, and wins.

But Grigoriev's solution is more elegant: 1 ... **$Rg7$** 2 **$Rg4$** **$Kd6$** 3 **$Kf2!$** (not 3 $Rg5$ due to 3 ... $Ke7$ 4 $Ke2$ $Kf6$ 5 $Rg3$ $R \times g6$ $R \times g6$ + $K \times g6$) 3 ... **$K \times d5$** 4 **$Kg3!$** **$Ke6$** 5 **$Kh4$** **$Kf6$** 6 **$Kh5$** **$Rg8$** 7 **$Rf4$** + **$Kg7$** 8 **$Rf7$** + **$Kh8$** 9 **$Rh7$** mate.

Herbstmann, 1939



526. To stop the d-pawn, Black is forced to attack it from the rear. After this the white king joins actively in the play, and this secures the win.

1 $d7$ **$Rc1$** + 2 **$Kf2$** **$Rd1$** 3 **$Rg7$** **$Kg4$** 4 **$Ke2!$**

A subtle move, forcing the black rook to

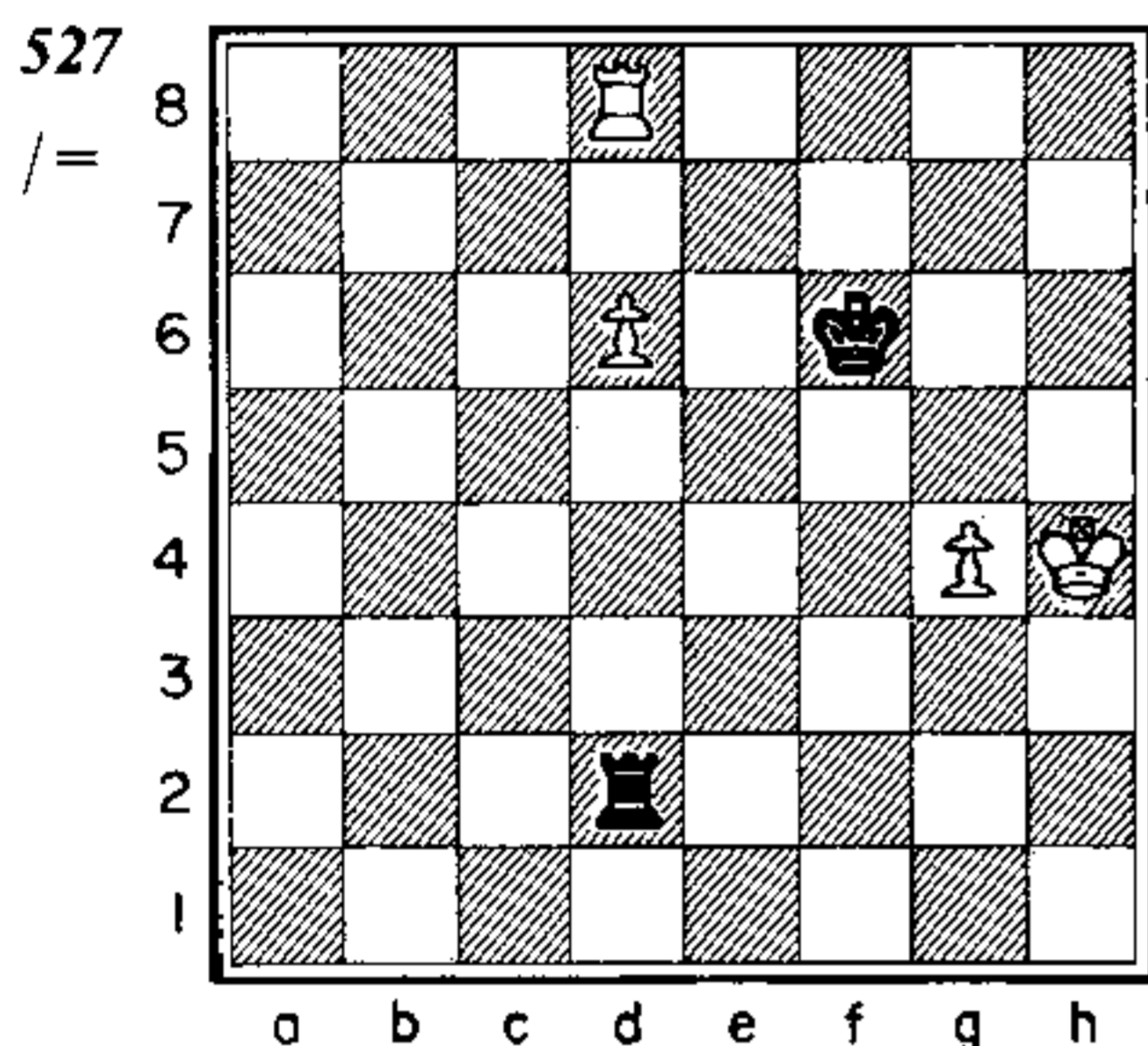
Isolated Pawns

occupy an unfavourable position. Not 4 Ke3? due to 4 ... Kf5.

4 ... Rd6 5 Ke3 Kf5 6 Rf7+ Kxg5 7 Ke4 Kg6 8 Ke5 Rd1 9 Rf6+ and 10 Rd6, winning.

Difficulties can arise only if the stronger side's king occupies a passive position. The following example shows an interesting saving possibility.

Szabo-Boleslavsky Bucharest, 1953



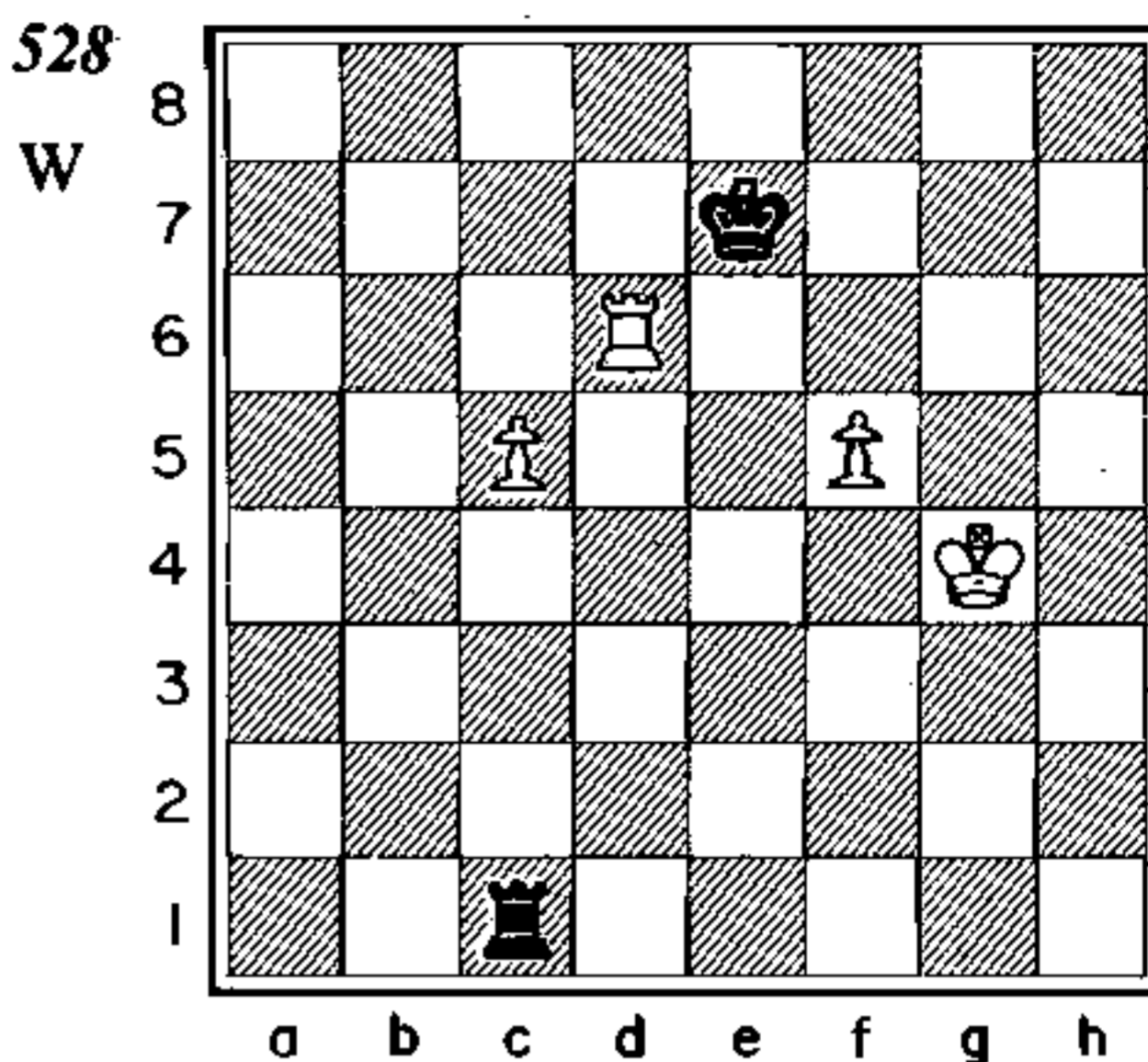
527. Black forced a draw by blocking the white king's path to the centre of the board: 1 ... Rd3! 2 Rf8+ (2 g5+ Kg6 3 Kg4 Rd4+ 4 Kf3 Kxg5 5 Ke3 Rd1 6 Ke4 Kf6 with a draw) 2 ... Kg7 3 Rd8 Kg6 4 Rd7 Kf6 5 Rd8 (5 Kh5? Rh3 mate) 5 ... Kg6 6 d7 Kg7. Drawn.

Had it been the opponent to move, Black would have been unable to do this: 1 Kg3 Rd3+ 2 Kf4 Rd4+ 3 Ke3! (the simplest) 3 ... Rd1 (if 3 ... Rxg4, then 4 Re8 Rg7 5 Ke4 Ra7 6 Kd5, winning) 4 Ke4 Ke6 (4 ... Rd2 5 g5+ Ke6 6 d7 Ke7 7 Rh8 and wins) 5 g5 Rg1 6 Kf4 Rg2 7 Re8+ Kxd6 8 Kf5, and White wins.

White made an instructive mistake in the following example.

528. 1 Re6+ Kf7 (1 ... Kd7 2 c6+ or 2 Re5) 2 c6 would have led to a simple win, since 2 ... Rf1 is met by 3 Kg5 Rf2 4 Rd6 Rc2 5 f6 or 5 Kf4, when the white king easily moves across to the c-pawn.

Larsen-Torre Leningrad, 1973



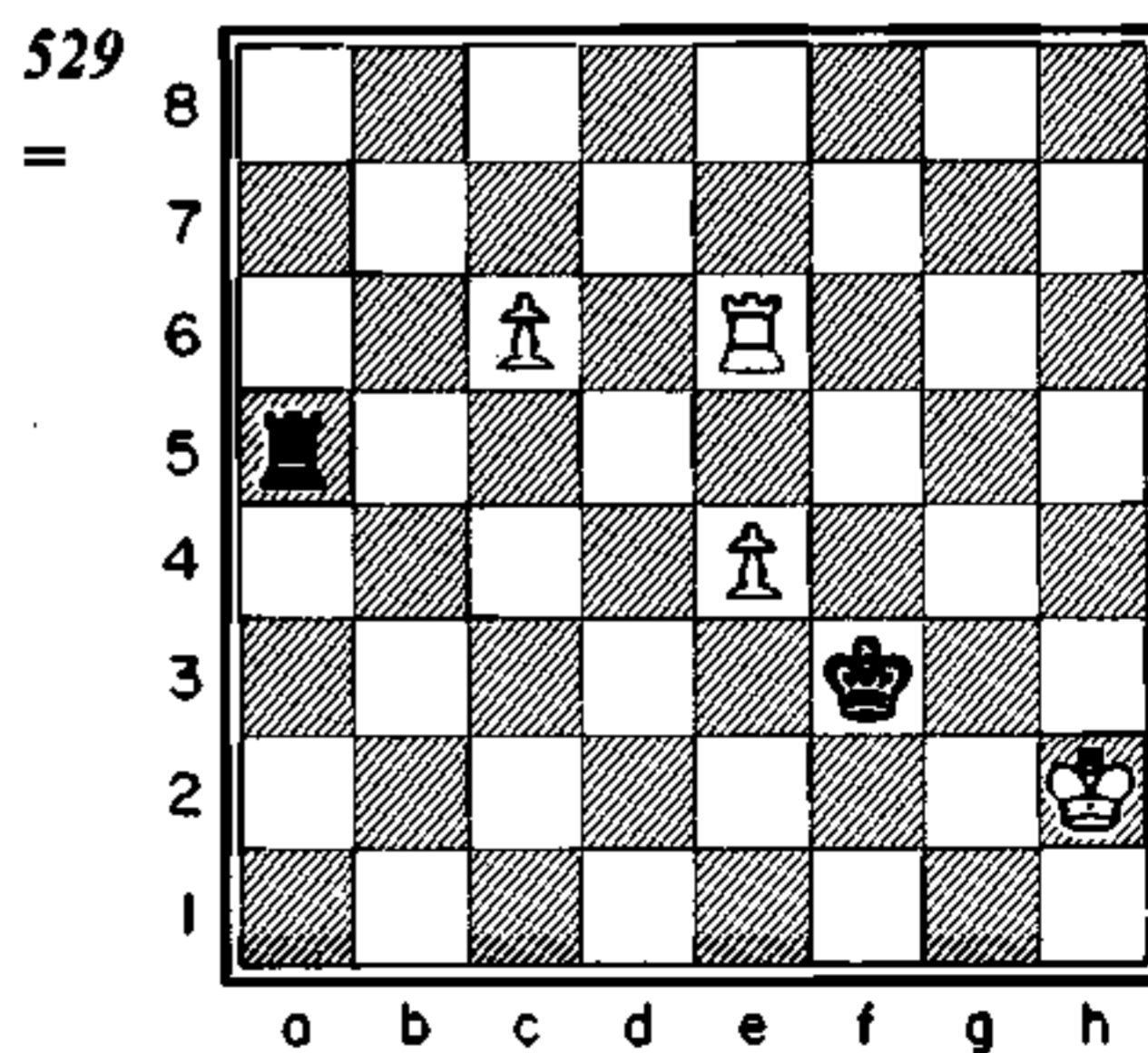
Instead of this White played 1 f6+?, and after 1 ... Kf7 2 c6 Kg6! 3 Kf3 Re1! 4 Kf4 Re2 it transpired that there was no way for the king to support its pawns: 5 Rd5 Rc2!

It was not yet too late to go wrong: 5 ... Kxf6? 6 Rc5 Re8 7 Rf5+! Kg6 (7 ... Ke7 8 Re5+ Kf7 9 Rxe8 Kxe8 10 Ke5 and wins) 8 Re5! Rc8 9 Re6+ Kf7 10 Ke5, and White wins.

6 Rd6 Re2 with a draw.

In conclusion we will give a further practical example.

Makarov-Kudrin Kharkov, 1949



Rook and Two Pawns against Rook

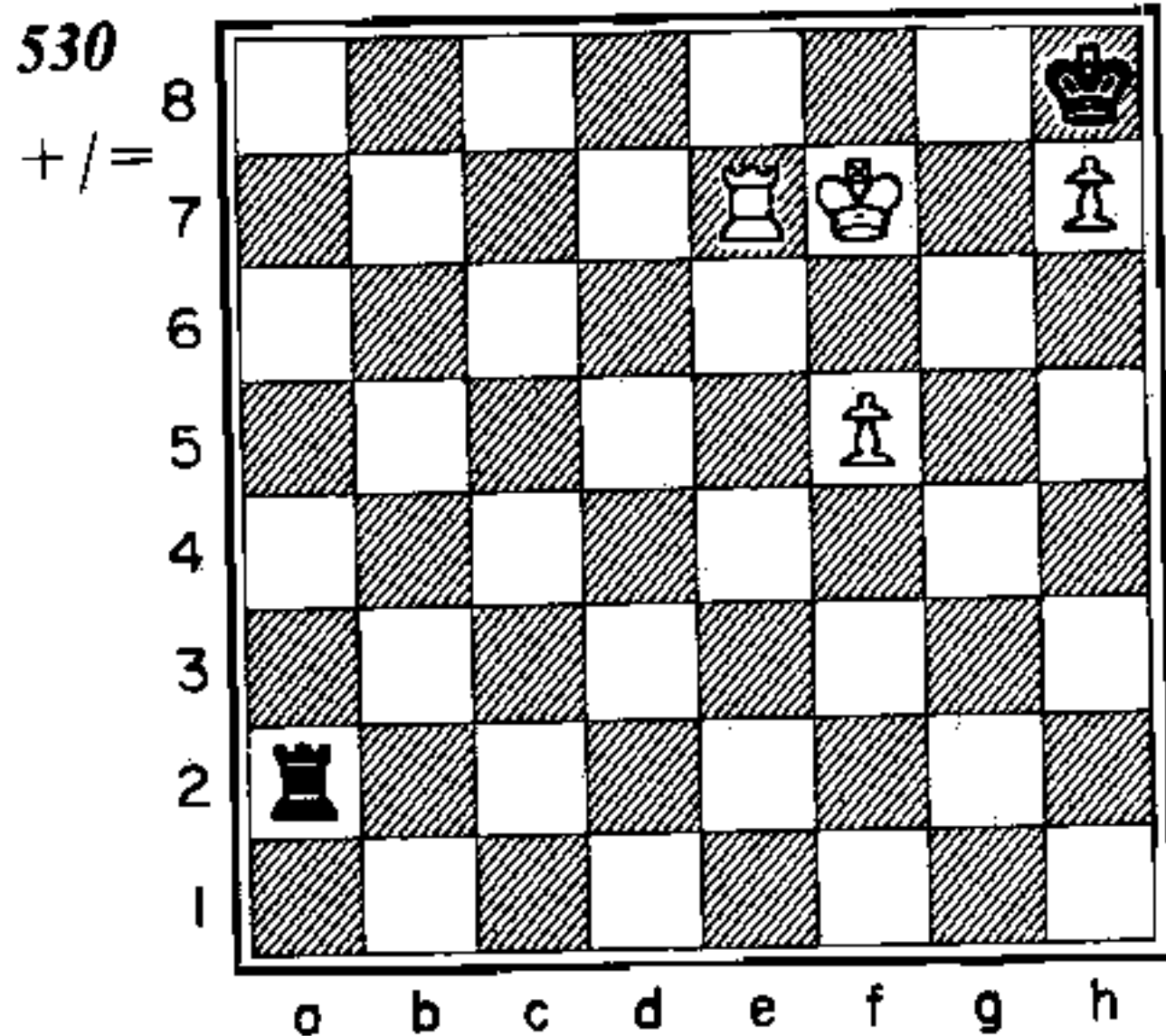
529. Here too the poor position of the white king leads to a draw: **1 c7** (1 **Re8 Rh5** + 2 **Kg1 Rg5** + 3 **Kf1 Rc5**, winning one of the pawns) **1 ... Rc5** (1 ... **Rh5** + is simpler) **2 Re7 Rc2** + 3 **Kh3 Kf4** 4 **e5 Rc1** 5 **Kg2 Rc2** + 6 **Kf1 Ke4** 7 **Ke1 Rc1** + 8 **Kd2 Rc4**. Drawn.

7.3 ISOLATED f- AND h-PAWNS

This is regarded as one of the most complicated of rook endings. For a long time the theory of it lagged behind practice, but at the present moment, thanks to the efforts of Soviet theorists, it has been significantly clarified. The defender can draw if his king is not cut off by the opponent's rook on the back rank. The position of the defender's rook is of great importance. It should be deployed on squares from which it can parry the opponent's threats (the advance of his pawns and the penetration of his king onto the 7th rank).

We will begin our analysis with examples where the defender's king is unfavourably placed, i.e. it is cut off by the rook on the 8th rank. Drawing chances are possible only if the rook's pawn is on the 7th rank and is blocked by the black king, as in 530 and 531.

Maizelis, 1940



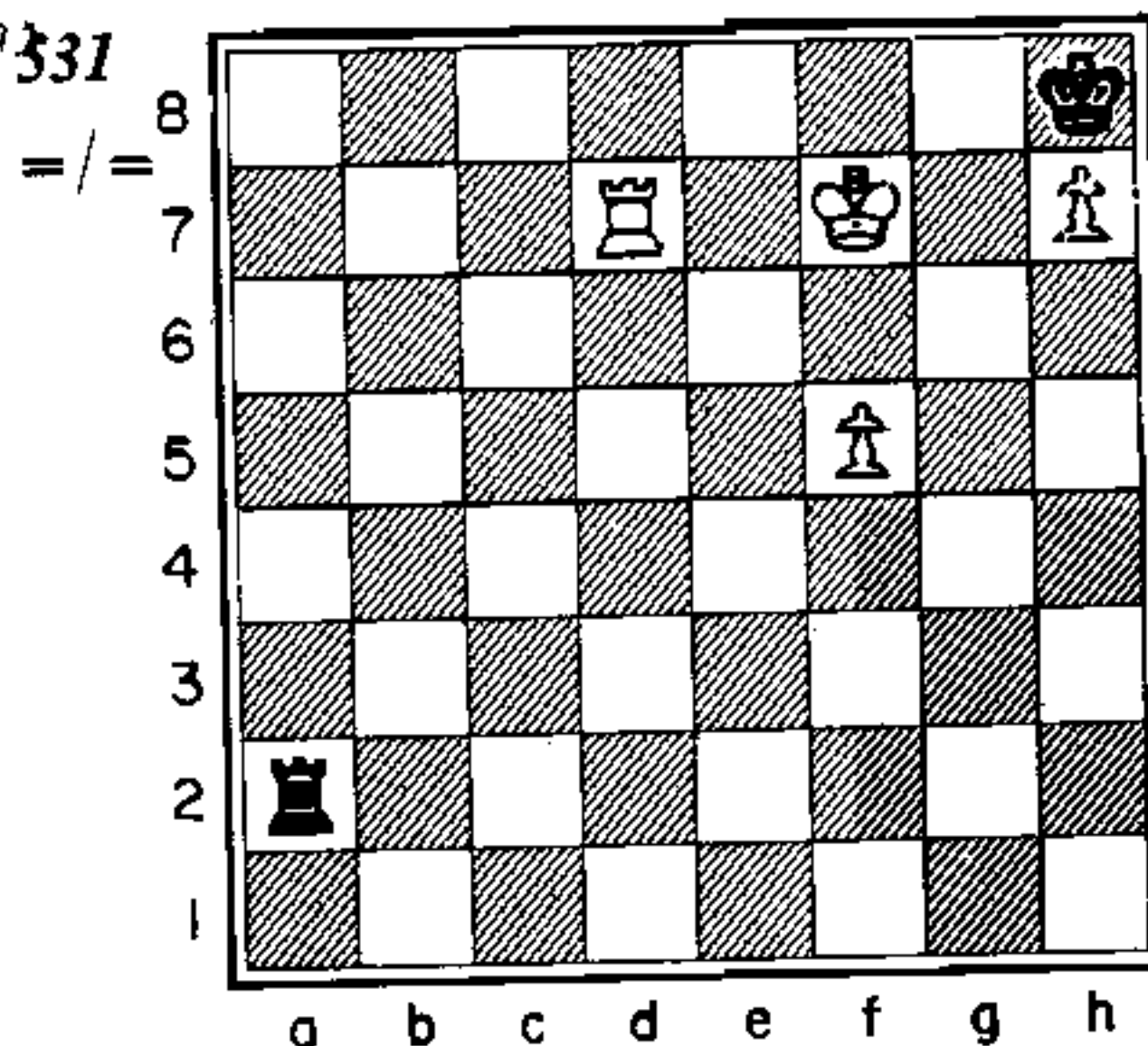
530. If it is White to move, he wins by **1**

Re1! (not 1 **f6?** **K** × **h7** 2 **Kf8** + **Kg6** 3 **f7 Kf6** 4 **Kg8 Rg2** + 5 **Kf8 Ra2** 6 **Re8 Ra7** with a draw) **1 ... Ra7** + 2 **Kf8 Ra8** + 3 **Re8 Ra6** 4 **f6!** **R** × **f6** + 5 **Ke7** + etc.

If it is Black's turn to move, he can draw. But what should he play? The plausible **1 ... K** × **h7** meets with a subtle refutation: 2 **Kf8** +! (2 **f6?** **Ra8**) 2 ... **Kh6** 3 **Re6** +! (the immediate 3 **f6?** is bad due to 3 ... **Kg6** 4 **f7 Kf6** with a draw) 3 ... **Kh7** 4 **f6 Ra8** + 5 **Re8**, and White wins.

The only way to draw is by **1 ... Ra5!**, forcing the f-pawn to advance: 2 **f6 K** × **h7** 3 **Kf8** + **Kg6** 4 **f7 Kf6**. Draw.

If the white rook is moved to the left, the resulting position will be drawn irrespective of the turn to move.



531. Black to move plays **1 ... Ra5!**, gaining a draw as in the previous example.

Let us grant White the right to make the first move: **1 Rd1**.

Or 1 **f6 K** × **h7** 2 **Ke8** + **Kg6** 3 **f7 Ra8** + 4 **Ke7 Kg7**, or 1 **Ke8 Rf2** 2 **Rd5 K** × **h7** 3 **Ke7 Kg7** with a draw.

1 ... Ra7 + 2 **Kg6** (on 2 **Ke8** Black has only one reply—2 ... **Ra6!**) 2 ... **Rg7** +.

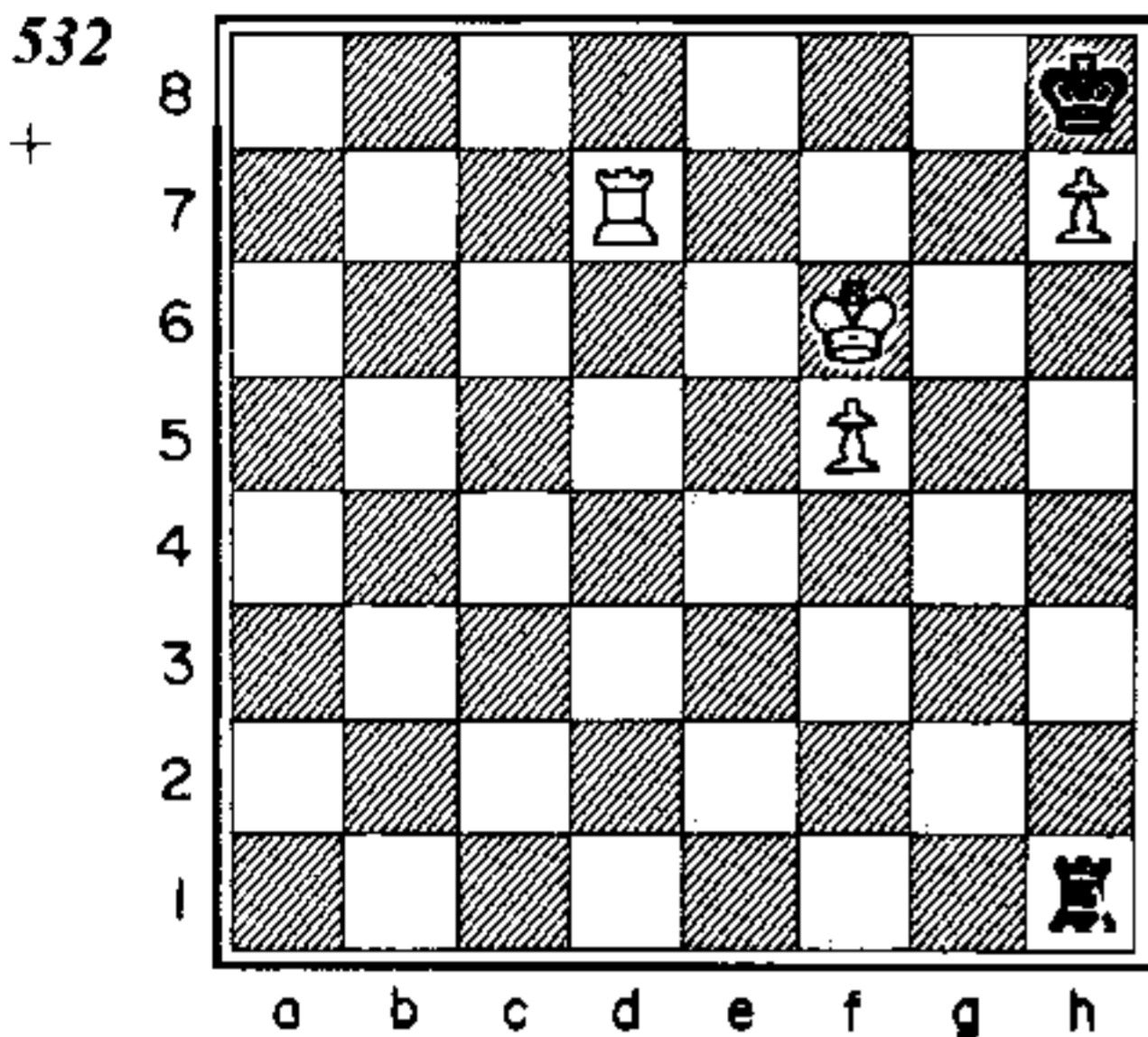
2 ... **Ra6** + is bad due to 3 **f6 Rd6** (hoping for stalemate after 4 **R** × **d6?**) 4 **Re1 Re6** 5 **Re5** (the simplest) 5 ... **R** × **e5** 6 **f7 Re6** + 7 **Kf5**, and White wins.

3 Kf6 K × **h7** 4 **Re1** (4 **Ke6 Rg2** 5 **f6 Kg6**)

Isolated f- and h-Pawns

4 ... Rg2 5 Kf7 Rg7+ 6 Ke8 Rg8+ 7 Kd7 Rf8! Draw.

The position of the black rook affects the result too, as the next example shows.



532. The black rook is less well placed here, and so White, if he begins, wins: 1 Rd4! (1 Kf7? Ra1! leads to a draw—531; 1 Rd2 Rh2 is also pointless, since 2 R×h2 is not possible due to stalemate) 1 ... Ra1.

1 ... R×h7 is clearly bad due to 2 Rd8 mate, while the attempt to activate the king by 1 ... K×h7 loses after 2 Kf7!, since the black rook cannot leave the h-file due to mate. If 1 ... Rh6+, then 2 Kf7 R×h7+ 3 Ke6 Rh1 (3 ... Ra7 4 Rd8+ Kg7 5 f6+ Kh7 6 Rd7+ R×d7 7 K×d7, winning) 4 Rd8+ Kh7 5 f6 Re1+ 6 Kf7 Ra1 7 Kf8 followed by f6–f7, and White gains a decisive advantage. And, finally, 1 ... Rh4 is met by the decisive 2 Ke5! (but not 2 R×h4 with stalemate).

2 Kg6 (threatening 3 Rd8 mate, whereas 2 Kf7? is bad due to 2 ... Ra7+ with a draw—531) 2 ... Ra6+.

Black can also choose a more cunning defence, exploiting the fact that his king is stalemated: 2 ... Rd1, but then comes 3 Rg4 (3 R×d1?—stalemate) 3 ... Rg1 4 Rg5! Ra1 5 f6 Ra7 6 Rf5 Ra6 7 Kg5, and the advance of the pawn cannot be prevented.

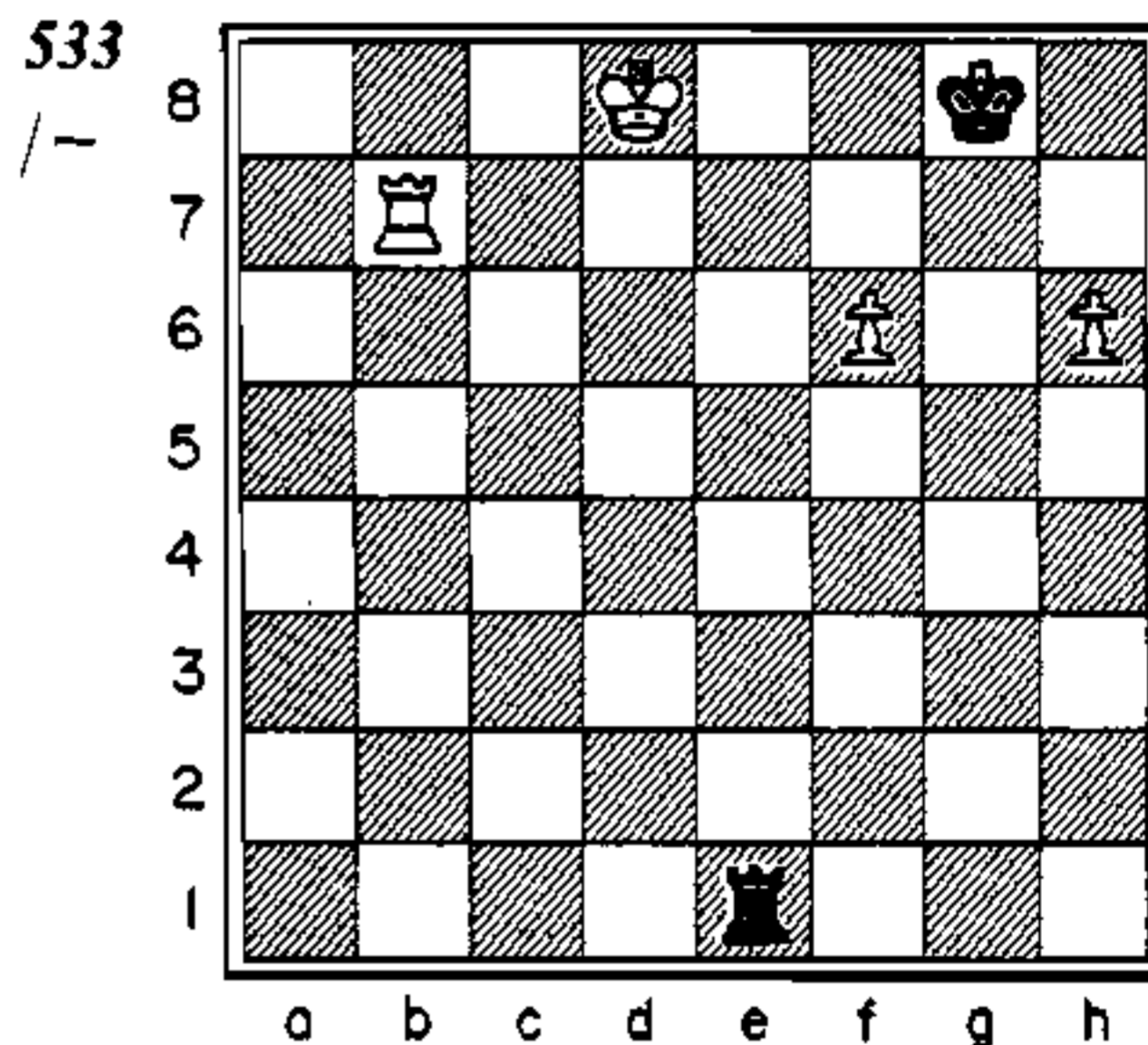
3 f6 Rd6 4 Rf4 Rd4 5 Rf5 Rd5 6 f7, and White wins.

Comparing examples 530 and 532, we see that the best place for Black's rook is on the a- or b-file (usually at a1, a2 or b1, b2), since then he can defend successfully, by attacking the opponent's king or the f-pawn both along the file, and along the rank. This conclusion will also be confirmed in our later analysis.

The second conclusion is that White's difficulties in realizing his advantage result from the poor position of his h-pawn on the 7th rank, which gives Black drawing chances.

If both pawns are on the 6th rank, the win is usually simple.

Byelavyenets, 1939



533. Black's king is passive, and therefore his rook alone is unable to parry the opponent's threats, e.g. 1 ... Kf8 2 h7 Rh1 3 Rg7 followed by 4 Rg8+ and 5 h8=Q, or 1 ... Kh8 2 f7 with a simple win, or 1 ... Rh1 2 Ke8, ensuring the advance of the f-pawn.

1 ... Rf1 2 h7+.

Also possible is 2 Rg7+ Kh8 3 Rf7 Kg8 4 Ke8 Rf2 5 Rf8+ Kh7 6 Kf7 Ra2 7 Re8 Ra7+ 8 Ke6 Ra6+ 9 Kf5 Ra5+ 10 Re5 Ra1 11 f7 Rf1+ 12 Ke6 Kg6 13 Rg5+ K×g5 14 h7 Re1+ 15 Kd7 Rd1+ 16 Ke7 Re1+ 17 Kf8, and one of the pawns queens.

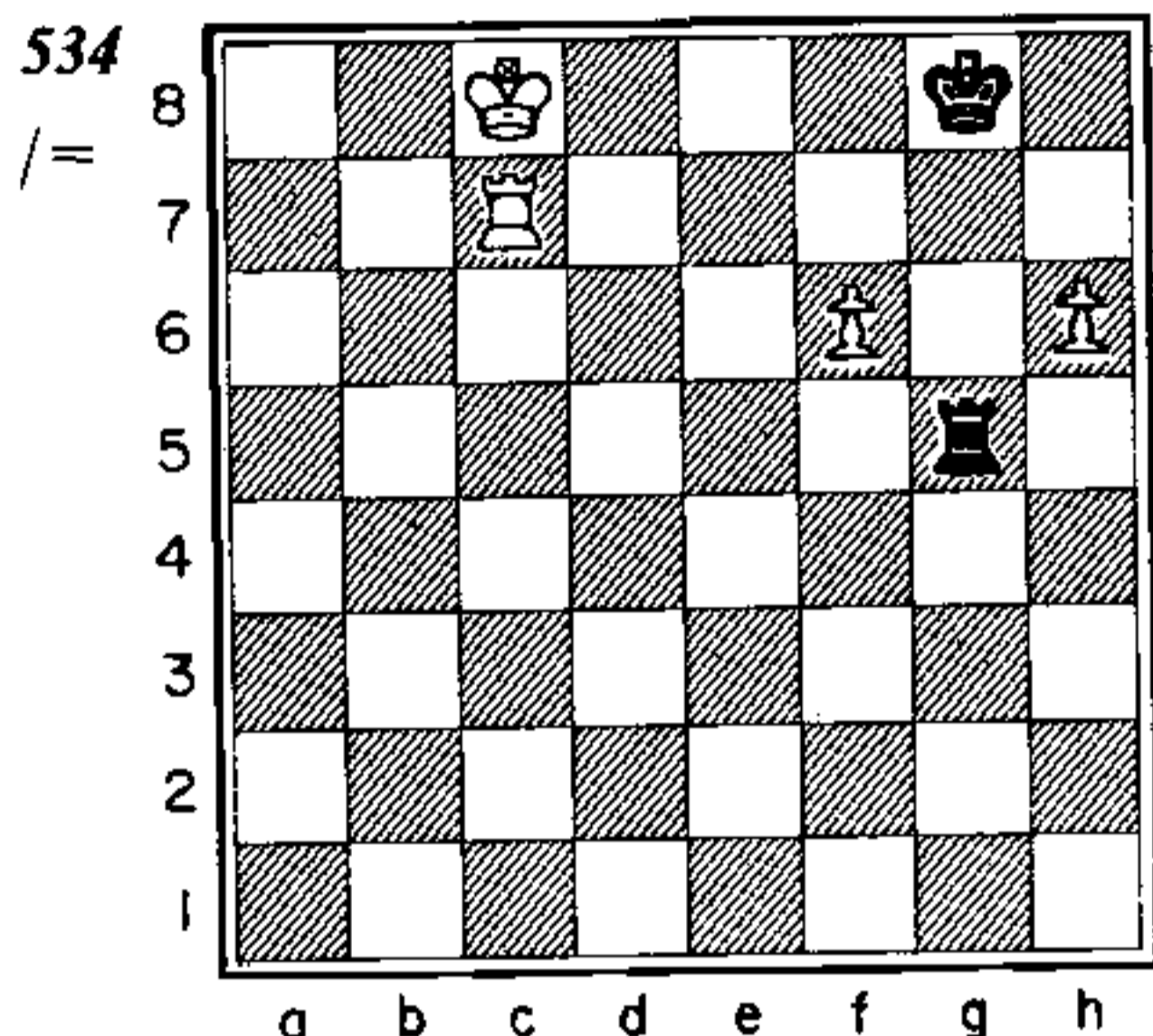
2 ... Kh8 3 Ke7! (not 3 f7? R×f7! 4 R×f7, when Black is stalemated) 3 ... Re1+ 4 Kf7! (but not 4 Kf8? Re8+! 5 Kf7 Rf8+ with a

Rook and Two Pawns against Rook

draw) 4 ... **Ra1** 5 **Rb8+** **K** × **h7** 6 **Kf8**, and White wins.

But as the following example shows, even with pawns on the 6th rank there are drawn positions. For this it is sufficient to change the placing of the pieces in example 533, moving the white king slightly further away from the pawns.

Pogosyants, 1978



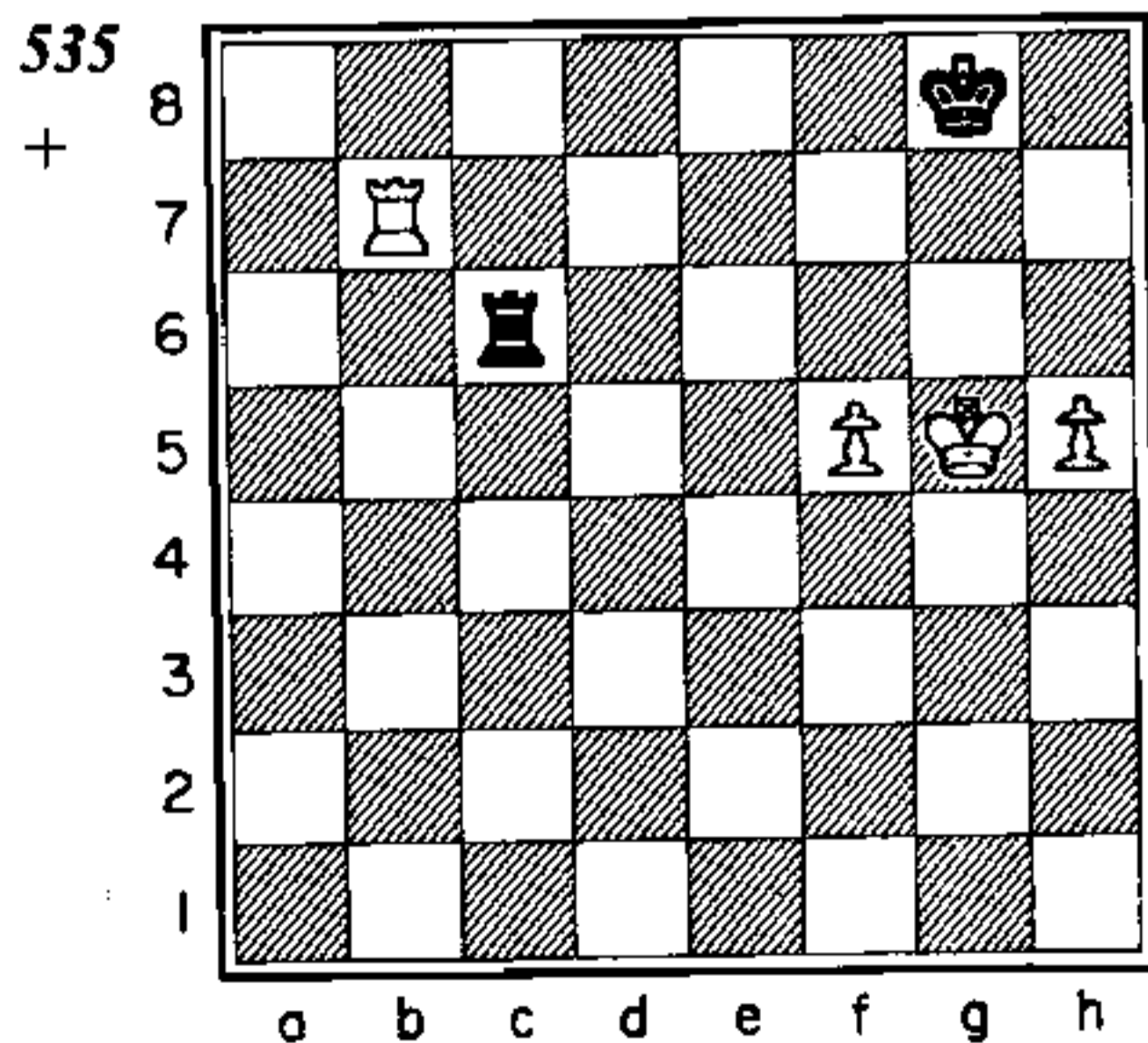
534. 1 ... Rf5 2 h7+ Kh8 3 Rc6! Rd5!

The only move. The white king must not be allowed to approach the pawns.

4 f7 Rf5 5 Rc7 R × f7! Draw.

The following classic ending is of great practical significance.

Capablanca–Kostich
Havana, 1919



535. White easily realized his advantage: 1 **f6 Rc1** 2 **Rg7+ Kf8** 3 **h6** and Black resigned, since after 3 ... **Rg1+** 4 **Kf5 Rf1+** 5 **Ke5 Re1+** 6 **Kd4 Rd1+** 7 **Ke3 Rf1** 8 **h7** the win for White is obvious.

Moving his king into the corner on the 2nd move would also have failed to save Black, e.g. 2 ... **Kh8** 3 **Kg6 Rg1+** 4 **Kf7 Ra1** (4 ... **Rh1** 5 **Rg5 Kh7** 6 **Kf8 Kh6** 7 **Rd5 Ra1** 8 **f7**) 5 **Rg8+ Kh7** 6 **Re8 Kh6** (6 ... **Ra7+** 7 **Kf8**) 7 **Kf8 K × h5** 8 **f7**, and White wins.

In 1939 the Moscow master Byelavyenets suggested another way—the advance of the pawns to f6 and h6: 1 **h6 Rc1** 2 **f6 Rg1+** 3 **Kf5** (the king aims for the 8th rank, to use the rook as cover against the opponent's checks) 3 ... **Rf1+** 4 **Ke6 Re1+** 5 **Kd6** (but not 5 **Kd7? Kf7!** 6 **h7 Rh1** with a draw) 5 ... **Rd1+**.

If 5 ... **Rf1**, then 6 **h7+ Kh8** 7 **Ke7 K × h7** 8 **Kf8+ Kg6** 9 **f7** etc., or 5 ... **Rh1** 6 **Rb8+ Kf7** 7 **h7 R × h7** 8 **Rb7+ Kg6** 9 **R × h7** and 10 **Ke7**, ensuring the advance of the pawn.

6 Ke7 Re1+ 7 **Kd8**, and White wins.

There is also a third way to win, which, in our opinion, is simpler than those given: 1 **Rb8+**. Now the black king has three moves, which we will analyse in turn:

(a) 1 ... **Kf7** 2 **h6 Rc1** 3 **h7**, and Black must resign.

(b) 1 ... **Kg7** 2 **f6+! R × f6** (2 ... **Kf7** 3 **Rb7+** and 4 **Kg6**) 3 **h6+! R × h6** (3 ... **Kf7** 4 **Rb7+**) 4 **Rb7+** and 5 **K × h6**, winning the rook. It should be borne in mind that after 1 ... **Kg7** White wins in similar fashion, if the resulting position is moved one rank down the board.

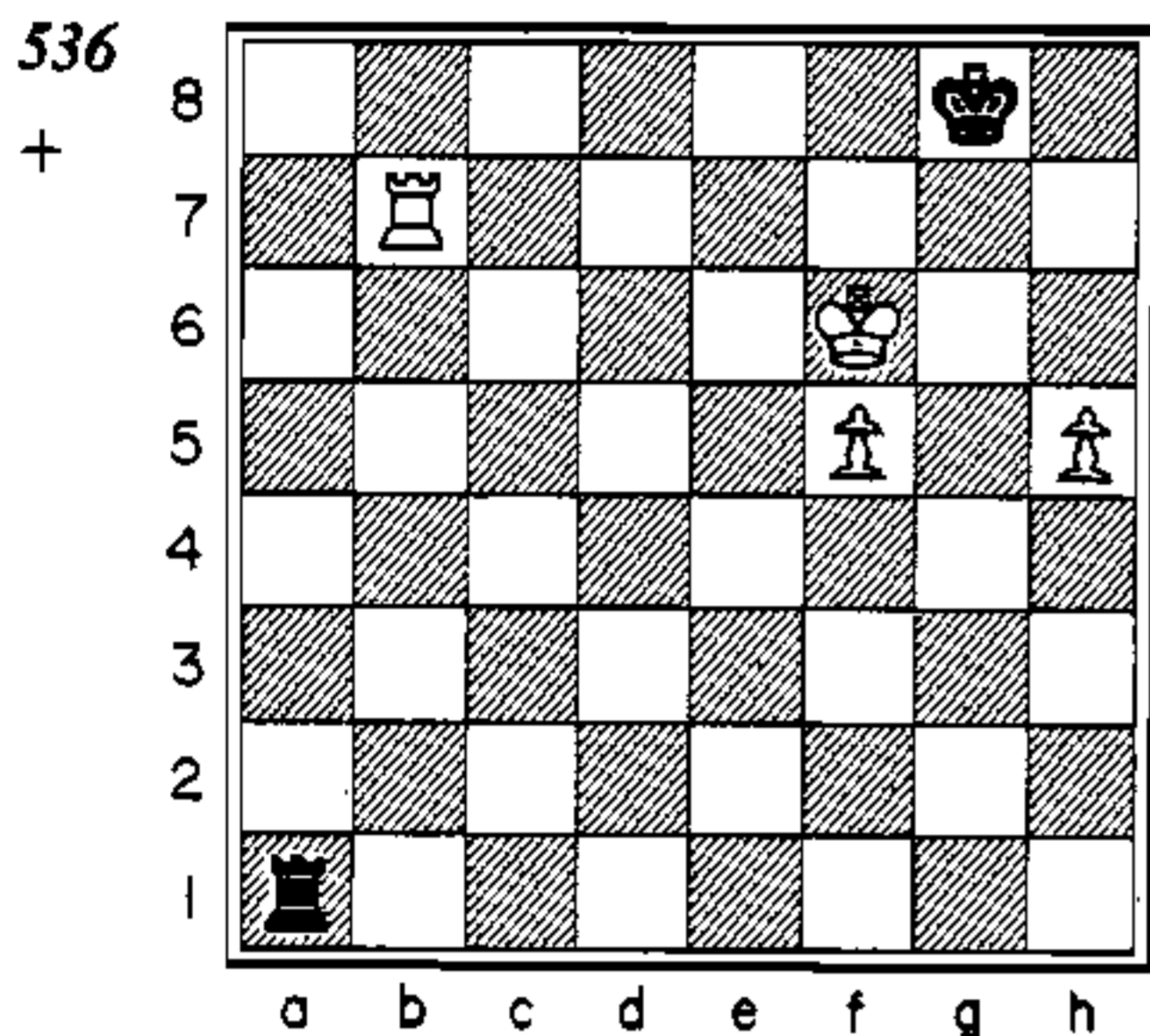
(c) 1 ... **Kh7** (the most tenacious defence) 2 **f6 Rc5+** (2 ... **Rc7** 3 **Re8** and wins) 3 **Kg4 Rc4+** 4 **Kf5 Rc5+** 5 **Ke6 Rc6+** 6 **Ke7 Rc7+** 7 **Kf8 Kh6** 8 **f7**, and White has a clear win.

In this variation the division of roles should be noted: the f-pawn aims to queen, while the h-pawn restricts the black king's mobility. All this ensures a straightforward win. As will be seen in later analysis, having the pawn at h5 simplifies the advance of the

Isolated f- and h-Pawns

bishop's pawn in those cases where the white rook is on the 8th, 7th or 6th rank. In other cases the question of which pawn should be advanced first depends on the specific features of the position.

We will now analyse a few examples which can arise from the previous position with Black to move. After **1 ... Rc1 2 Kg6 Rg1+ 3 Kf6 Ra1** we reach example 536.



536. Since the rook's pawn is on the 5th rank, the simplest winning plan consists in advancing the bishop's pawn.

1 Rb8+ Kh7 2 Re8 Ra2 3 Ke6 Ra6+.

Or, as in the game Keres-Sokolsky (Moscow, 1947): **3 ... Re2+ 4 Kf7 Ra2 5 f6 Ra6 6 Ke7 Ra7+ 7 Kf8 Ra6 8 f7 Ra7 9 Rc8 Ra1 10 Ke7 Resigns.**

4 Kf7 Ra7+ 5 Re7 Ra5 6 f6 Ra8 (6 ... R×h5 7 Ke8+ and 8 f7) 7 Re8 Ra7+ 8 Kf8, and White wins as in the Keres-Sokolsky ending.

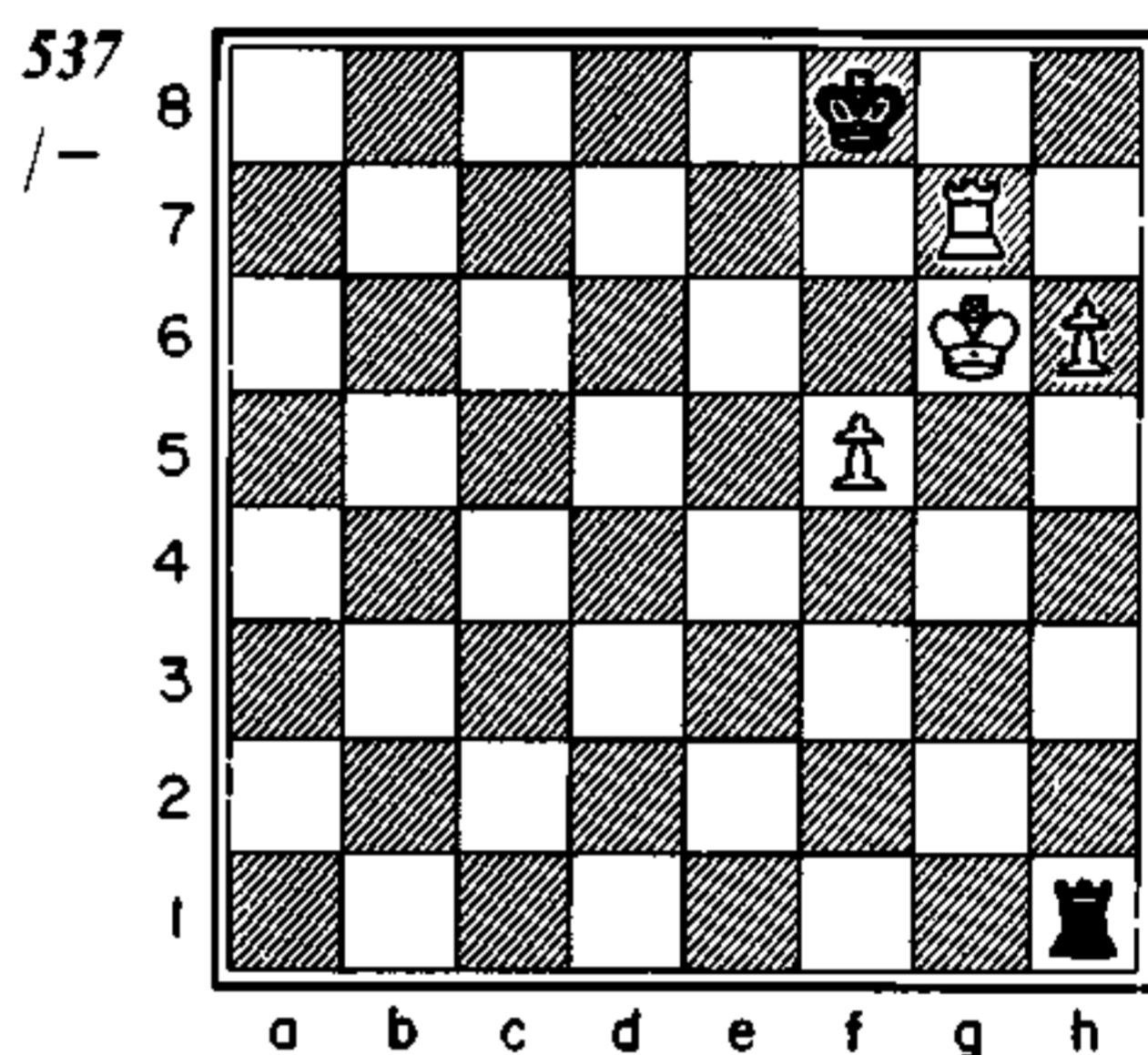
A more complicated way to win in example 535 after **1 ... Rc1** is by the advance of the rook's pawn: **2 h6 Rg1+ 3 Kf6 Rh1 4 Rg7+ Kf8.**

Black also fails to save the game after **4 ... Kh8 5 Re7!**, e.g. **5 ... R×h6+ 6 Kf7 Ra6 7 f6 Kh7 8 Kf8+ Kg6 9 f7 Kf6 10 Kg8 etc., or 7 ... Ra1 8 Re8+ Kh7 9 Kf8 Kg6 10 f7 Ra7 11 Re6+ Kh7 12 Rf6,** and against the advance of the pawn there is no defence. If Black

avoids the capture of the h-pawn on the 5th move and plays **5 ... Kg8,** after **6 Re8+ Kh7 7 Kf7 Ra1 8 f6 Ra7+ 9 Ke6** White wins as shown in the note to White's 2nd move in example 533.

5 Kg6! (regarding **5 Rg6?**, cf. 542). We now reach position 537.

Kopayev, 1955



537. White is threatening to advance his f-pawn to the 6th rank, so Black's next move is forced: **5 ... Rg1+ 6 Kh7! Rf1** (if the rook moves onto any other file, **7 f6** follows, and then the white king clears the way for the advance of the h-pawn) **7 Ra7 Rg1 (7 ... R×f5 loses immediately to 8 Kg6) 8 f6 Rg2 9 Rg7 Rf2 10 Kg6,** and the advance of the h-pawn is decisive.

From this example it is apparent that the rook's pawn can queen in cases where the black king is on the f-file.

We now give some other varieties of positions such as 535 with Black to move.

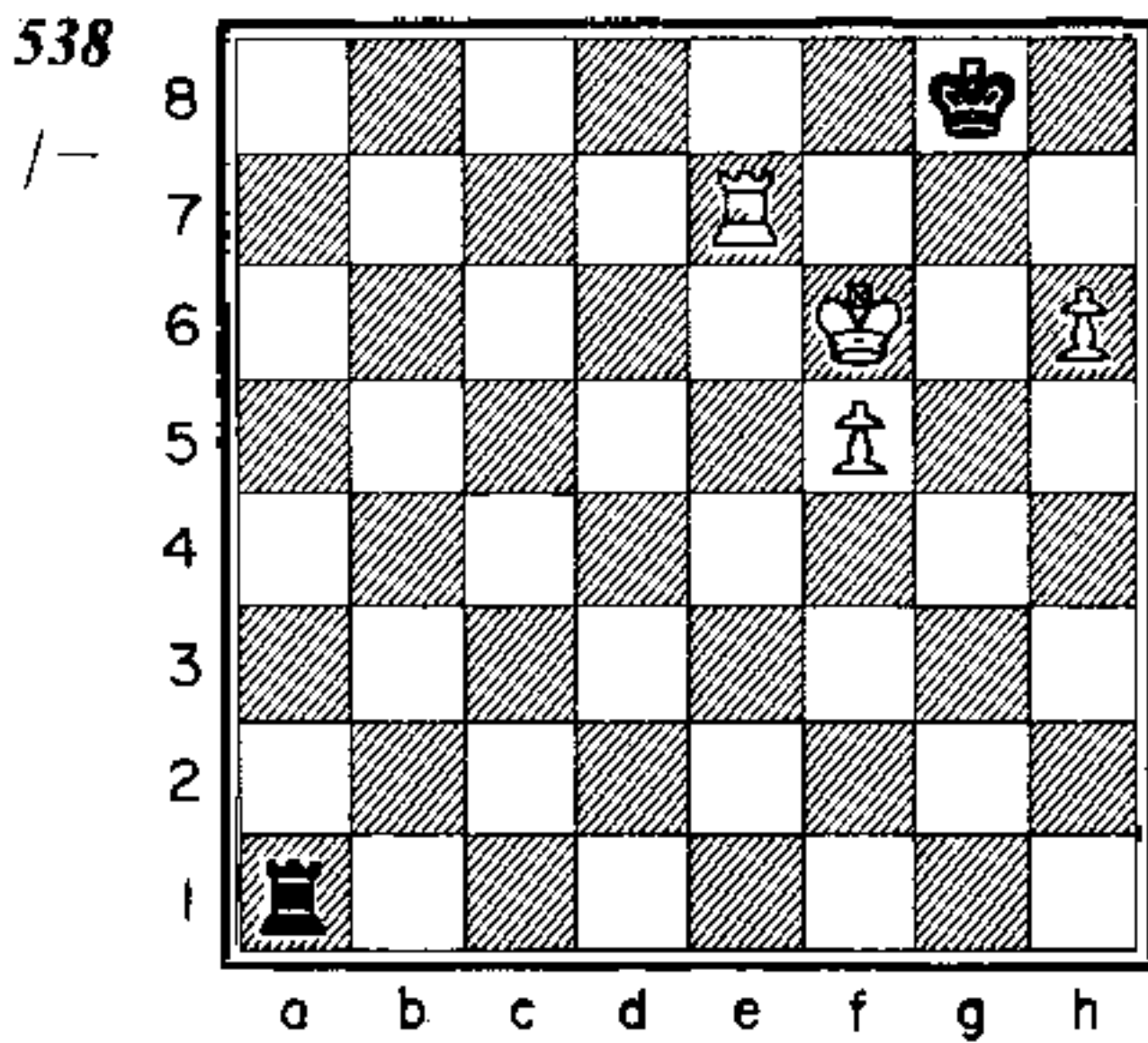
538. White's king is preventing the advance of his pawn to the 6th rank, so he must move it off the f-file. Even if it is Black to play, he cannot prevent this.

1 ... Ra2.

1 ... Ra6+ does not work due to **2 Kg5** followed by **3 f6,** nor does **1 ... Rh1 2 Ke6 R×h6+ 3 f6 etc.** in this last variation **2 h7+**

Rook and Two Pawns against Rook

Maizelis, 1939



Kh8 is also sufficient, when White wins (532).

2 Ke5 Re2+ 3 Kd6 Rd2+ 4 Ke6 Re2+ 5 Kd7 Rd2+ (or 5... Rf2 6 Re8+ Kh7 7 Ke6 Ra2 8 f6, and the rest is familiar) 6 Ke8 Rf2 7 Re5 Kh7 (7... Ra2 8 f6, or 7... Rf1 8 Ke7) 8 Kf7! (8 Ke7? Kxh6 9 f6 Kg6 10 Re6 Rf1 leads to a draw) 8... Kxh6 9 Re6+! (essential; the immediate 9 f6? is bad due to 9... Ra2 10 Kf8 Kg6 11 f7 Kf6 with a draw) 9... Kh7 10 f6 Ra2 11 Kf8 Ra8+ 12 Re8, and White wins.

Maizelis pointed out some false trails. If, for example, after 1... Ra2 White plays 2 h7+? Kh8 3 Kf7, a drawn position (530) arises. Another false trail is 2 Rg7+ Kh8 3 Kg6 Rg2+! (3... Ra6+ loses to 4 Kg5 Rxh6 5 Rg6! Rh7 6 Rh6) 4 Kf7 Rf2 5 Rg5 Kh7 6 f6 Ra2 7 Re5 Kxh6 8 Kf8 Kg6, with a draw as shown earlier. It should be noted that if in example 538 the white rook is moved along the rank to the left (e.g. to b7), to win White must attain the initial placing of the pieces. This is simply achieved: 2 Rg7+ Kh8 3 Re7, and after 3... Kg8 White wins, as shown above.

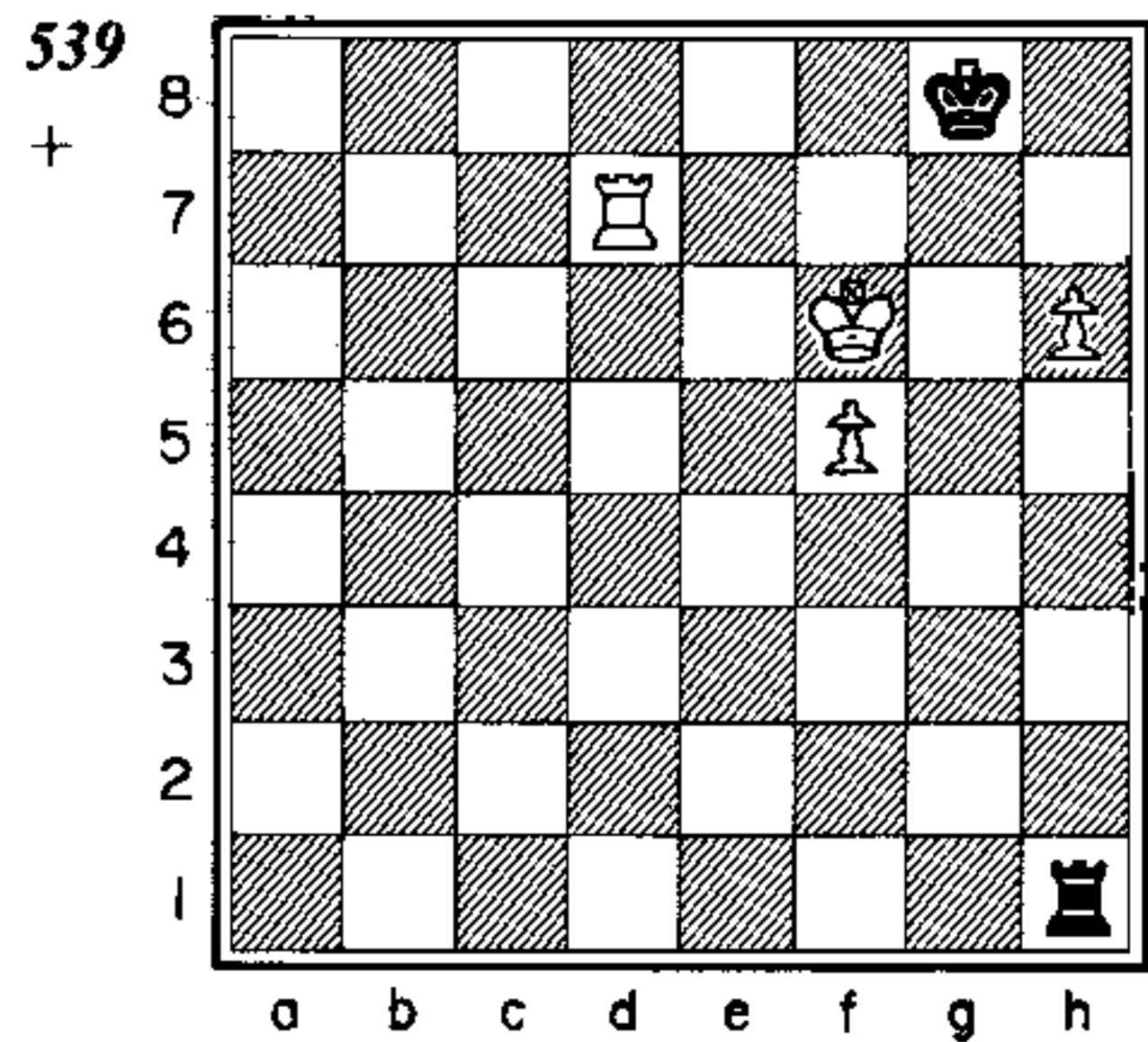
If the black rook is on the K-side, White's problem is simplified still further.

539. Here White wins by force in three ways:

(a) 1 h7+ Kh8 (532).

(b) 1 Rg7+ Kh8 (1... Kf8 2 Kg6) 2 Re7 Kg8 3 Re8+ (536).

Maizelis, 1939

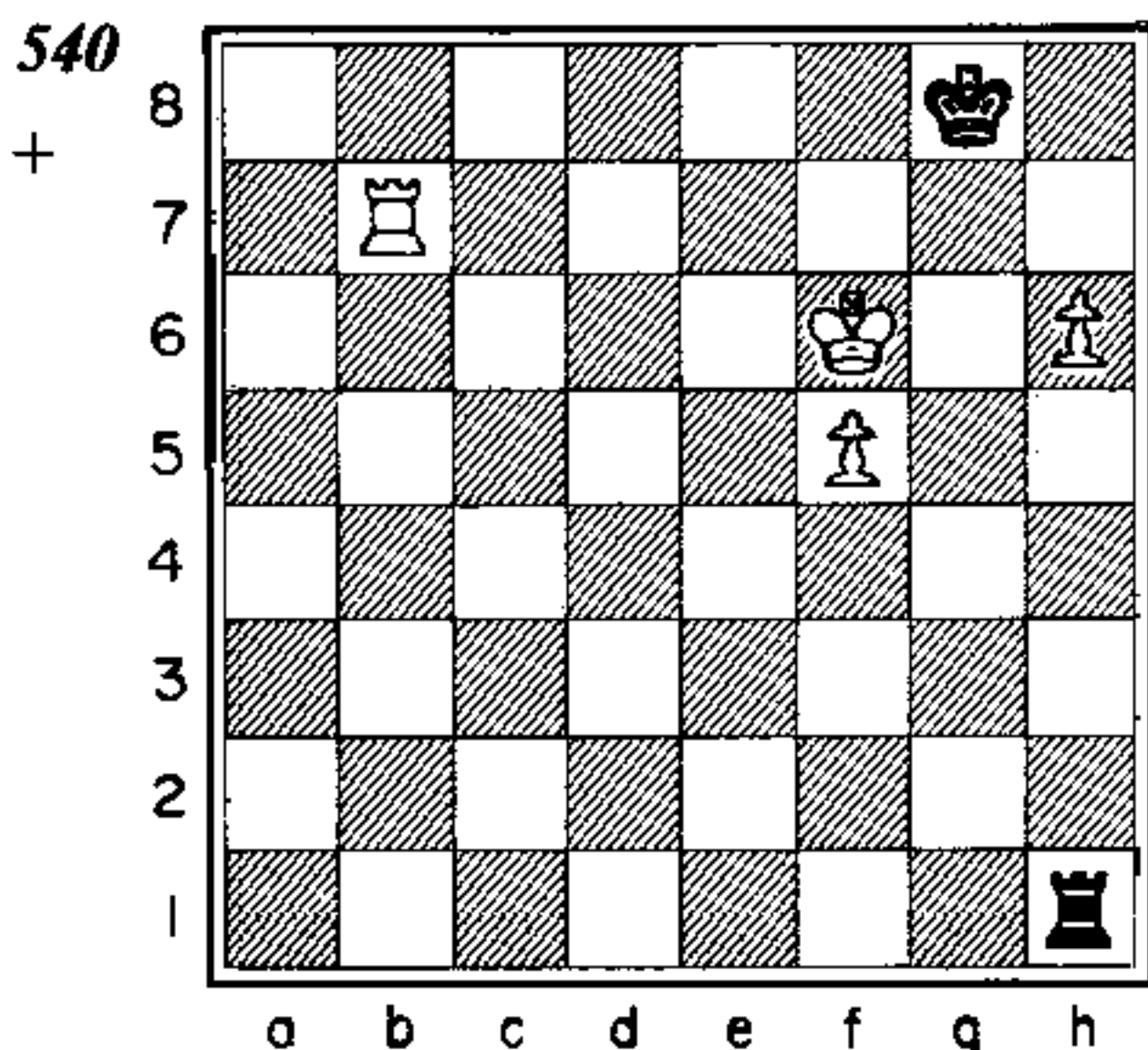


(c) 1 Rd8+ Kh7 2 Kf7 Ra1 (on the h-file the rook is out of it, since 2... Rxh6 is met by 3 f6 etc.) 3 f6 Ra7+ 4 Ke8 (given by Maizelis; the variation suggested by Zek is also good enough to win: 4 Ke6 Ra6+ 5 Rd6 Ra8 6 f7 Kxh6 7 Kf6 followed by Re6-e8) 4... Kg6 5 f7! Rxf7 6 Rd6+ Rf6 7 h7 Rxd6 8 h8=Q.

The combination does not work if the white rook is on the a-, b- or c-file, since after its capture the black rook has the possibility of a check on the 8th rank, which prevents the h-pawn from queening. In positions of type 539 White wins irrespective of where his rook is on the 7th rank.

The general winning method is given in example 540.

Zek, 1940



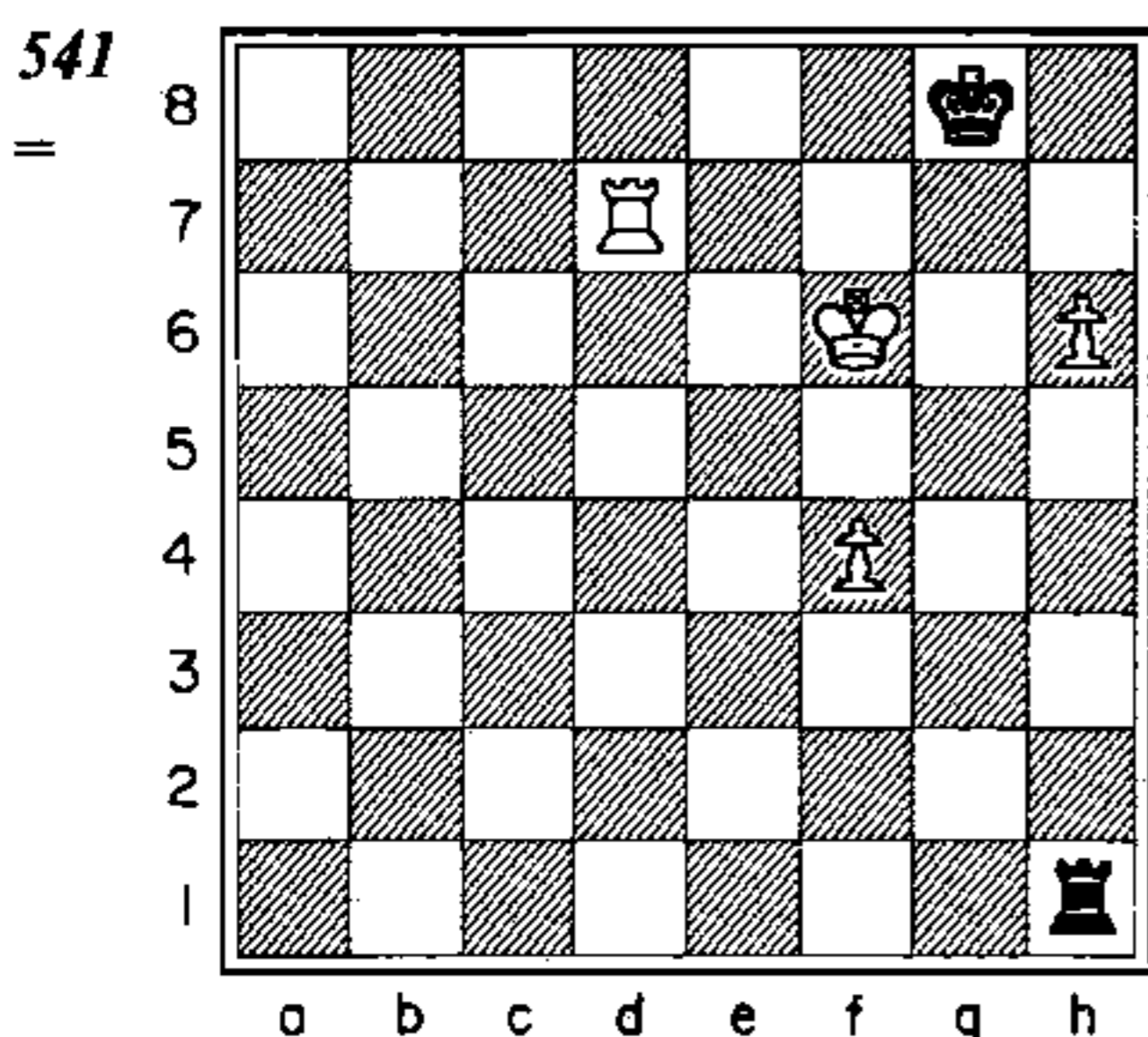
540. 1 Rg7+!

The following line is insufficient: 1 Rb8+ Kh7 2 Kf7 Ra1 3 f6 Ra7+ 4 Ke8 Kg6 5 f7 R×f7! 6 Rb6+ Rf6, and 7 h7 is not now possible due to 7... R×b6, when Black even wins. Or 4 Ke6 Ra6+ with a draw, since White cannot hide from the checks.

1... Kf8 2 Kg6 (537), or 1... Kh8 2 Re7!, and so on as shown earlier.

To conclude our analysis of examples with the black king cut off on the 8th rank, we give two exceptional positions where White is unable to win.

Kopayev, 1955

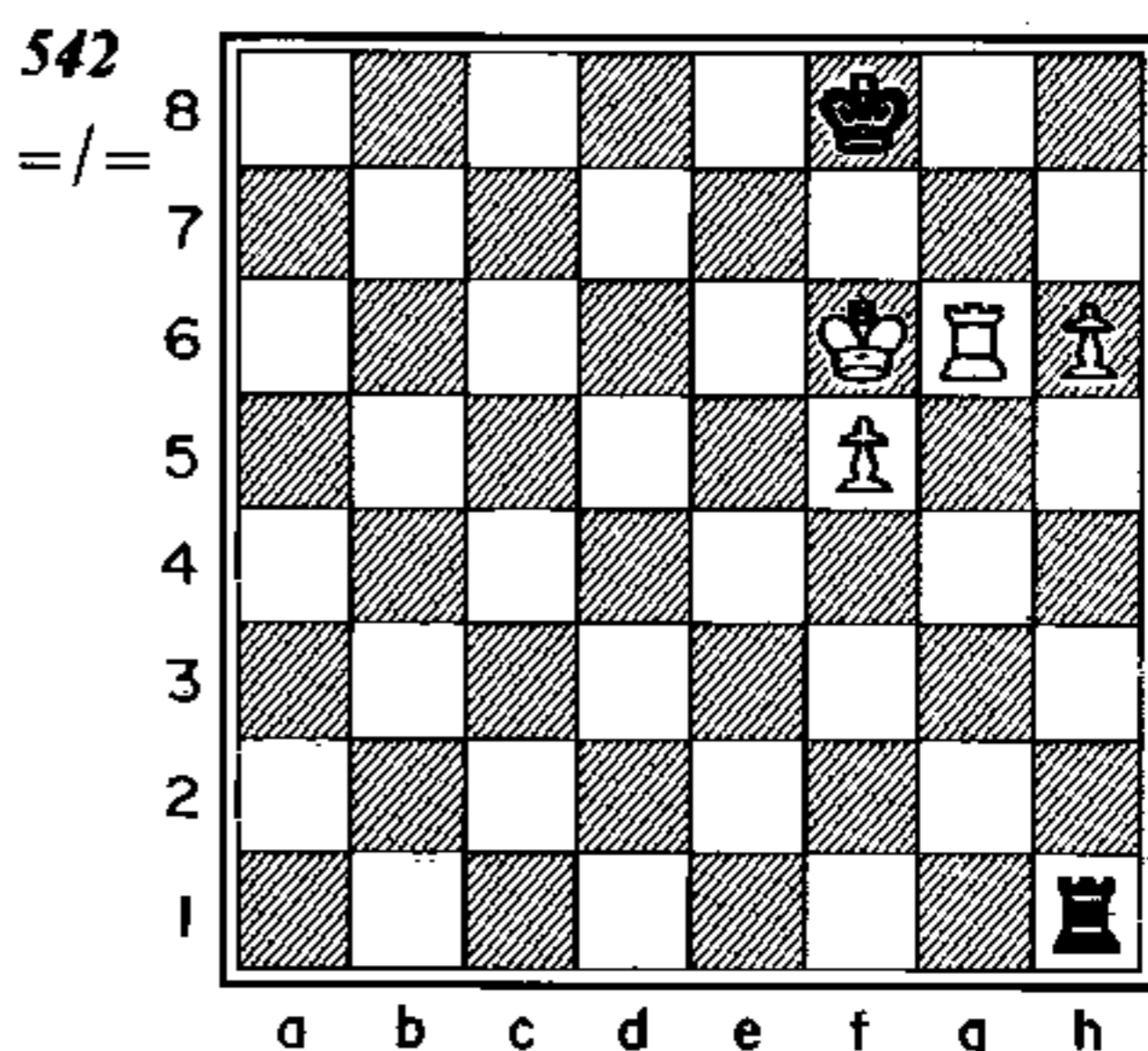


541. Here the f-pawn is less advanced than in example 540, but this would not stop White winning if his rook's pawn were on the 5th rank, since then Black's threat of ... R×h5 could be parried by Kg6, mating or winning the rook. Even with his pawn at h4 White would win by 1 h5. But here Black is able to draw.

1 Rg7+ Kh8! (not 1... Kf8? 2 Kg6, and White wins—537) 2 f5 (2 Kf7 Rf1 3 Rg4 Kh7 with a draw) 2... R×h6+, and after 3 Rg6 Rh7! 4 Rg1 Ra7 5 Re1 Ra6+ 6 Kf7 Ra7+ 7 Kg6 Rg7+ 8 Kf6 Rg2 a draw results.

White also fails to win by 1 Rd8+ Kh7 2 f5 R×h6+ 3 Kf7 (3 Ke7 Kg7) 3... Ra6 4 f6 Ra7+.

Kopayev, 1955



542. This position was formerly considered won, but is in fact drawn, whoever it is to move. It is true that the black king is on the 'losing' 8th rank, but this is only a temporary state of affairs, since, as soon as White begins improving the placing of his pieces, it will move to f7.

For the moment Black has to stick to waiting tactics: 1... Rh2 2 Ke6 Rh1.

The only way! As Botvinnik shows, 2... Rh5 loses after 3 f6 Rh1 4 Rg5 Re1+ 5 Re5 Rh1 6 h7 R×h7 7 Ra5.

2... Re2+ is also bad: 3 Kd7 Re7+ 4 Kd6 Ra7 5 f6 Ra6+ 6 Ke5 Ra5+ 7 Ke6 Ra6+ 8 Kf5 Ra5+ 9 Kg4 Ra4+ 10 Kh5 Ra1 11 Rg4 etc. After 2... Re2+ 3 Kd7 Black can play 3... Ra2, but then White wins by 4 Rd6! Kf7 (4... Ra7+ 5 Ke6) 5 h7 Kg7 (5... Ra7+ is met by 6 Kc8 Ra8+ 7 Kc7! Kg7 8 Rd8!, forcing the exchange of rooks) 6 f6+ K×h7 7 Ke8!

3 Kd7.

Accurate defence is required if White should choose 3 Rf6+ Ke8! (not 3... Kg8? 4 Ke7 Rf1 5 Rf8+ Kh7 6 f6 K×h6 7 Rh8+ followed by 8 Rg8+ and 9 f7) 4 Kd6 Rd1+ 5 Kc7 Ra1 6 Rd6 Kf7, and Black gains a draw.

3... Kf7!

For some reason analysts did not consider this move, which significantly improves the position of the black king, and examined only

Rook and Two Pawns against Rook

3 ... Rh5?, which loses after 4 Re6 Kf7 5 h7 Kg7 6 f6+ etc.

In itself the idea of attacking the f5 pawn is not bad, but it should be carried out with the black king on the 7th, rather than the 8th rank. Now White can strengthen his position only by improving the placing of his rook.

4 Re6.

After 4 Rd6 (c6, b6, a6) Rh5! the draw is obvious.

4 ... Ra1!

Switching the rook to the a-file is the simplest defence. 4 ... Rd1+ is also possible, as played with his rook on the 2nd rank by Kotov in a game against Flohr. But after 5 Rd6 Kotov replied 5 ... Rh2?, and the game concluded: 6 Kd8 Kf8 7 Rf6+ Kg8 8 Ke7 Ra2 9 Rd6 Re2+ 10 Re6 Ra2 11 Rd6 Re2+ 12 Kf6 Kh7 13 Kf7 Ra2 14 Re6 Ra8 15 Re8 Ra7+ 16 Kf8 Kxh6 17 Re6+ Kg5 18 f6 Kg6 19 f7+ Kh7 20 Re1 Ra8+ 21 Ke7 Ra7+ 22 Kf6 Resigns.

After 5 Rd6 Black also loses with 5 ... Ra1? in view of 6 h7 Kg7 7 f6+ Kxh7 8 Ke8!, when the advance of the pawn is assured.

The (only!) correct continuation is 5 ... Re1!, the idea of which is not to allow the white king onto the e-file. If now 6 Kd8, then 6 ... Re8+ 7 Kc7 Re1! 8 Rd8 Rc1+ 9 Kb6 Rh1 10 h7 Rxh7 11 Rd7+ Kg8 12 Rxh7 Kxh7, and Black succeeds in returning his king to the f-file to stop the pawn.

5 h7.

Or 5 Re7+ Kf6 6 h7 Ra8! followed by 7 ... Kxh7, since 7 Re8 is not possible due to 7 ... Ra7+ and 8 ... Rxh7. In the event of 5 Rd6 Ra7+ (the white king must be forced to move onto the c-file) 6 Kc8 Ra8+ 7 Kc7 Ra7+ 8 Kc6 Ra1 9 h7 Kg7 10 Rd7+ Kh8 a theoretically drawn position is reached.

5 ... Kg7 6 f6+.

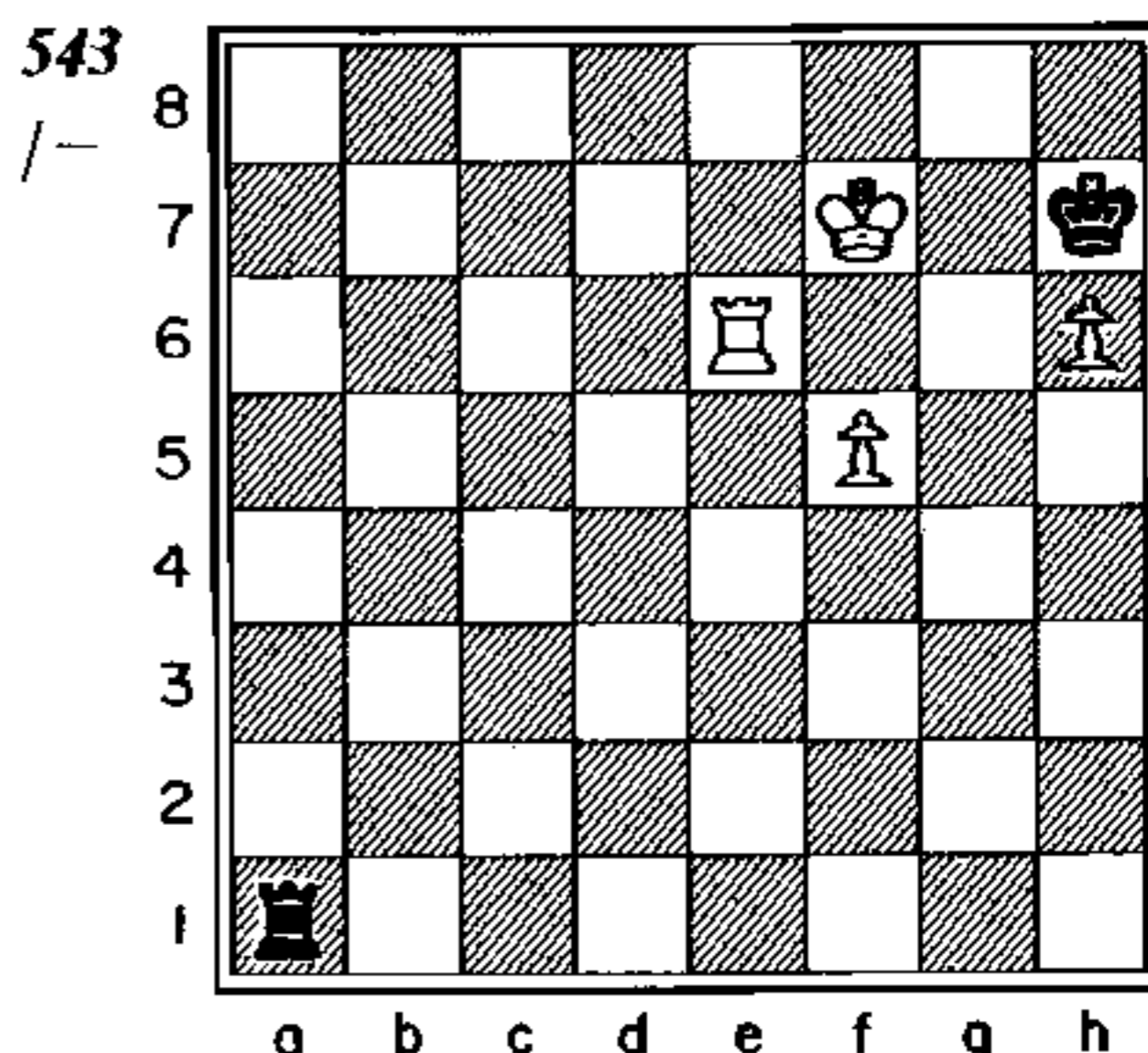
There is also a simple draw after 6 Rh6 Ra7+ 7 Kc8 Ra8+ 8 Kb7 Kxh6 9 Kxa8 Kxh7.

6 ... Kxh7 7 Ke7 Ra8! Draw.

We will now turn to examples where the

defender's king is not on the back rank. The reader who has carefully analysed the previous example will no doubt have noticed how difficult the defence is when the opponent's king penetrates onto the 7th rank. Here are two more such examples.

Maizelis, 1939

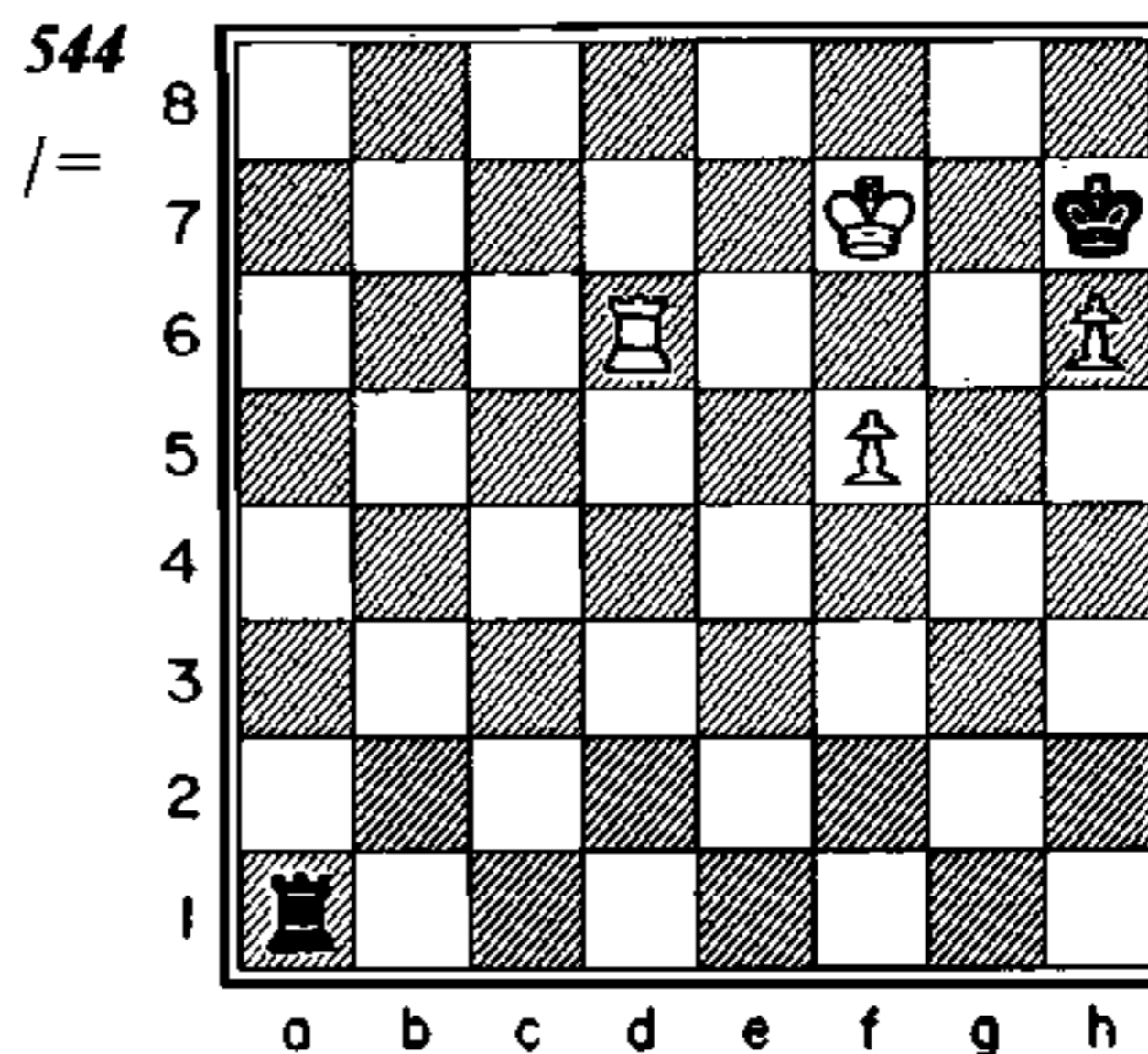


543. White is ready to carry out the winning manoeuvre 2 f6 Kxh6 3 Kf8, and Black's attempts to prevent this are ineffective.

1 ... Ra8 (1 ... Ra2 2 Kf8 Ra8+ 3 Re8 leads to a variation already considered) 2 Re8 (but not 2 f6? Kxh6 with a draw) 2 ... Ra7+ 3 Kf8 Kxh6 4 Re6+! Kg5 5 f6 Kf5 6 Rd6 Kg6 7 f7+ Kh7 8 Ke8 and wins.

If the white rook is moved to d6, the result changes.

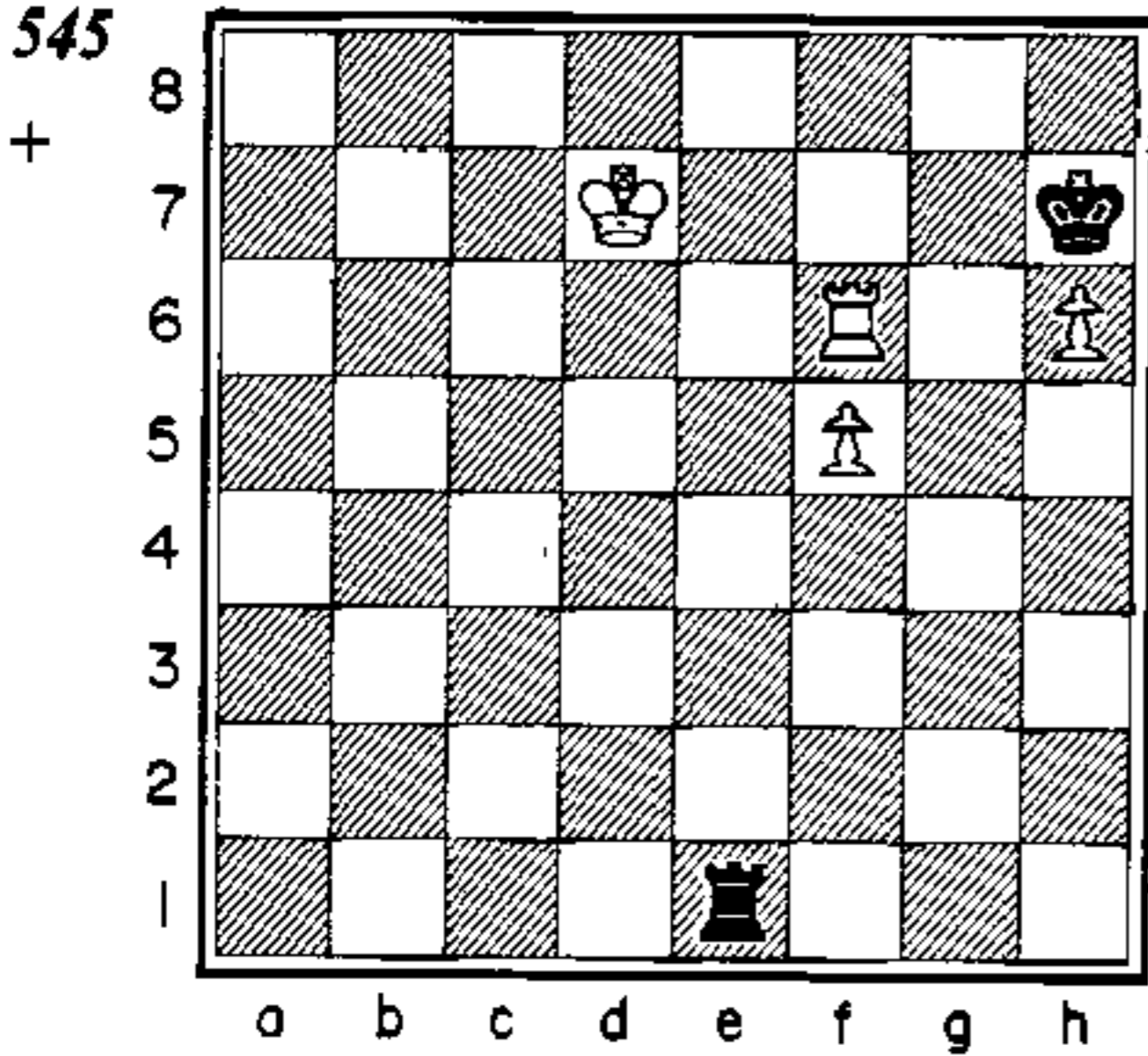
Maizelis, 1939



Isolated f- and h-Pawns

544. Black saves the game by 1 ... Ra7+ 2 Ke8 Ra8+ 3 Ke7 (3 Rd8 Ra6) 3 ... Ra7+ 4 Rd7 Ra8 5 Rd8 (5 f6 K×h6 6 f7 Kg7) 5 ... Ra7+ 6 Kf6 Ra1 7 Re8 Ra2! 8 Kf7 K×h6 with a draw.

Maizelis, 1939



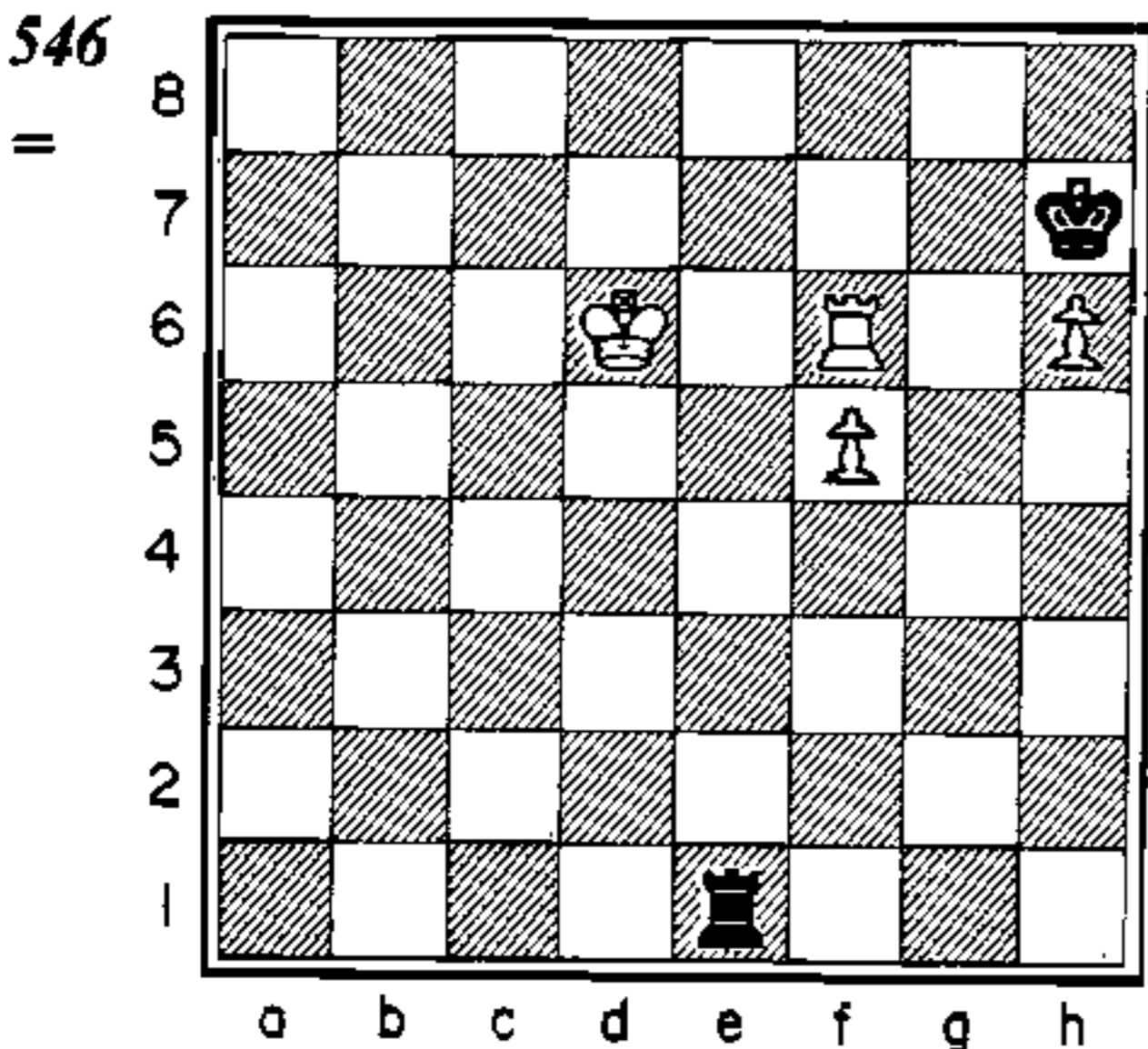
545. To win, White must achieve position 543: 1 Re6 Rf1.

Or 1 ... Ra1 2 Ke7! (2 Ke8? Ra5! 3 f6 Ra8+ 4 Ke7 K×h6, or 2 f6? K×h6 3 Ke7 Ra8!) 2 ... Ra8 3 Kf7!, and so on as in example 543.

2 f6 K×h6 3 Ke8! (3 Ke7? Kg6 with a draw) 3 ... Kg6 4 f7+ Kg7 5 Re7 and wins.

Does the result change if the white king is moved to d6? It turns out that the answer is yes.

Maizelis, 1939

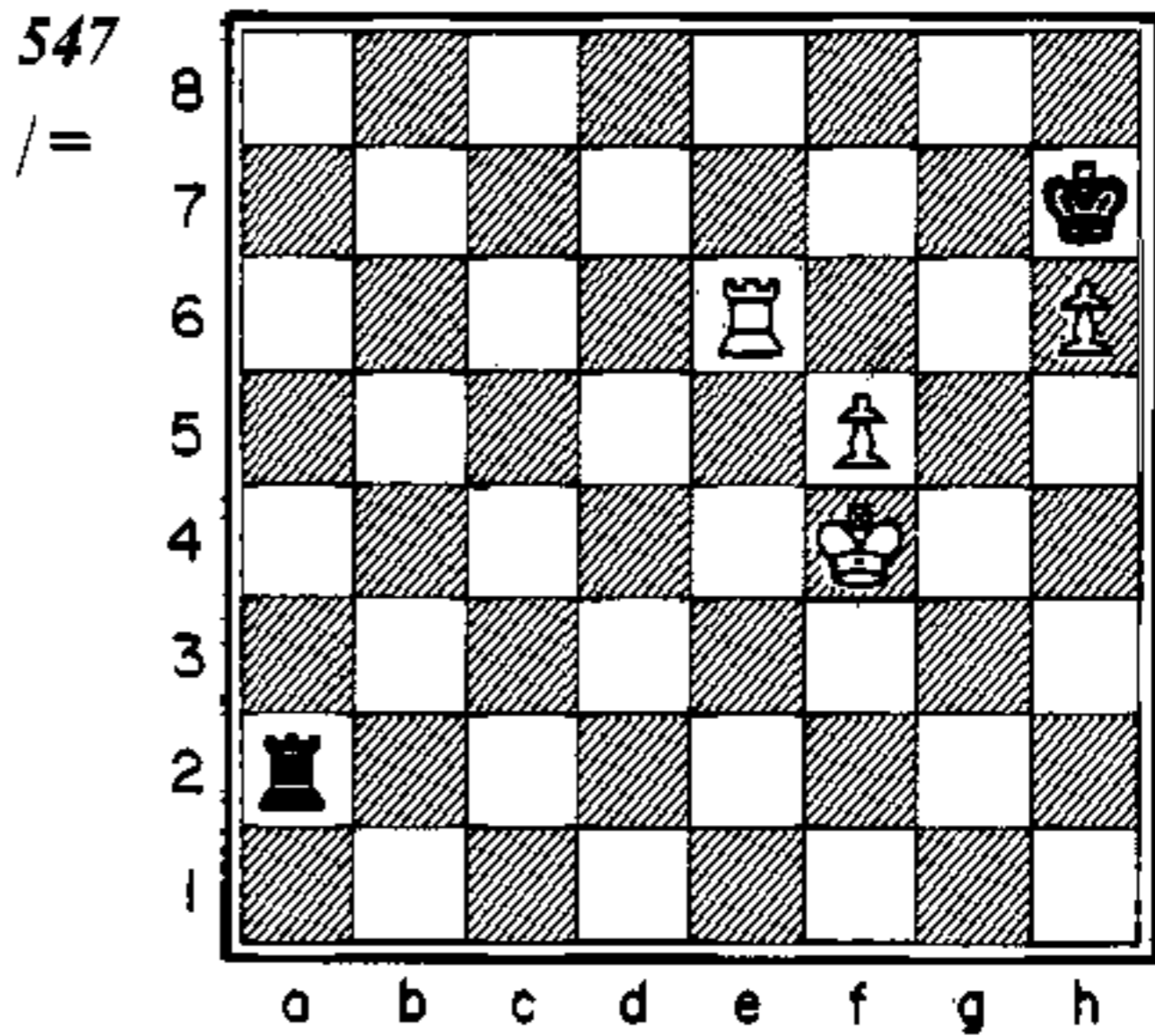


546. 1 Re6 Rf1 2 f6 K×h6 3 Ke7 (e8 is now inaccessible to the white king) 3 ... Kg6 with a draw.

The following examples show how the weaker side parries attempts by the opponent to penetrate with his king onto the 7th rank.

Bondarevsky-Keres

Moscow v. Leningrad, 1939



547. 1 ... Rg2.

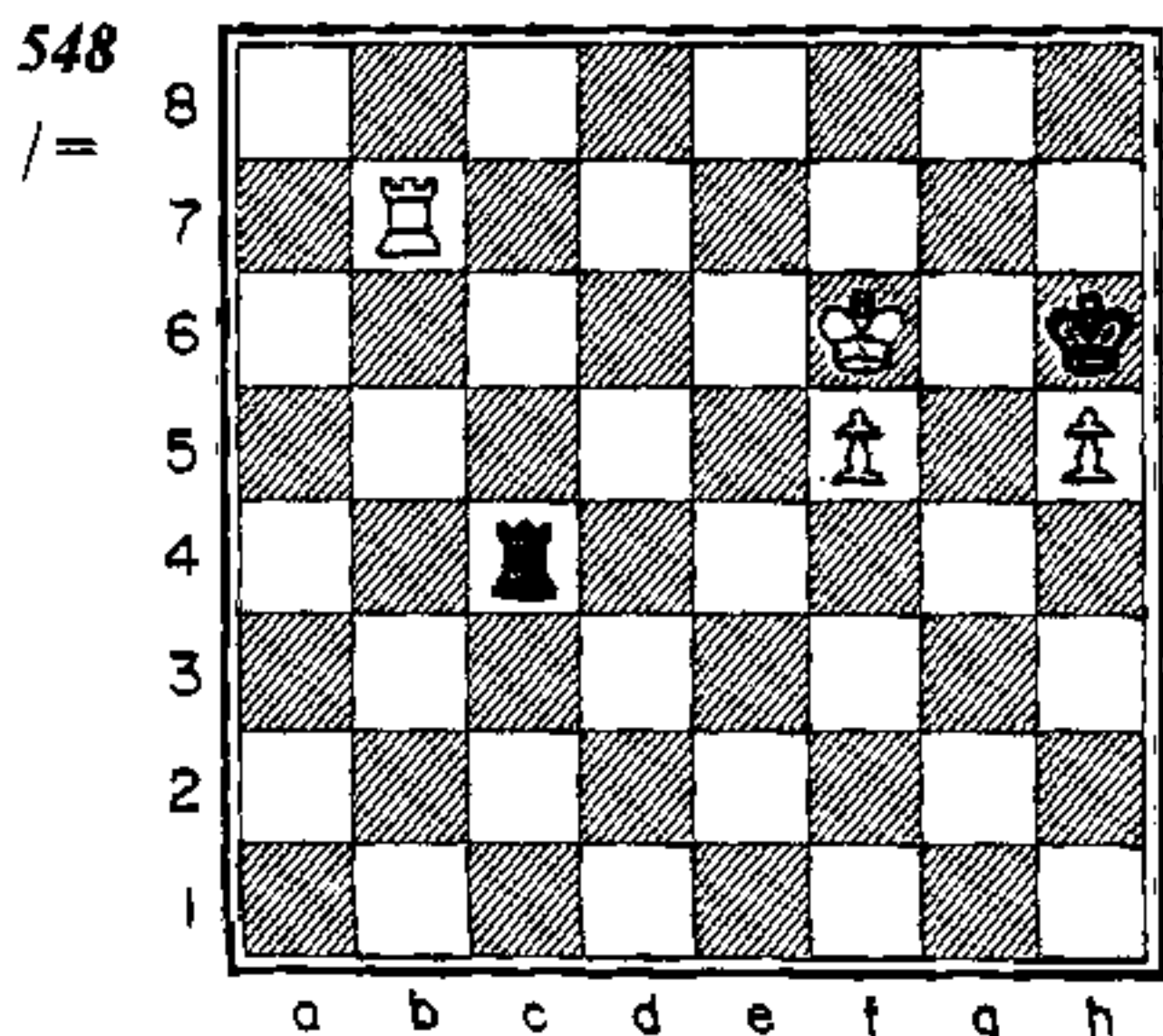
Maizelis demonstrated another way to draw: 1 ... Ra1 2 Kg5 Rg1+ 3 Kf6 Rf1 4 Re8 Ra1. Now the white rook can successfully occupy almost all squares, and Black in return will merely make waiting moves with his rook. But as soon as White plays his rook to one of the squares within the a5-a7-e7-e5 rectangle (also to g5 or g7), or moves his king to f7, there comes ... K×h6 with a draw.

2 Ke5 Ra2 (2 ... Re2+ 3 Kf6 Rf2 4 Rd6 Ra2 5 Kf7 is also good—544) 3 Kd6 Ra5 4 f6 Kg6 (4 ... K×h6 5 Ke7 Ra8 is simpler) 5 Re8 Ra6+ 6 Ke7 R×f6 7 Rg8+ Kh7 8 Rg7+ Kh8 9 K×f6—stalemate.

548. 1 ... Rc6+! (1 ... K×h5 loses to 2 Rh7+ Kg4 3 Kg6 etc.) 2 Kf7 (if 2 Ke7, then

Rook and Two Pawns against Rook

Bonch-Osmolovsky v. Simagin
Moscow, 1949

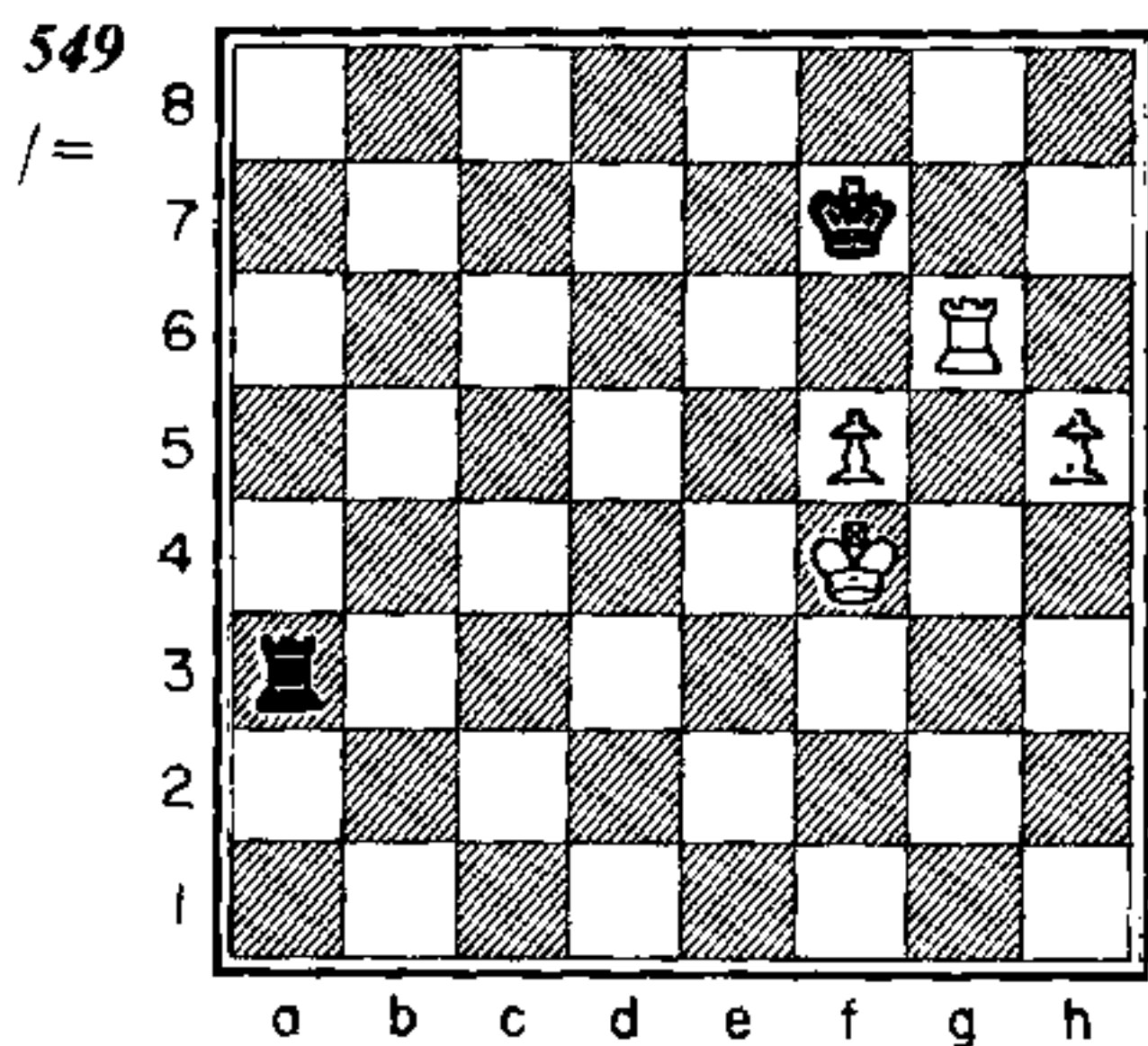


2 ... Kg5! with a draw) 2 ... K × h5 3 f6 Kg5
4 Rb5+ Kh6 with a theoretical draw.

Cernetski-Molnar

Paris, 1953

(with colours reversed)



549. 1 ... Ra1 2 h6 Rf1+ 3 Ke5 Re1+ 4 Kd6 Rf1 5 h7 Rh1 6 Re6 Rd1+ 7 Kc7 Kg7! (not 7 ... Rh1? 8 Kd7 Rd1+ 9 Rd6 Rh1 10 Kd8) 8 Rd6 Rf1 9 f6+ K × h7 10 Kd8 Kg6 11 Ke7 Rf3 12 Ra6 Rf2. Drawn.

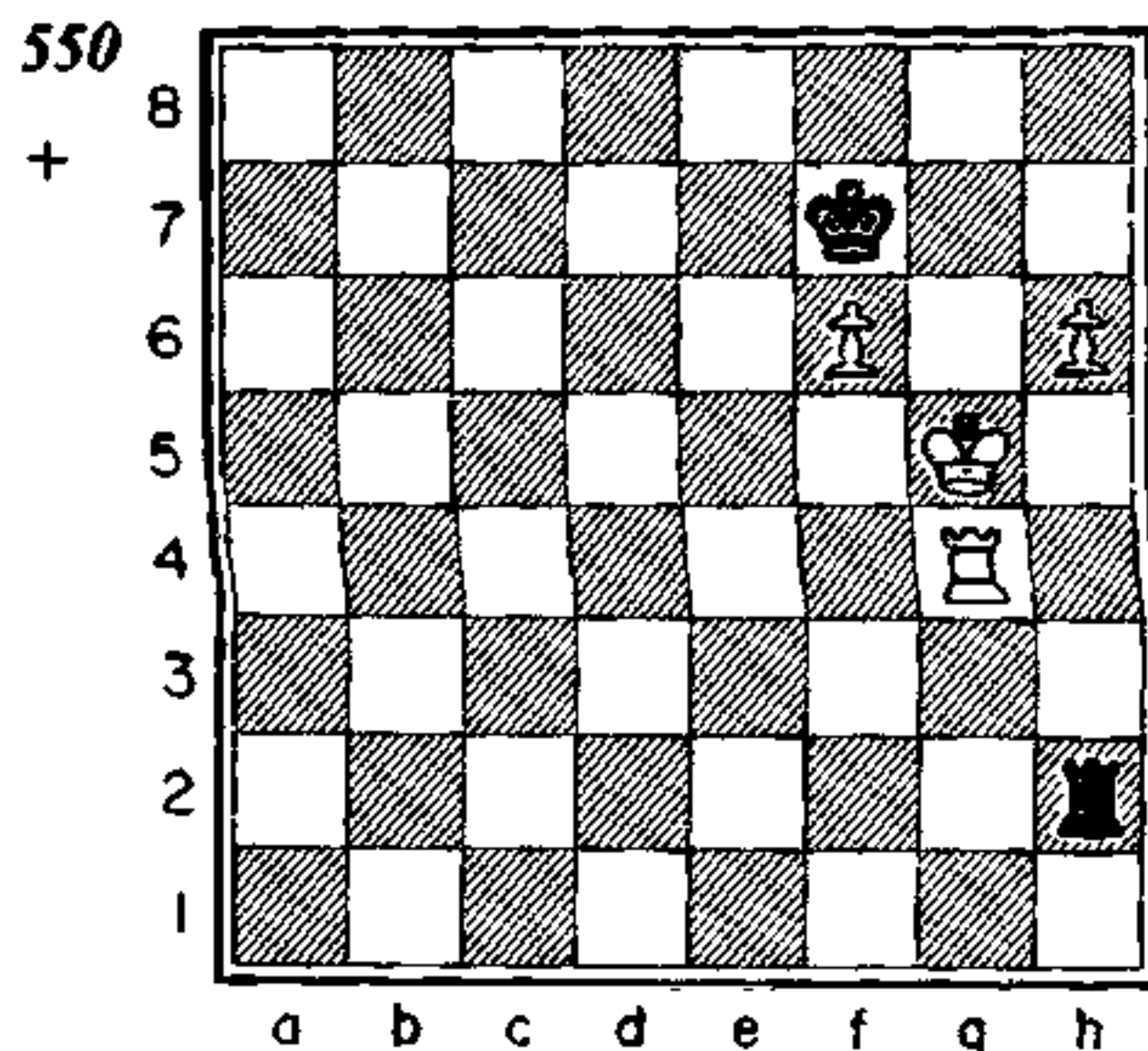
We will now examine some examples where the white rook is on the g-file. The fact that

the pawns are far advanced, and that Black's rook cannot give horizontal checks, makes position 550 hopeless for him.

Panov-Steiner

Moscow, 1936

(with colours reversed)



550. 1 Rg1.

With Black to play, the same position would be reached after three moves: 1 ... Rh3 2 Rg2 Rh1 3 Rg3 Rh2 4 Rg1, and then as in the main variation.

1 ... Rh3 2 Ra1! (after luring the black rook onto the 3rd rank, White moves his rook off the g-file to land the decisive blow) 2 ... Rg3+ 3 Kh4 Rg2 4 h7 Rh2+ 5 Kg5 Rg2+ 6 Kf4 Rh2 7 Ra8! (forcibly transposing into a pawn ending) 7 ... R × h7 8 Ra7+ Kg6 9 R × h7 K × h7 10 Kf5 and wins.

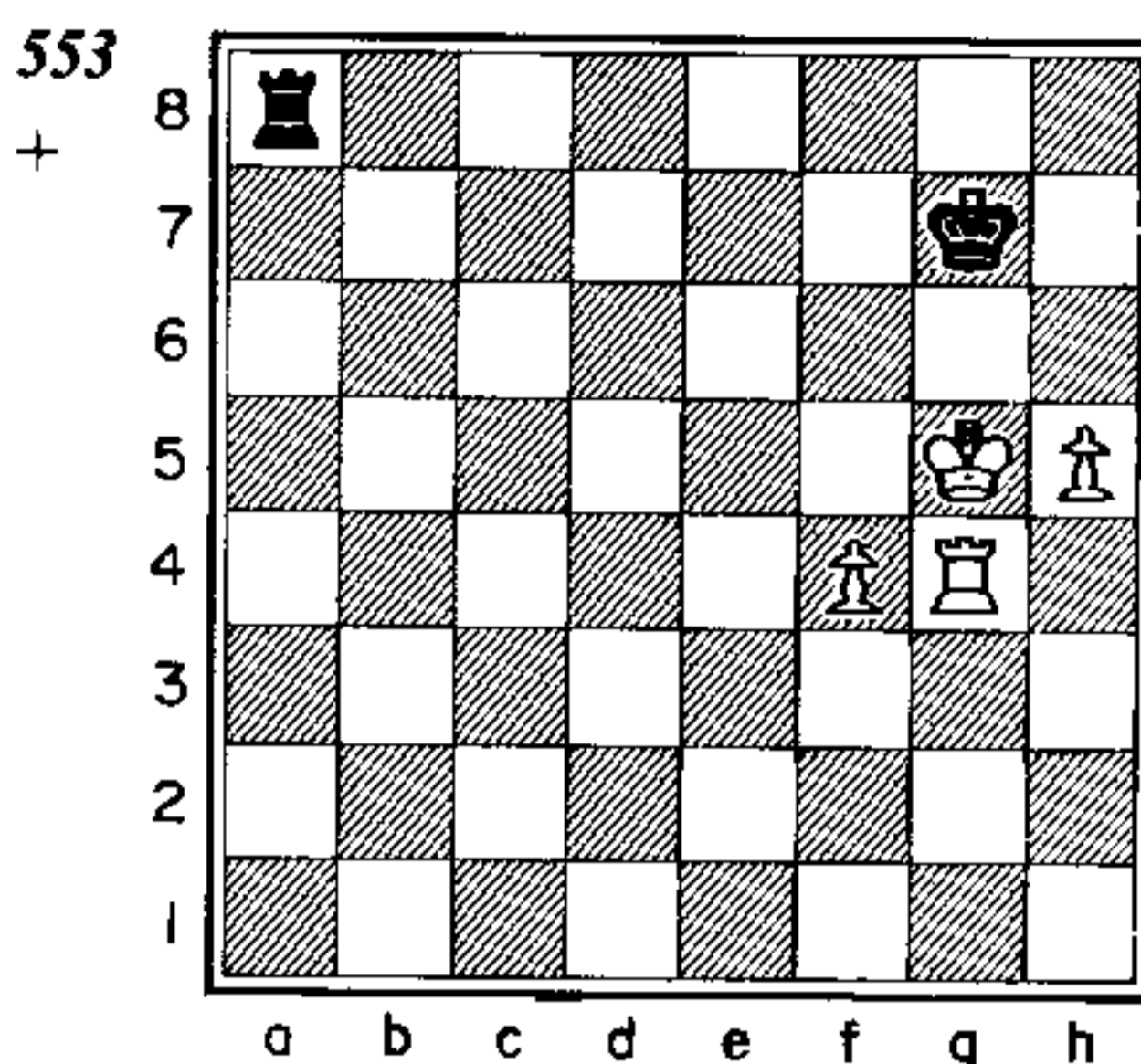
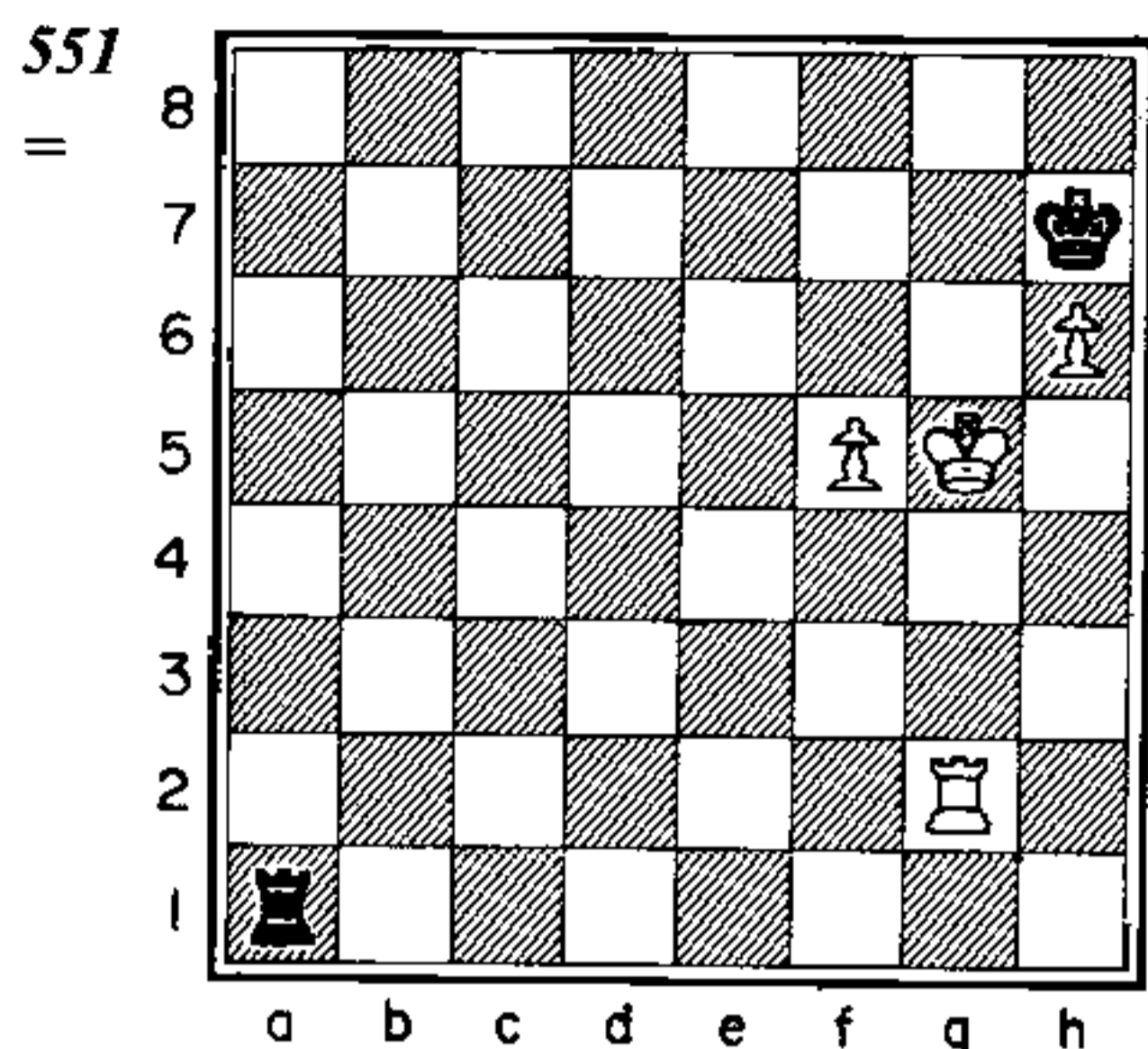
Black's defensive plan in such endings is to place his king on the blockading square in front of the more advanced pawn, and his rook at a1 or b1, so as to have the possibility of both horizontal and vertical checks.

551. Moving his rook between a1 and b1, Black waits for his opponent to take decisive action. When White plays 1 f6, there follows 1 ... Ra5(b5)+, or 1 Re2 Rg1+ 2 Kf6 Ra1 with a draw.

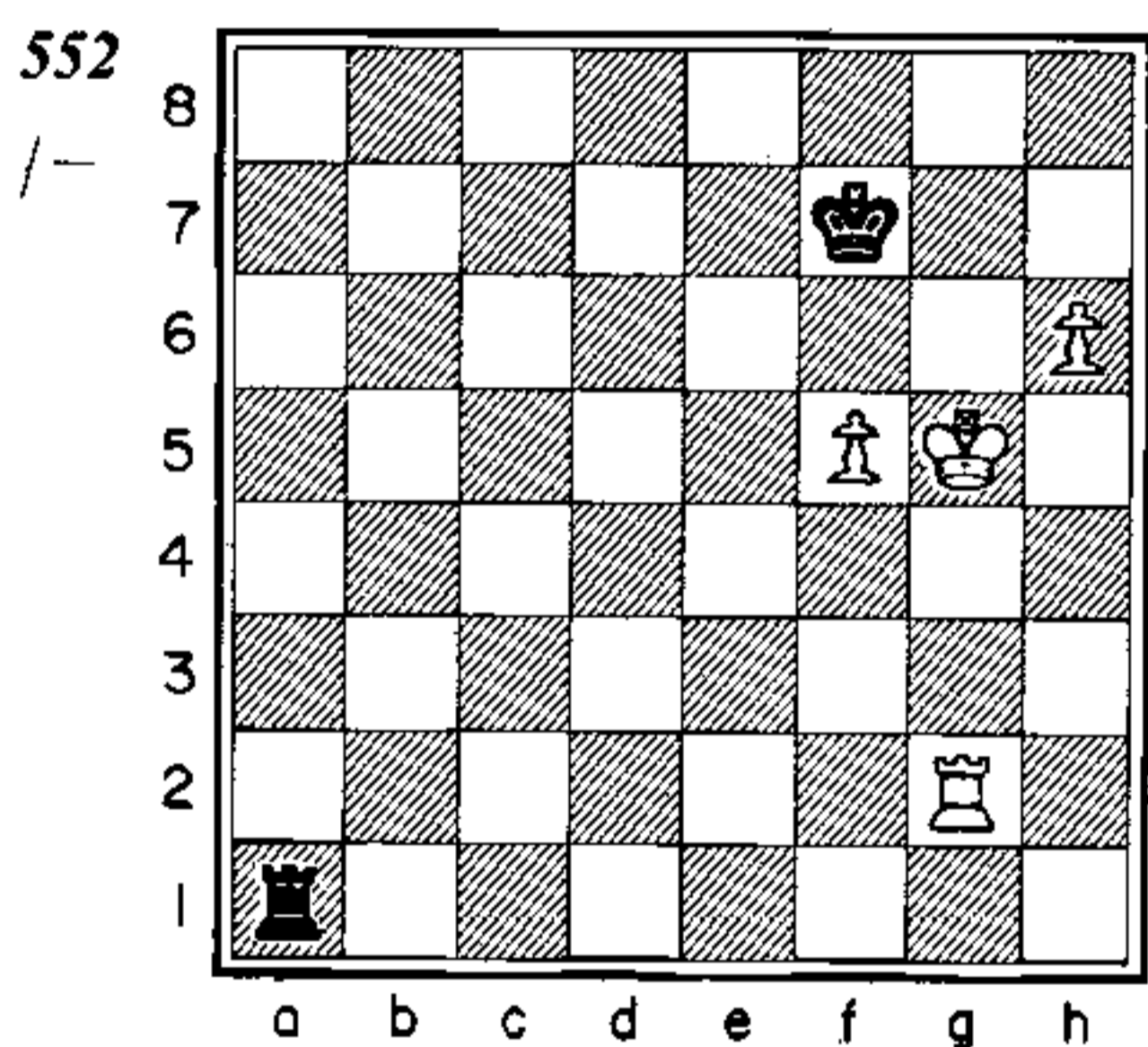
Isolated f- and h-Pawns

Maizelis, 1939

Rubinstein-Marshall
San Sebastian, 1911
(with colours reversed)



If Black is unable to meet one of the above conditions, the defence is normally hopeless.



552. Black's king is not blockading the more advanced pawn, and so he loses: 1 ... Rb1 2 Rg4! (2 Rh2? is premature: 2 ... Rg1 + 3 Kf4 Rf1 + 4 Kg4 Kg8 5 Kg5 Rg1 + 6 Kf6 Kh7 7 Re2 Ra1 with a draw) 2 ... Ra1 3 Rh4 Rg1 + (3 ... Kg8 4 f6 Kh7 5 Rf4 also does not help) 4 Kf4 Rf1 + 5 Kg4! Rg1 + (5 ... Kg8 6 Kg5 Kh7 7 f6 Ra1 8 Rf4, ensuring the advance of the f-pawn) 6 Kf3 Rg8 (6 ... Kg8 7 Rg4 + R x g4 8 K x g4) 7 h7 Rh8 8 Kf4 Kg7 9 Kg5 and wins.

The typical methods of attack in such endings are most fully relected in position 553.

553. After 1 h6 +? Marshall drew by 1 ... Kh7 2 Kh5 Rf8! 3 Rh4 Rg8! 4 f5 Rg1 5 Rf4 Rh1 + 6 Kg5 R x h6 7 f6 Rg6 + 8 Kf5 Rg1. A draw also results from 1 Rg1? Ra5 + 2 f5 Ra2 etc.

The correct continuation is 1 Kh4 +!, when several replies are possible: 1 ... Kf6, 1 ... Kh6 or 1 ... Kh7. The winning idea varies, depending on the 1st move that Black chooses:

(a) 1 ... Kf6 2 h6 Ra1 3 Kh5 Ra5 +.

Black loses quickly after 3 ... Rh1 + 4 Rh4 Rg1 (4 ... Ra1 5 Kg4, and the rook's pawn advances) 5 h7 Kg7 6 Rg4 + R x g4 7 K x g4 K x h7 8 Kf5.

4 Rg5 Ra1 (if 4 ... Ra7, then 5 Kg4) 5 Rg6 + Kf7.

5 ... Kf5 is met by 6 Rg4 Ra7 (6 ... Rh1 + 7 Rh4 Ra1 8 h7 Ra8 9 Rg4) 7 Rg5 + K x f4 (7 ... Kf6 8 Kg4 etc.) 8 Rg7 Ra5 + 9 Kh4 Ra1 10 Rf7 + Ke5 11 h7, winning.

6 Rg4 Rh1 + (6 ... Ra5 + 7 Rg5 Ra1 8 Rf5 + Kg8 9 Kg6) 7 Kg5! Ra1 8 f5 Rb1 9 Rh4 and wins (552).

(b) 1 ... Kh6 2 Rg6 + Kh7 3 Kg5 Ra1 4 Re6 Rg1 + 5 Kf6, and White wins easily (536).

(c) 1 ... Kh7 2 f5.

White advances that pawn which is not blocked by the black king. In the first varia-

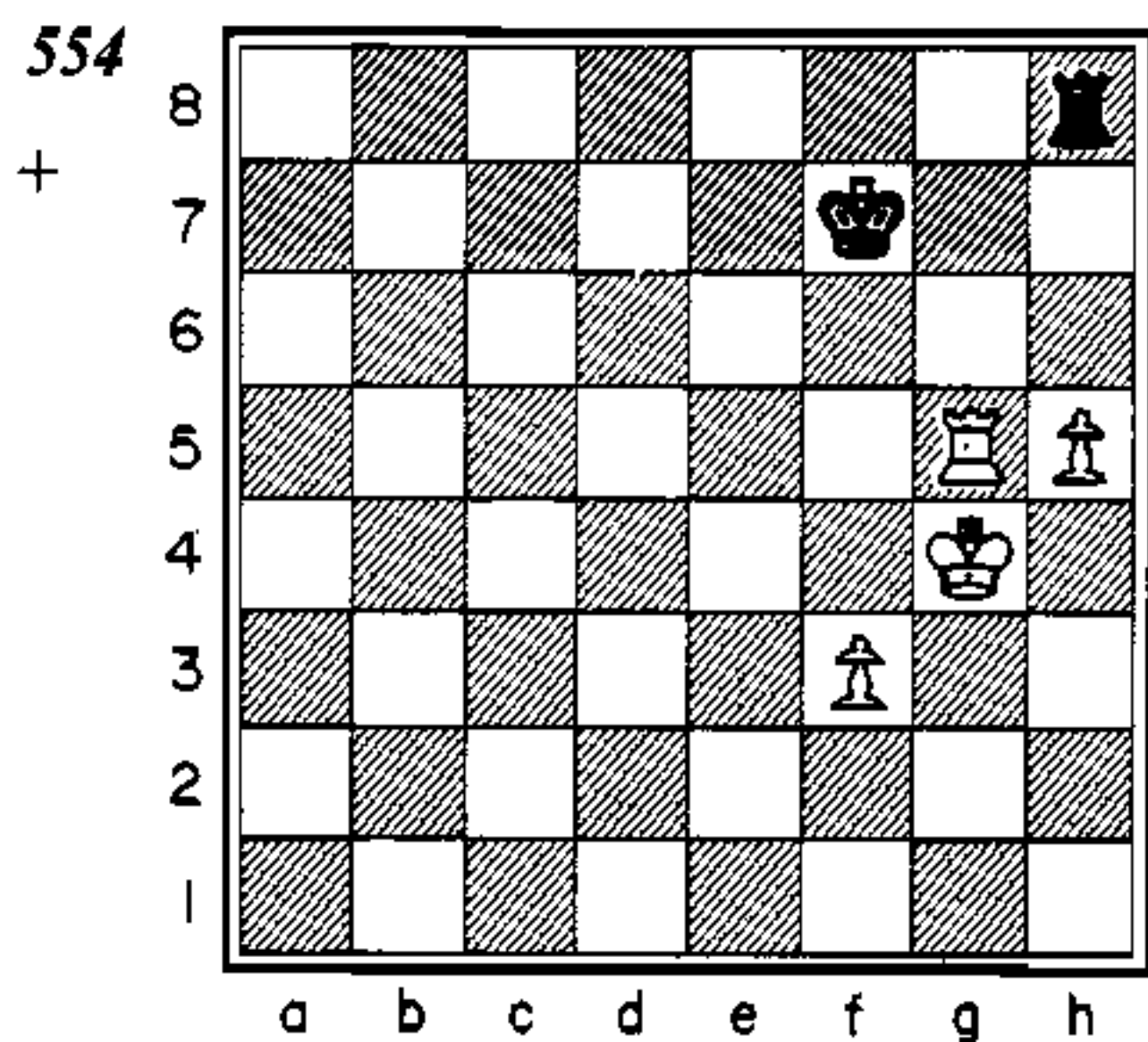
Rook and Two Pawns against Rook

tion, where the king moved onto the f-file, the advance of the h-pawn proved decisive, whereas here it is the advance of the f-pawn that wins, since the king has moved onto the h-file. White's success is aided by the unfortunate position of the rook at a8. Had it been not at a8 but at a1, White would not have had time for the decisive advance of his pawns.

2 ... Ra1 (too late) **3 f6 Kh6** (3 ... Rf1 4 Kg5 and 5 Rf4) **4 Rf4 Ra8 5 Kg4 Rb8 6 Re4** (both here and on the previous move 6 f7? is a mistake due to 6 ... Rf8 7 Rf6+ Kg7 with a draw) **6 ... Ra8 7 Kf5 Rb8 8 Re7 Ra8 9 f7 Kg7 10 h6+ Kf8 11 Re8+ R×e8 12 f×e8=Q+ K×e8 13 h7** and wins.

Keres accurately exploited the advantages of his position in the following game.

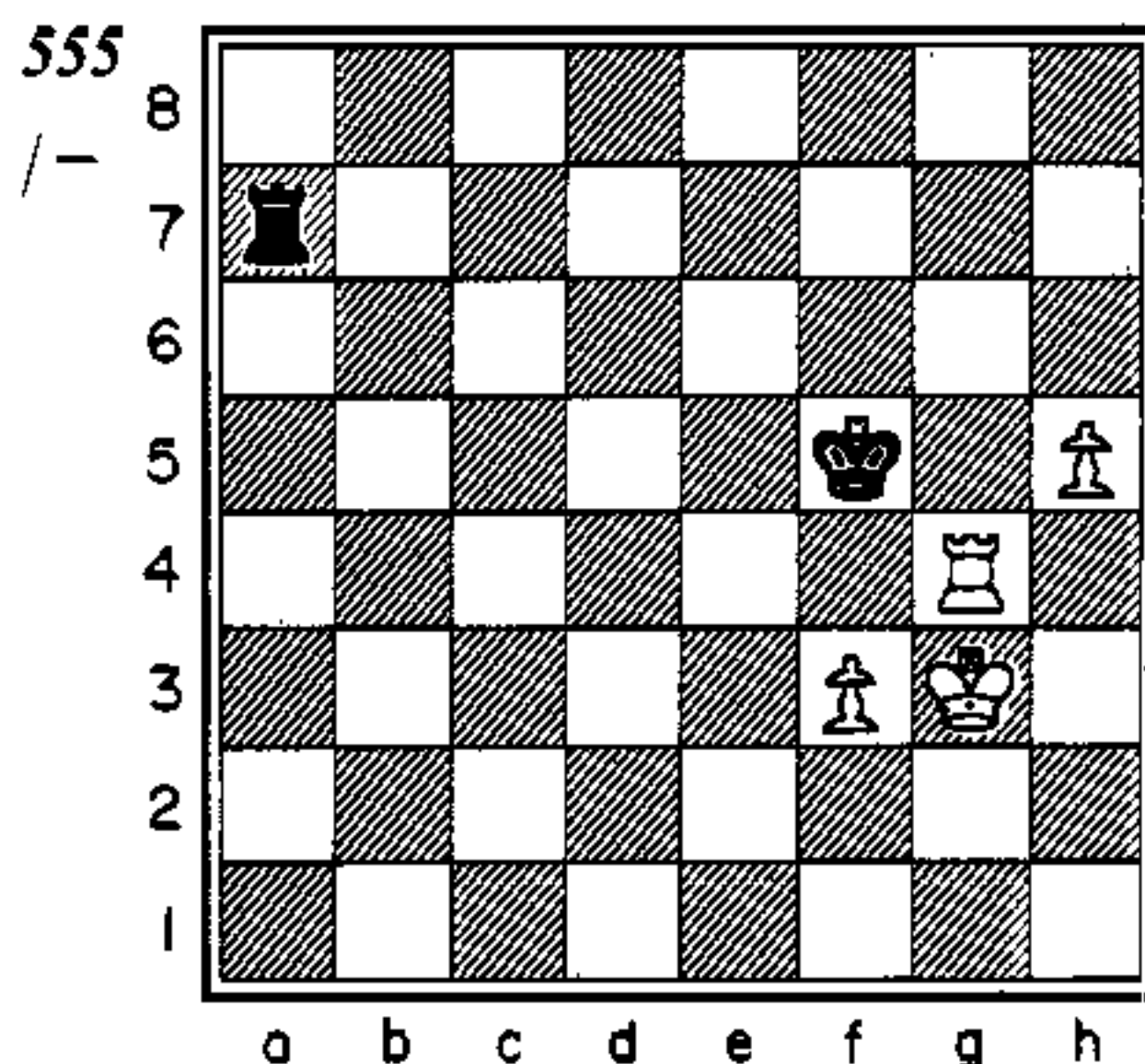
Keres-Sokolsky Moscow, 1947



554. 1 Rf5+! (the only way; if 1 Ra5? Rg8+ 2 Kf5 Kg7) **1 ... Kg7 2 Kg5** (significantly improving the position of his king) **2 ... Rg8 3 Rf6 Kh7+ 4 Rg6 Ra8 5 f4 Ra1 6 Re6 Rg1+** (otherwise the king is pushed back onto the 8th rank) **7 Kf6 Rf1** (if 7 ... Rh1, then 8 f5 R×h5 9 Re7+ Kh6 10 Re8 Kh7 11 Ke6 and wins) **8 f5** (with the rook's pawn on the 5th rank, the win is achieved by the advance of the bishop's pawn) **8 ... Rf2** (if 8 ... Kh6, then 9 Kf7+ K×h5 10 f6 Kh6 11

Kf8 and 12 f7) 9 Re5 Rh2 (here too 9 ... Kh6 10 Kf7 K×h5 11 f6+ Kh6 12 Re6 fails to save the game) **10 Re7+** (the immediate 10 Re8 R×h5 11 Ke6 is possible) **10 ... Kh6 11 Re8 Kh7 12 Ke6 Re2+ 13 Kf7**, and White wins (536).

Black is also unable to draw in the following position.



555. 1 ... Kf6 (1 ... Rh7 2 Kh4) **2 h6 Rh7 3 Rh4 Kf7** (the king makes for h7) **4 Kg4 Kg8 5 Kh5 Ra7 6 Rg4!** (forestalling Black's plan; 6 ... Kh7 is met by 7 Rg7+ R×g7 8 h×g7 K×g7 9 Kg5) **6 ... Kh8 7 f4 Ra1 8 f5 Kh7** (too late, since White has created a won position) **9 Rg7+ Kh8 10 Re7 Kg8 11 Kg6 Rg1+ 12 Kf6**, and White wins (538 and 539).

We will now examine an earlier position from the Keres-Sokolsky game.

556. Black could easily have parried the threats by **1 ... Kf6 2 h4 Rh5!**, and the rook on the 5th rank guarantees Black a draw (557).

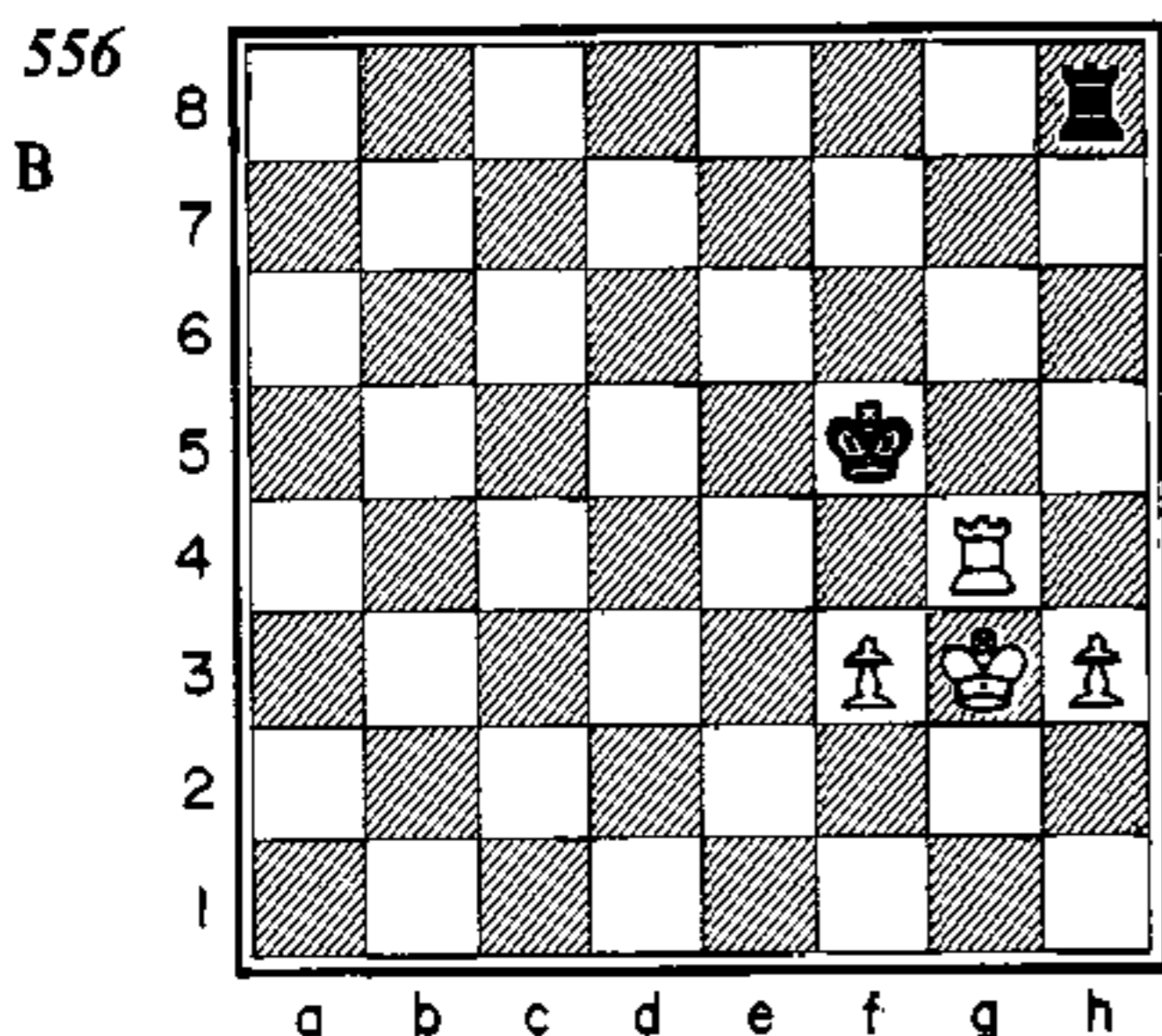
The game in fact went: **1 ... Ra8 2 h4 Ra1?**

The recommendation by Maizelis—that of keeping the rook at a1 or b1—is unjustified here, for several reasons:

(a) The black king is badly placed on the 5th rank; its best square is f7.

(b) White's pieces are well placed: they are neutralizing threats by the opponent's rook from the rear, and can ensure the decisive advance of the rook's pawn.

Keres-Sokolsky
Moscow, 1947



Therefore the pawn should not have been allowed to advance to h5.

Botvinnik showed that the correct continuation was 2 ... Rh8!, forcing White to disturb the coordination of his pieces, e.g. 3 Rg5+ Kf6 4 Kg4 Ra8! (now the transference of the rook to a1 or b1 is the strongest defence) 5 h5 Ra1, and 6 h6? is not possible due to 6 ... Rg1+, when Black draws.

3 h5! Ra6 (an admission of his mistake; if 3 ... Rh1, then 4 Rh4 Rg1+ 5 Kf2 Rg7 6 h6 Rh7 7 Kg3—555) 4 Rh4 Rh6 (forced) 5 Rf4+ Kg5 6 Rg4+ Kf5.

Or 6 ... Kf6 7 Rg6+ R×g6 8 h×g6 K×g6 9 Kg4 and wins. White's rook manoeuvre has secured his king the important h4 square.

7 Kh4 Rh8 (7 ... Ra6 8 Rg5+ Kf4 9 Rg6 Ra1 10 Rf6+ and 11 Rf8) 8 Rg5+ Kf6.

On 8 ... Kf4 White wins by 9 Rg7! Kf5 10 Rg6, putting Black in zugzwang: 10 ... Ra8 11 Rg5+ Kf6 12 h6 Ra1 13 Rg3 Ra4+ 14 Rg4 Ra1 15 Kg3 and 16 Rh3.

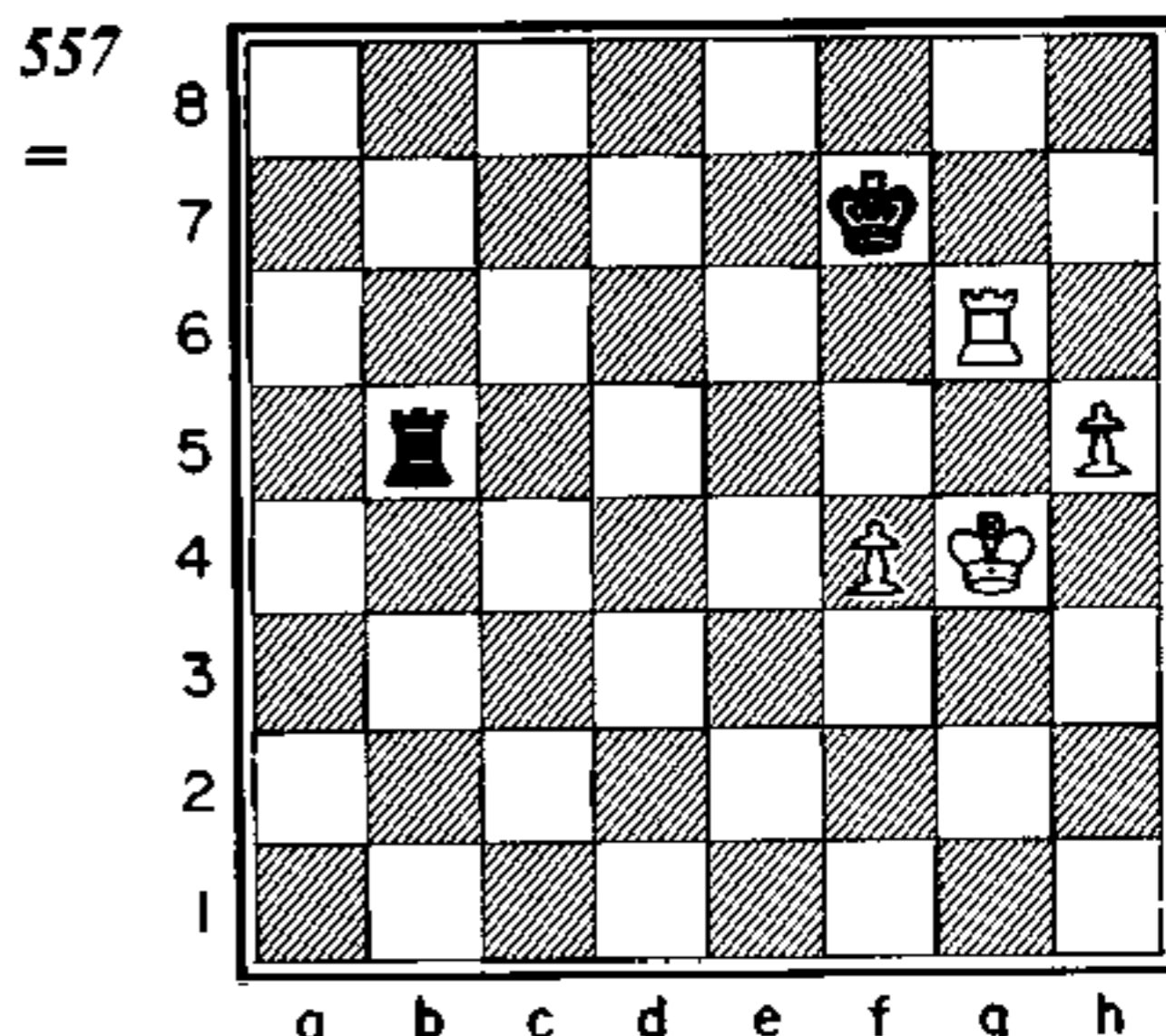
9 Kg4 Kf7, and the position considered in example 554 has been reached.

Thus the position of the white rook on the g-file is not so inoffensive: after cutting off the opponent's king from the more advanced pawn, it then supports its advance either from the side (554), or from the rear (552). In

both cases the white king becomes very active.

Practice has shown that Black can draw by deploying his rook on the 5th rank, thus curbing the white king's activity.

Gligoric-Smyslov
Moscow, 1947



557. With the black rook on the 5th rank, White is essentially unable to do anything active. Therefore he evicts it from this position.

1 Rg5.

If 1 f5, then 1 ... Rb1 with a draw. It should be noted that the rook can also be driven off the 5th rank by moving the white king onto the h-file (559).

1 ... Rb1 2 Rc5.

2 h6 is not dangerous. Black should reply not 2 ... Rg1+? 3 Kf5 Rh1 4 Rg7+ Kf8 5 Kg6 when White wins (537), but 2 ... Ra1!, and if 3 h7 Rg1+ 4 Kf5 Rh1, or 3 Rh5 Kg8 4 h7+ Kh8 with a draw in view of the stalemate possibilities.

2 ... Kf6 3 Rc6+ Kg7!

3 ... Kf7? loses to 4 Kg5 Rg1+ 5 Kf5 Rh1 6 Rc7+, when the king is pushed back onto the 8th rank. As was shown by Maizelis, the king should stay at f7 until there is a danger of it being pushed onto the back rank. Then it should move to g7, and when the white pawn

Rook and Two Pawns against Rook

advances to h6—to the best square h7. It is to this plan that Black sticks.

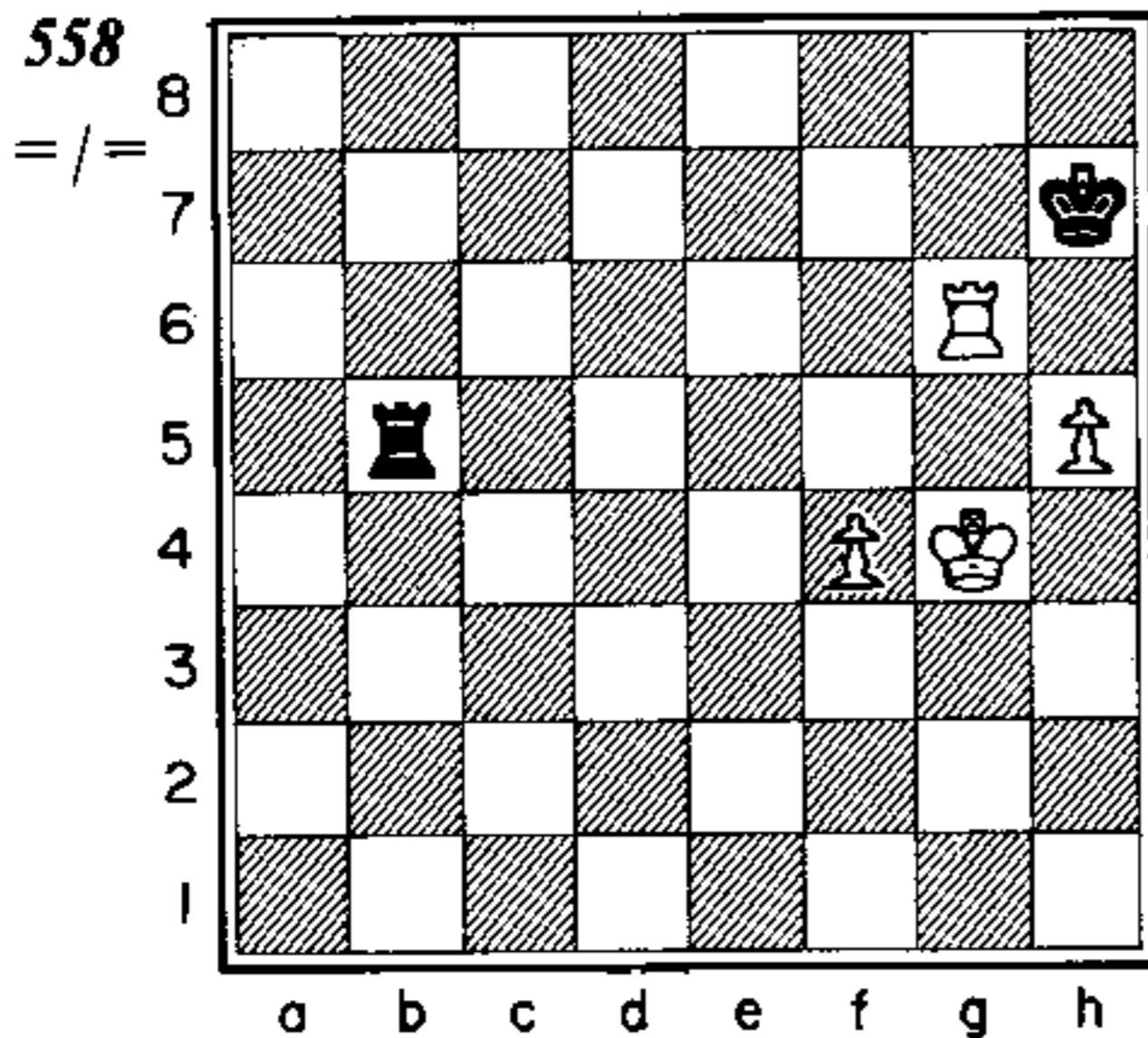
4 Kg5 Rg1+! 5 Kf5 Ra1 6 Rc7+ (6 Rg6+ Kf7 with a draw) **6 ... Kh6 7 Re7 Rb1 8 Re8 Kg7 9 Re5 Ra1 10 Rd5 Rf1** (to maintain the balance, it is also sufficient to attack the bishop's pawn from the rear) **11 Rd4 Ra1 12 Rd6 Ra5+ 13 Kg4 Ra1** (13 ... Rb5 is also possible) **14 Re6 Rg1+ 15 Kf5 Ra1 16 h6+**.

Having tried everything else, White attempts to win with his h-pawn, but, as we know, the advance of the rook's pawn can win only when the white rook is on the g-file. Here this try is easily parried.

16 ... Kh7! 17 Rd6 Ra2 18 Kg5 Rg2+ 19 Kf6 Kxh6 20 Ke7+ Kh7 21 f5 Re2+ 22 Re6 Ra2 23 f6 Ra8!

The draw is now obvious. The game concluded **24 Kf7 Kh6 25 Re1 Ra7+ 26 Re7 Ra8 27 Rd7 Kh7 28 Rd1 Ra7+ 29 Ke6 Ra6+ 30 Rd6 Ra8 31 Rd4 Kg8 32 Rg4+ Kf8**. Drawn.

The following example is of practical importance.



558. Theorists used to consider that, with the black king at h7, White would be able to realize his advantage, but analysis shows that Black is able to parry all the threats.

1 f5 Rb1 2 Kg5 Rg1+ 3 Kf6 Ra1. Now White has several possible continuations:

(a) **4 Ke6 Ra6+ 5 Ke5 Ra5+ 6 Kf4 Ra1! 7 Re6 Kg7** etc.

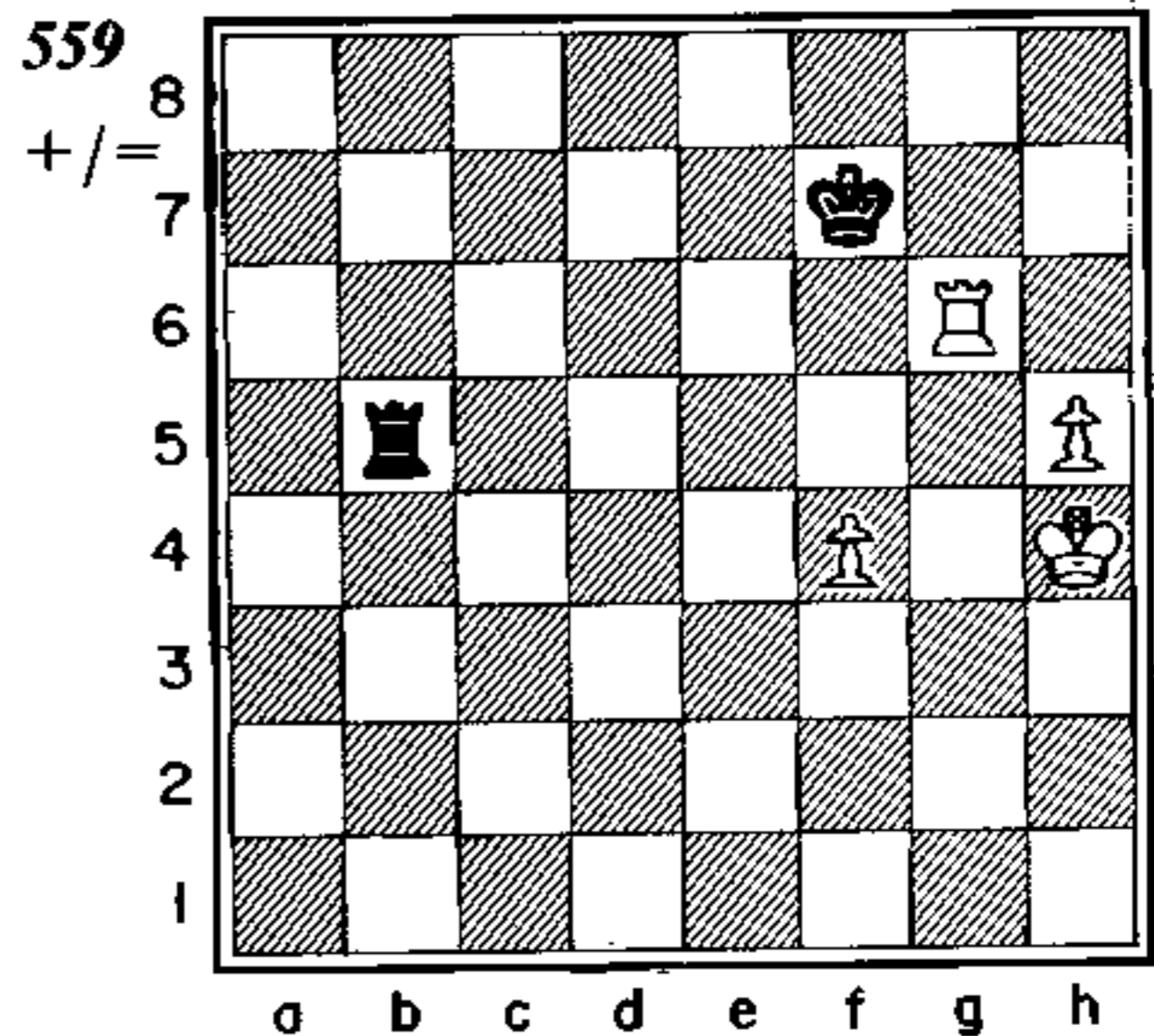
(b) **4 Rg2 Kh6 5 Re2 Ra7!**

5 ... Ra6+ 6 Kf7 Kg5 loses to **7 h6! Rxh6** (7 ... Kxh6 8 Re6+) **8 Kg7 Ra6 9 f6** etc.

6 Re1 Rb7 7 Ke6 (7 Re8 Rb6+ 8 Kf7 Kg5!) **7 ... Kxh5 8 f6 Kg6 9 Rg1+ Kh7 10 f7 Rb8** etc.

(c) **4 Rg7+ Kh6 5 Re7 Ra6+ 6 Re6** (6 Kf7 Kg5) **6 ... Ra7 7 Re1 Rb7!** with a draw.

It should not be thought that the position of the black rook on the 5th rank always leads to a draw. Example 559 shows that, with White to move, he can win.



559. With White to move: **1 Rg3! Rb1** (1 ... Rb6 **2 Kg5 Kg7 3 Ra3**) **2 h6 Rh1+ 3 Kg5 Ra1 4 f5**, winning as in example 552.

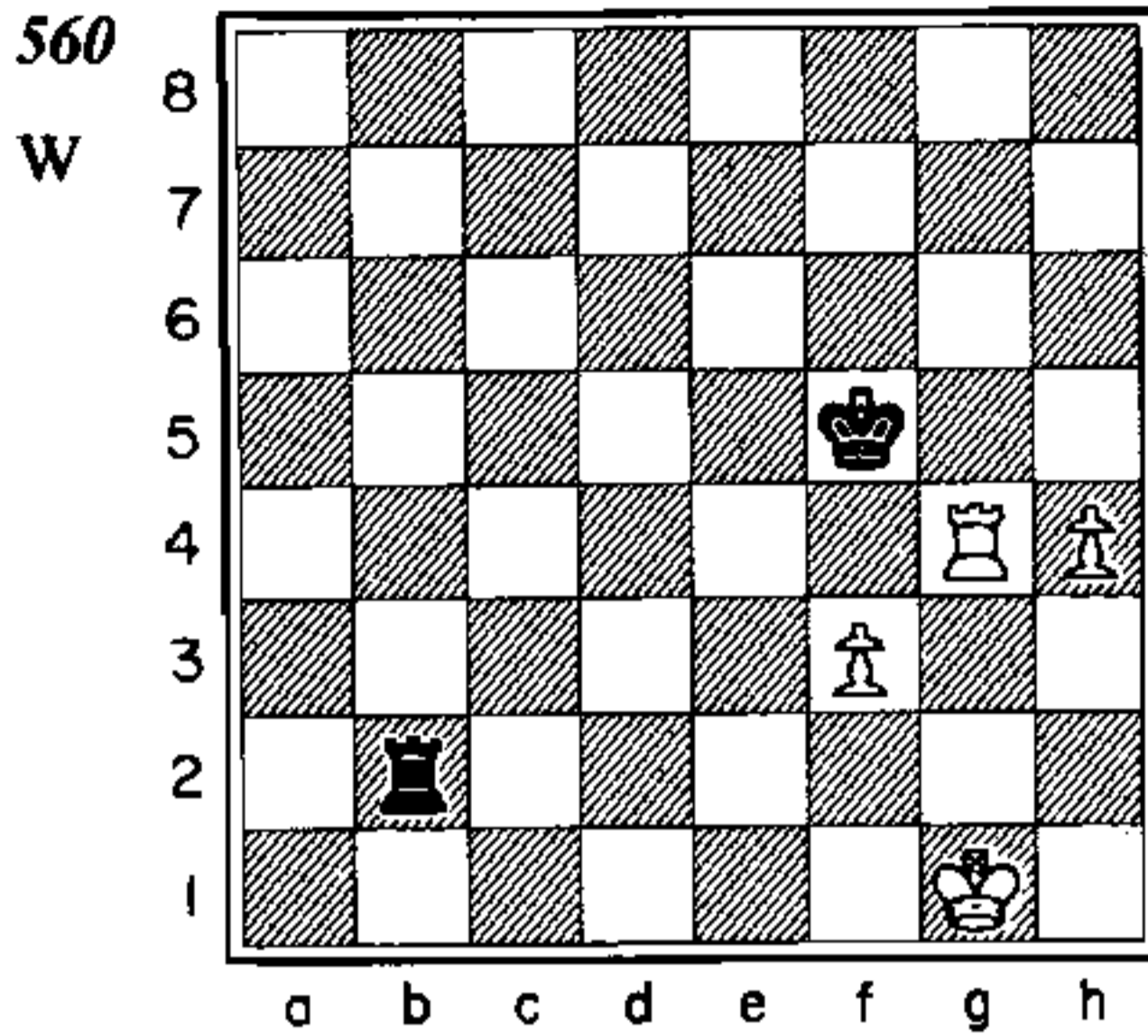
With Black to move: **1 ... Rb1! 2 Kg5 Rg1+ 3 Kf5 Rh1 4 Kg5 Rg1+ 5 Kh6 Rf1 6 Rg7+ Kf6!** (not **6 ... Kf8 7 Rg4 Kf7 8 Kg5**, and then as analysed earlier) **7 Rg8 Kf7 8 Rg4 Rh1**, or **2 Ra6 Rg1 3 h6 Rh1+ 4 Kg5 Rg1+ 5 Kf5 Rh1 6 Ra7+ Kg8** with a draw (541).

560. Compared with position 556, the white king is less well placed here, and this allows Black to draw: **1 h5 Rb7! 2 Kg2 Rh7 3 Rh4 Kg5 4 Kg3 Kh6** with an obvious draw.

But in the game Black did not find this defence, and he lost after **1 ... Rb6 2 Kg2 Rh6 3 Rh4 Kg5 4 Kg3 Kf5 5 Ra4** (Keres played more strongly against Sokolsky: **5 Rf4+ Kg5 6 Rg4+ Kf5 7 Kh4**) **5 ... Rb6 6 Ra5+?** (this move throws away the win, which could have been achieved by **6 Rh4**

Doubled Pawns

Rabinovich–Yates
Moscow, 1925



Rh6 7 *Rf4+!* etc.) 6 ... *Kf6* 7 *Kg4* *Rb4+* (simpler is 7 ... *Rb1* 8 *Ra6+ Kg7* with a draw) 8 *f4* *Rb7?* (the decisive mistake; 8 ... *Rb1* would have drawn) 9 *Ra6+ Kg7* 10 *Kg5* *Rc7* 11 *f5* *Rb7* 12 *h6+ Kh7* 13 *Re6* *Ra7* 14 *Re5!* (preparing the advance of the f-pawn) 14 ... *Rb7* 15 *f6* *Rb1* 16 *Re7+ Kh8* 17 *f7* Resigns.

The main conclusions from our analysis of endings with isolated f- and h-pawns are as follows:

(1) The position of the defender's king on the back rank normally leads to defeat. Exceptions are provided by examples 531, 541 and 542. In the first two—due to the poor position of the h-pawn, and in the third—due to the poor position of the white rook.

(2) The driving of the king onto the back rank can be prevented in three ways:

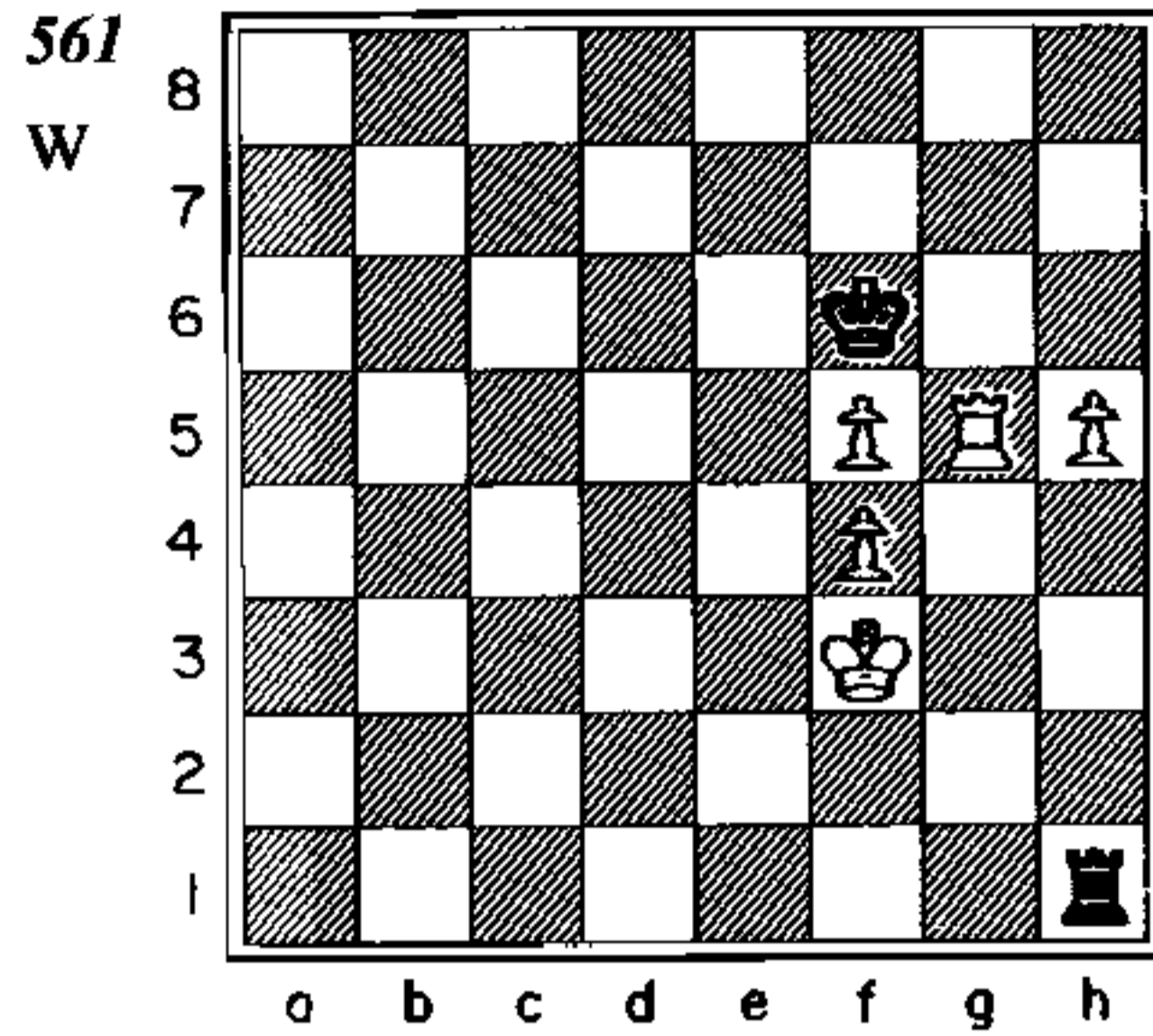
(2a) By placing the rook at a1(a2) or b1(b2), retaining the possibility of giving both vertical and horizontal checks.

(2b) By placing the rook on the 5th rank.

(2c) By placing the king on the blockading square in front of the more advanced pawn. If this set-up is not possible, the function of halting the advance of this pawn must be undertaken by the rook.

In the following example White is as many as three pawns up.

Pokojowczyk–Doda
Poland, 1971



561. White decided to take his king on a lengthy journey: 1 *Ke4* *Re1+* 2 *Kd5* *Rd1+*.

Black is obliged to attack the king. If 2 ... *Rh1*, then 3 *h6!* *R×h6* 4 *Rg6+*, winning.

3 *Kc6* *Rf1* 4 *h6!* *Rh1* (4 ... *R×f4* 5 *Rh5* etc.) 5 *Kd7!* *Kf7?* 6 *Rg7+* *Kf6* 7 *Ke8!* (the decisive move; if now 7 ... *R×h6*, then 8 *Rf7* mate) 7 ... *K×f5* 8 *Rf7+* *Kg6* 9 *h7* *Ra1* 10 *f5+* *Kg5* 11 *Kf8* Resigns.

But as was shown by a reader from the magazine *Shakhmaty v SSSR*, by 5 ... *Rd1+!* (instead of 5 ... *Kf7*) Black could have neutralized White's plan, since 6 *Ke8* can be met by 6 ... *Re1+* 7 *Kf8* *Re8+!!* with stalemate.

7.4 DOUBLED PAWNS

Compared with the other forms of pawn structure, doubled pawns are less dangerous.

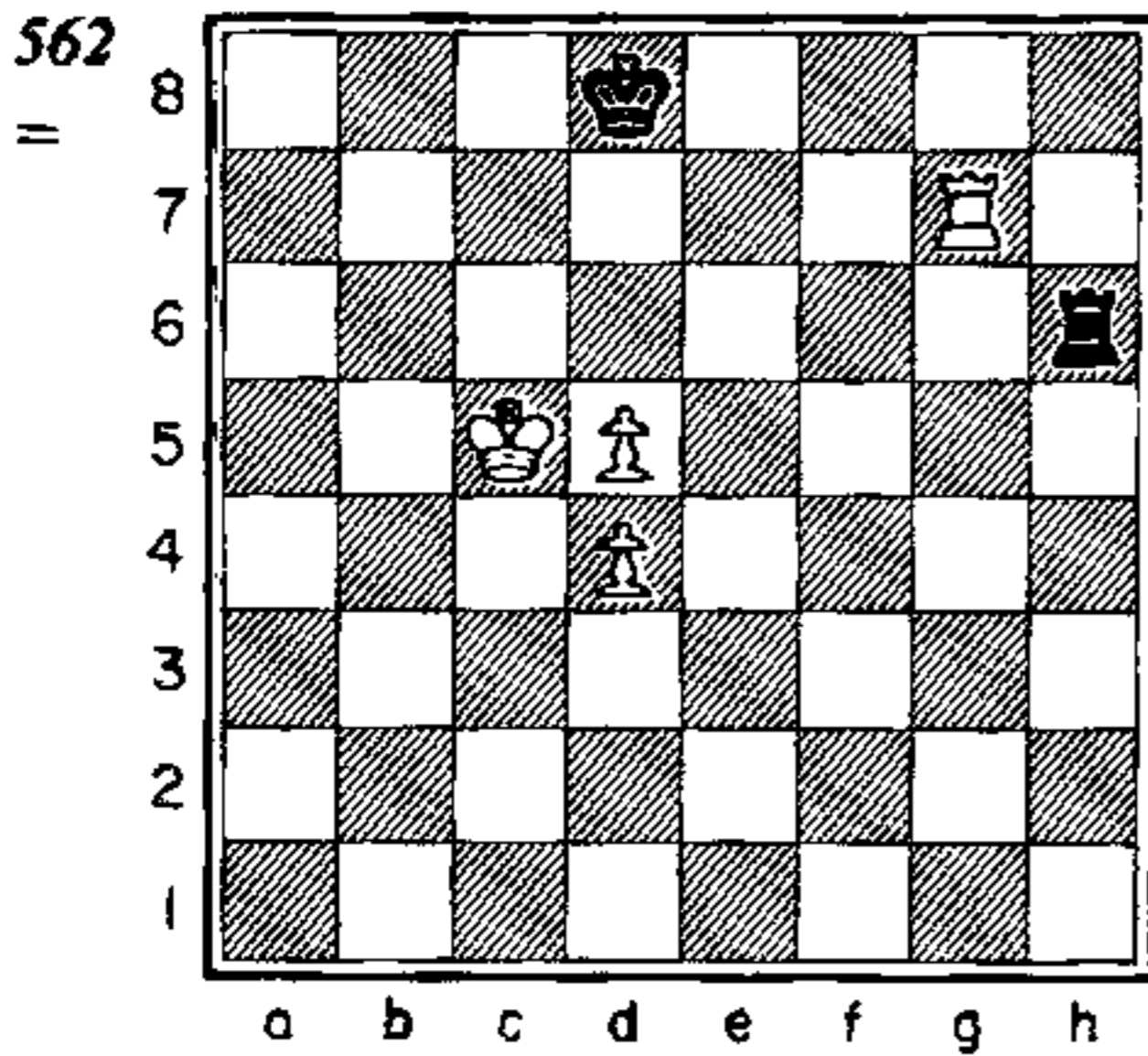
We will first consider examples where the defender's king stands in the way of the pawns. In this case the result is normally a draw.

562. Here the plan of defence is analogous to example 314.

1 *Rb7* (to drive the opponent's rook off the 6th rank) 1 ... *Rg6* 2 *Rb6* *Rg4!*

The only move. 2 ... *Rg1* 3 *Kc6* loses, as

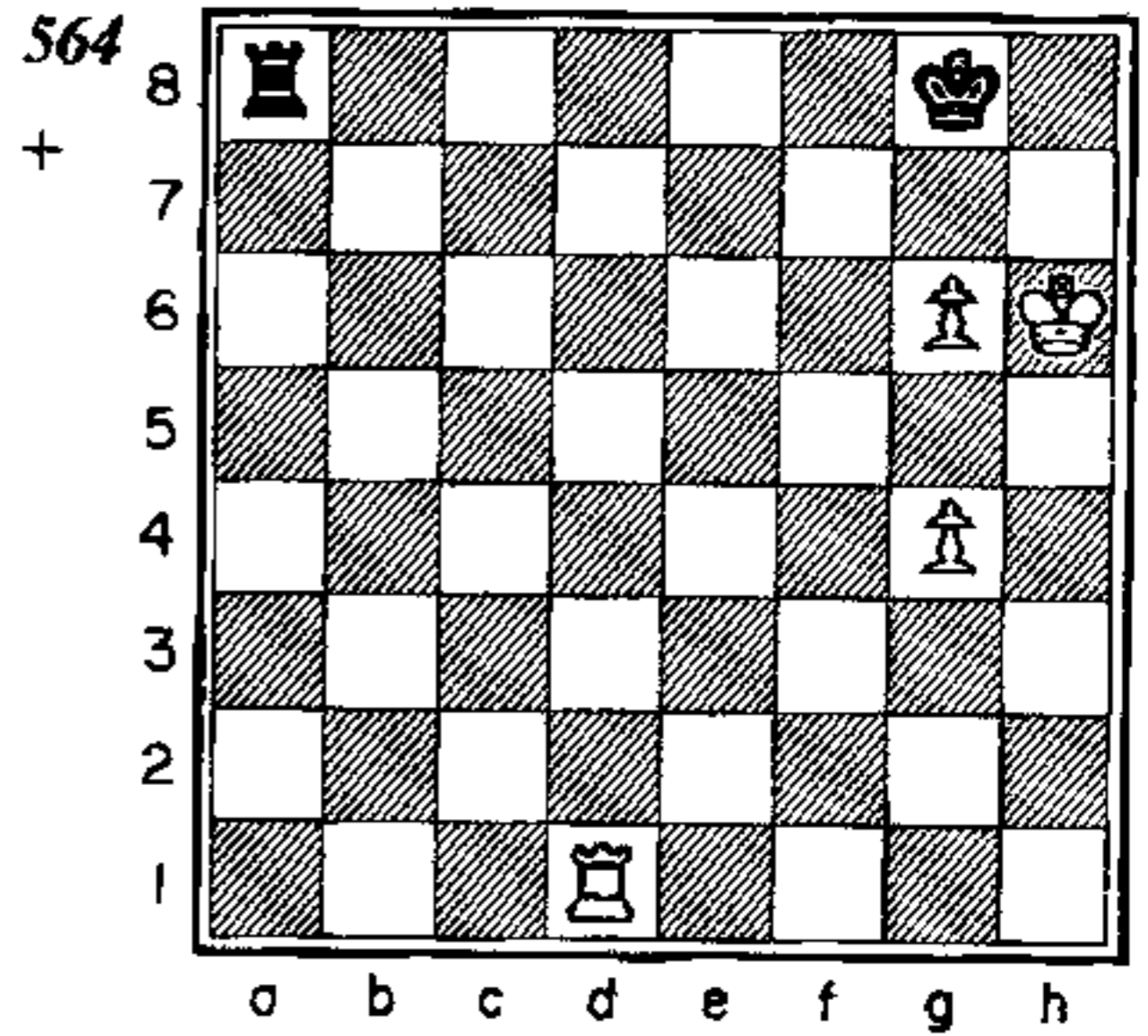
Rook and Two Pawns against Rook



does 2 ... Rg7 3 Rb8+! Kc7 4 Ra8 Rg6 5 d6+ R×d6 6 Rc8+.

3 d6 (3 Kc6 R×d4 4 Rb8+ Ke7 is also inadequate) 3... Rg1 4 Kc6 Rc1+ 5 Kd5 Rh1 6 Ke6 Re1+ 7 Kd5 Rh1. Draw.

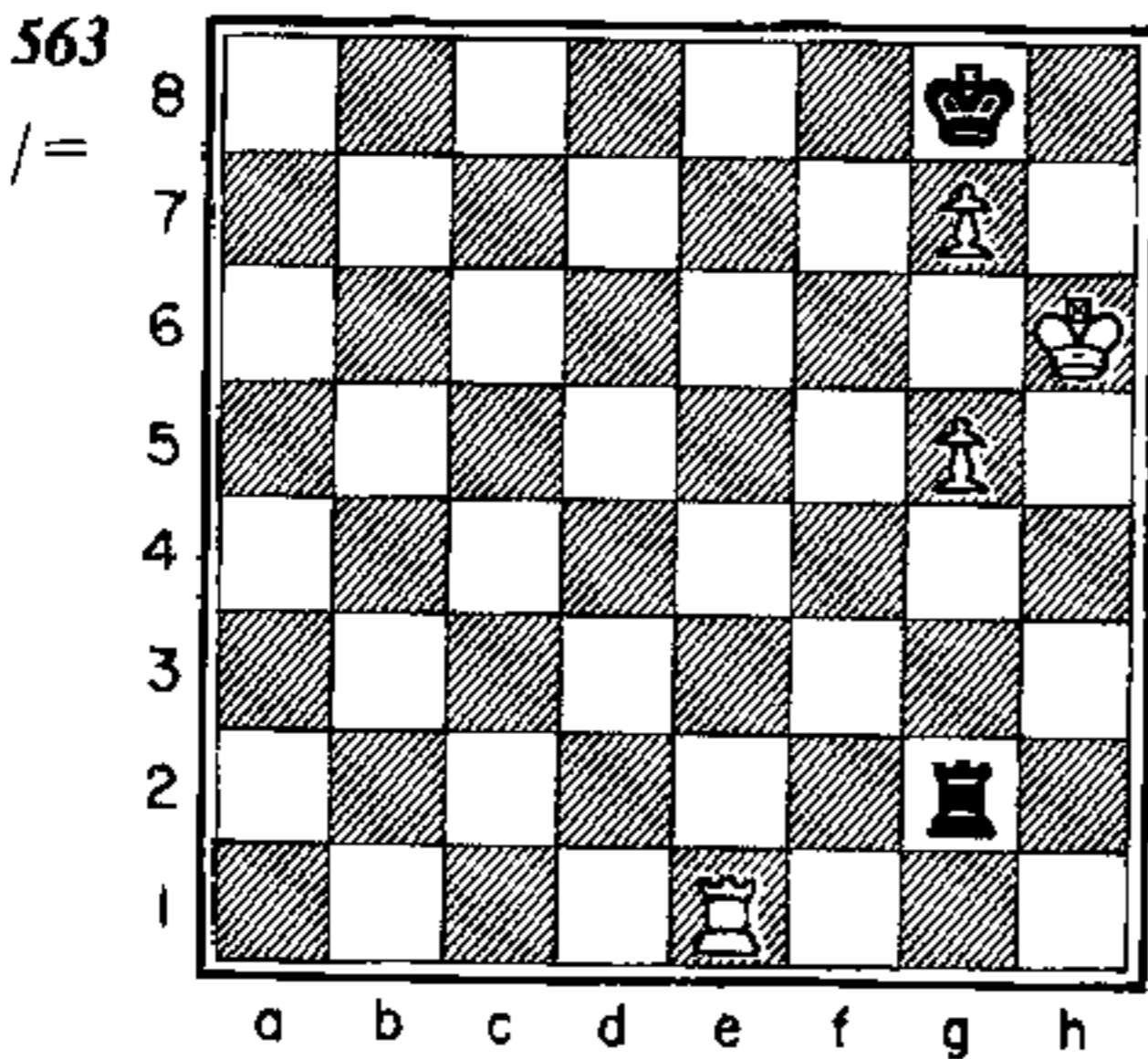
A stalemate combination saves Black in the next example.



564. 1 Rd6 Rf8 2 g5 (not immediately 2 g7 Rf6+ 3 R×f6, when Black is stalemated) 2 ... Ra8 3 g7 Rb8 4 Rf6 Ra8 5 Rf8+ R×f8 6 g×f8=Q+ K×f8 7 Kh7, and the pawn queens.

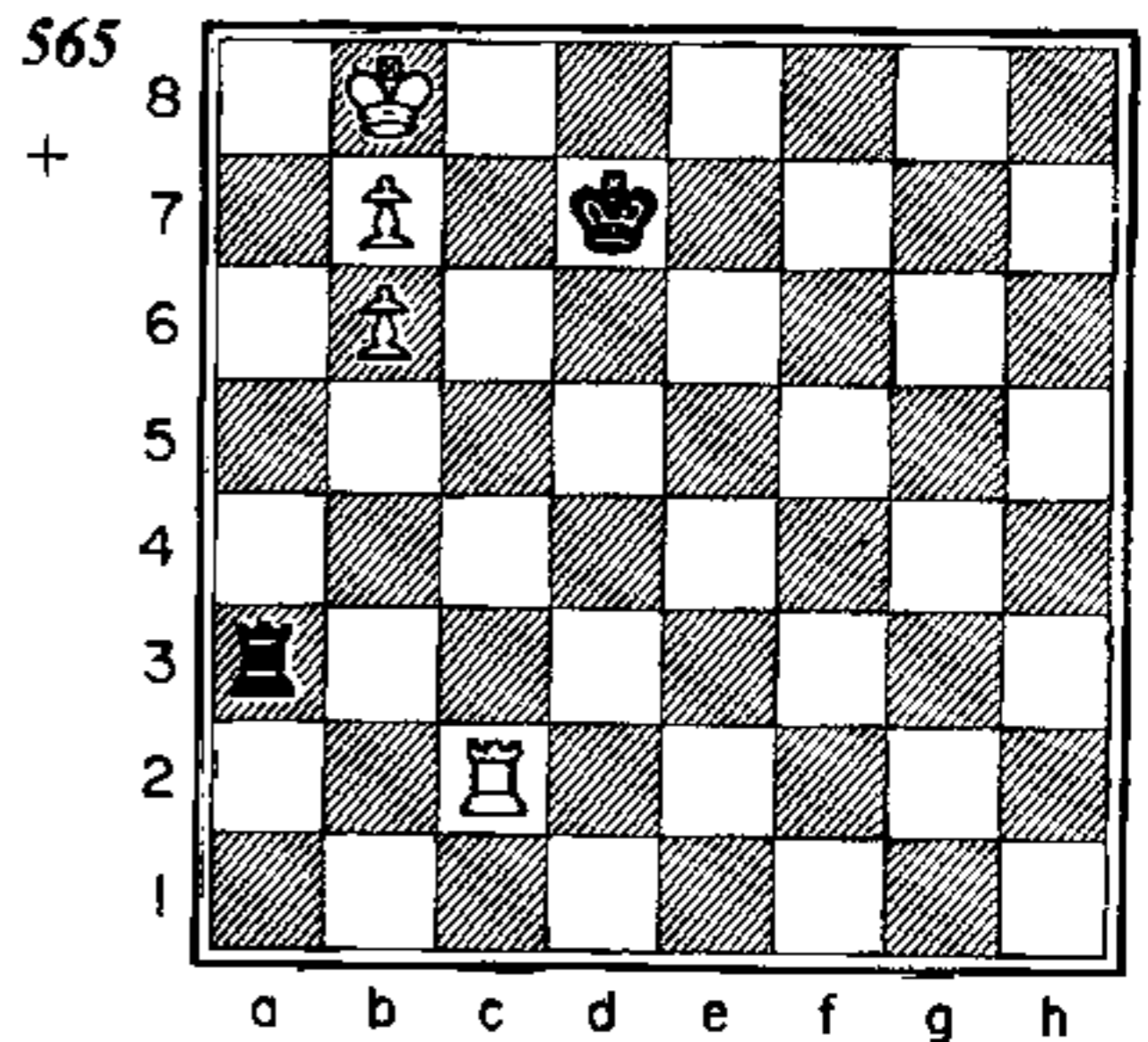
Duras, 1902

Salvioli, 1634



563. 1 ... Rh2+ 2 Kg6 Re2 3 R×e2— stalemate.

If the defender's rook is passively placed or his king does not stand in the way of the pawns, the stronger side usually wins.



565. As we know, without the b6 pawn White wins by 'building a bridge'. The presence of this pawn somewhat complicates the win, which is not difficult, but highly instructive.

1 Rd2+ Ke7 2 Rd6! (building a bridge on the 5th rank does not achieve anything: 2 Rd5 Ra1 3 Kc7 Rc1+ etc., so White builds it on the 6th) 2 ... Rc3 3 Rc6! R×c6 4 Ka7, and White wins.

8. Rook and Pawn against Rook and Pawn

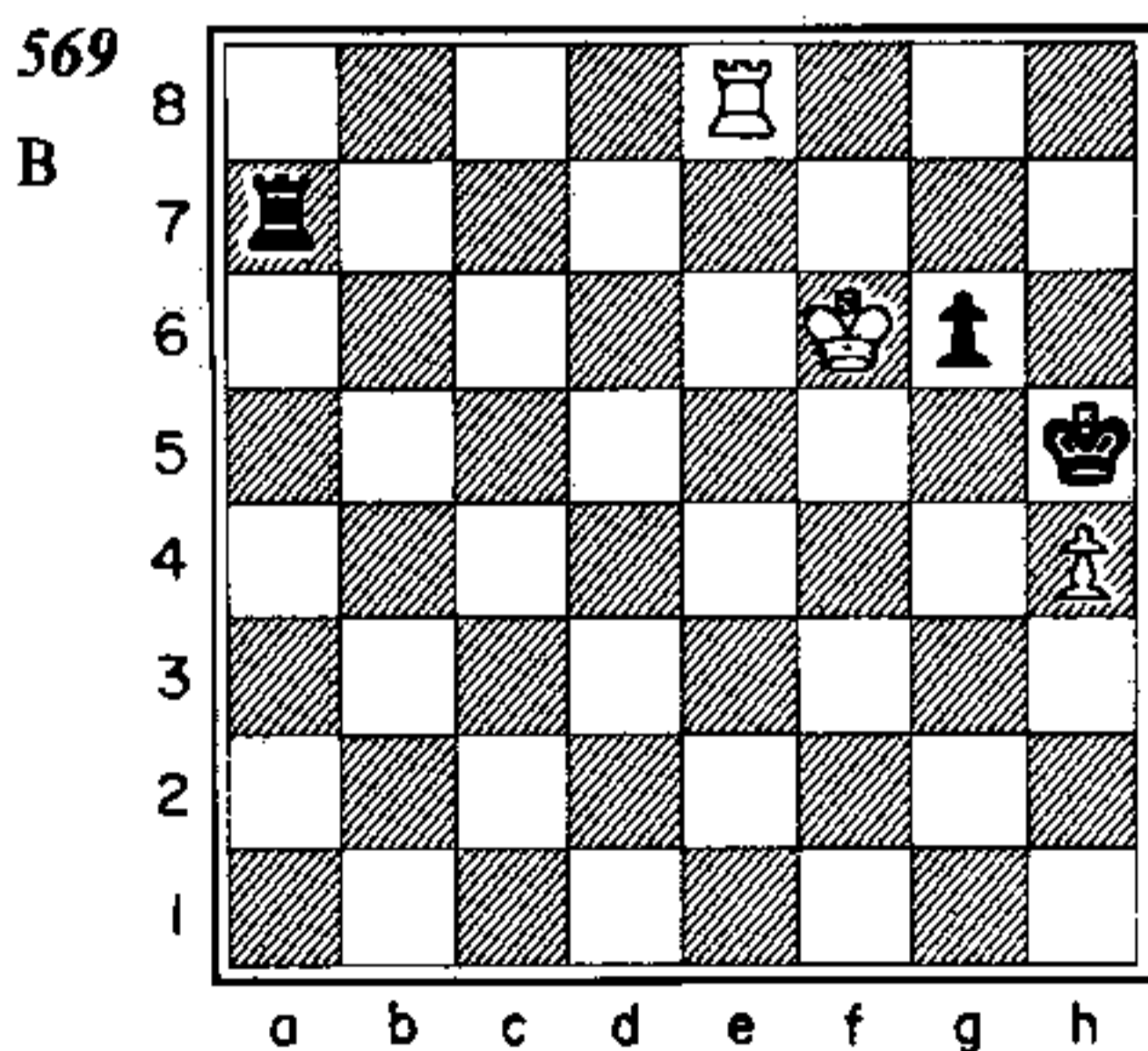
Under normal conditions the game should, of course, end in a draw, and if the pawns are not passed this is usually what happens. But if the pawns are passed, and especially if they are far advanced, the most varied results are possible, depending on the placing of the pieces. We will consider two basic pawn structures:

- 8.1 The pawns are not passed.
- 8.2 The pawns are passed.

8.1 THE PAWNS ARE NOT PASSED

This ending is very drawish, since, after all, winning the pawn is not sufficient to win the game. A won ending with one pawn has to be reached, and for this a number of conditions have to be satisfied.

Byelavyenets–Botvinnik
Leningrad, 1939

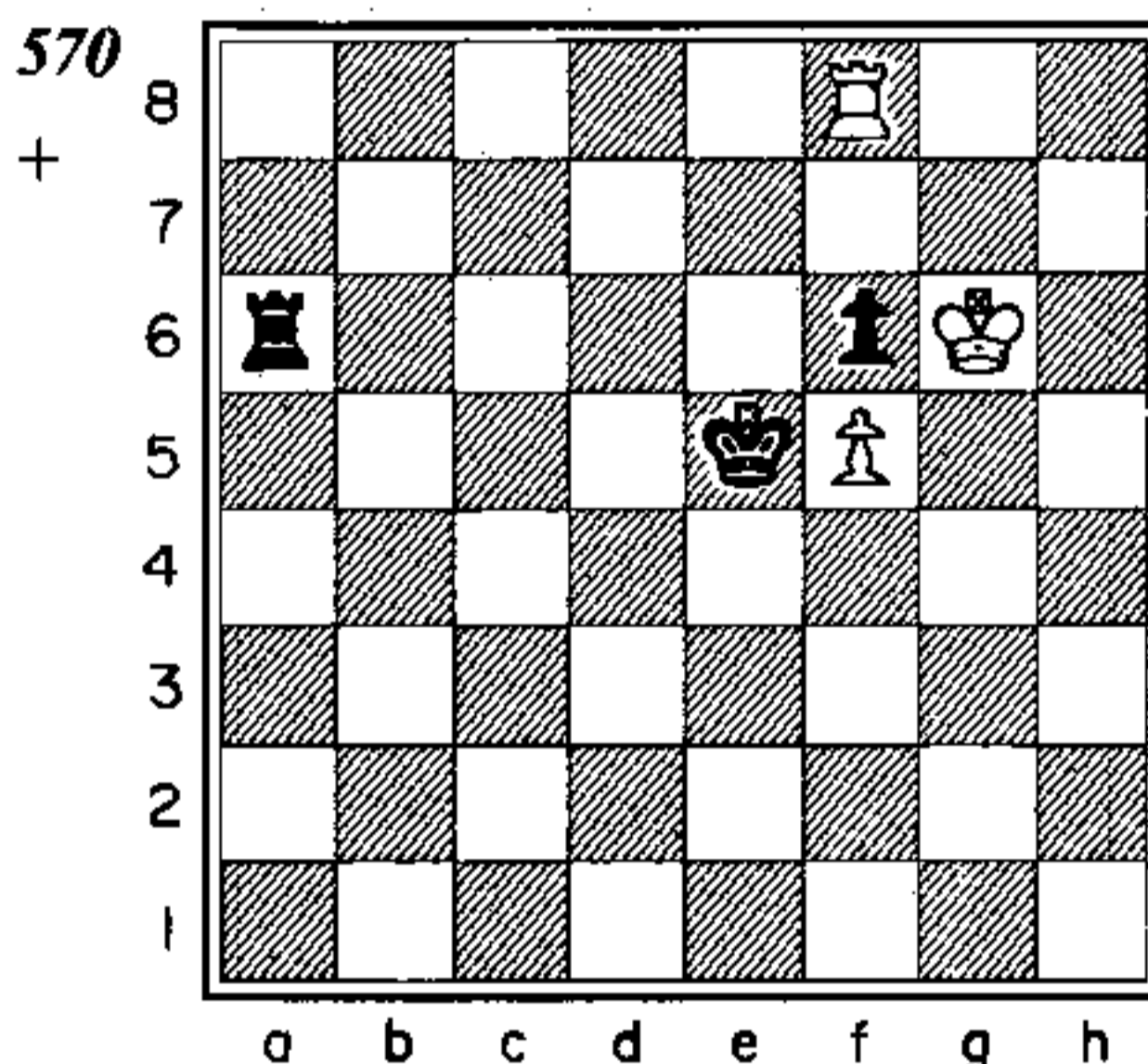


569. Black wins the pawn by force: 1 ... **Ra6+** 2 **Kg7** **Kxh4**, but after 3 **Re1!** White

easily parries the threat to queen the pawn: 3 ... **g5** 4 **Rh1+** **Kg3** 5 **Rg1+** **Kf4** 6 **Rf1+** **Ke4** 7 **Rg1**. Drawn.

Thus the decisive factor here in assessing the position is the resulting ending of rook and pawn against rook.

Averbakh, 1971



570. White's pieces are actively enough placed not only to win the pawn, but also to obtain a won ending with one pawn.

1 **Re8+** **Kf4** (if 1 ... **Kd5** 2 **Kf7**, and 3 **Re6** cannot be prevented) 2 **Re6** **Ra1** (2 ... **Ra5** is met by 3 **Rxf6** **Kg4** 4 **Rf8**) 3 **Rb6!**

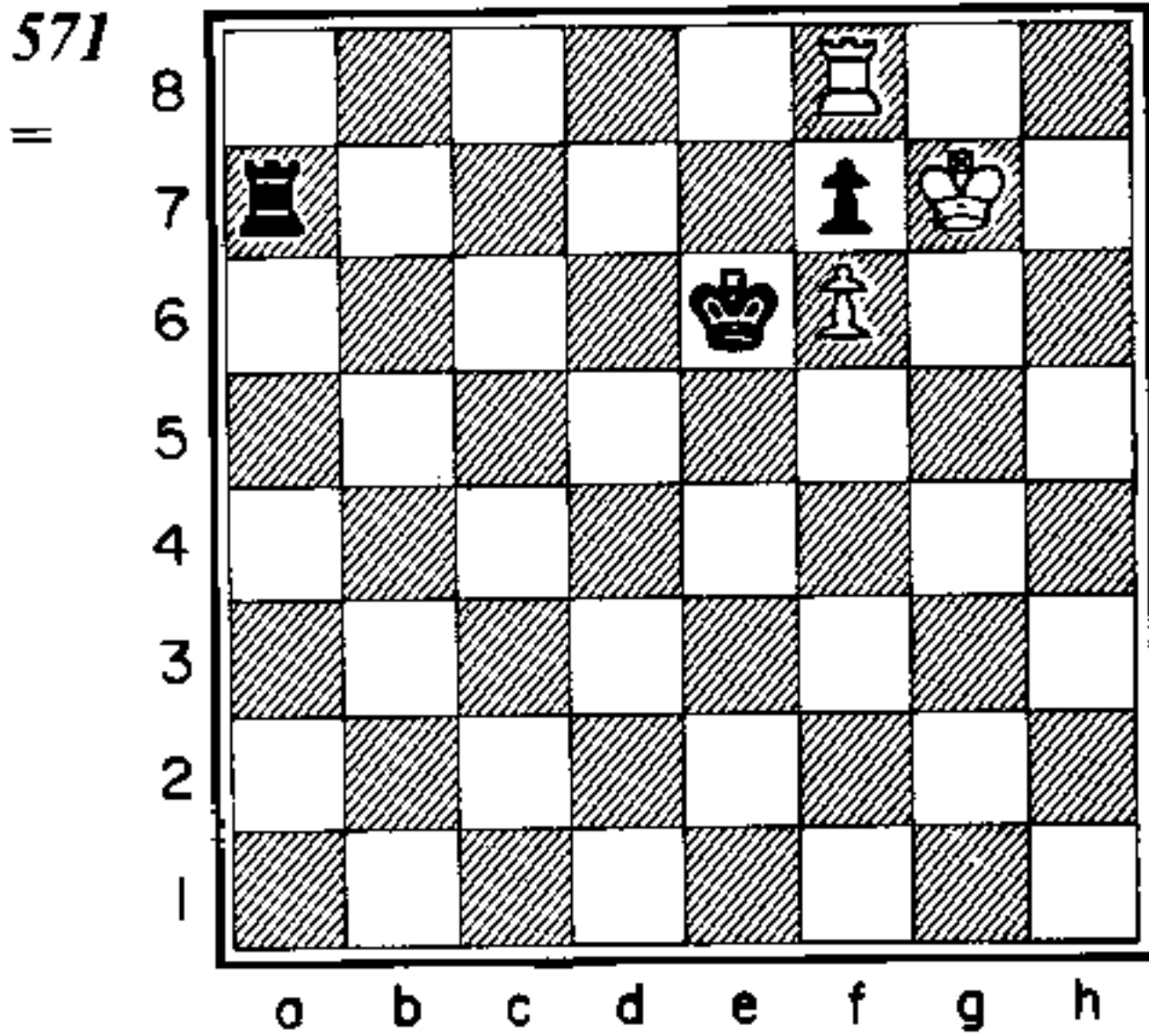
A precise move. Before capturing the pawn, White improves the position of his rook. Not only 3 **Kxf6** would be a mistake due to 3 ... **Ra5**, but also 3 **Rxf6** in view of 3 ... **Rg1+**! 4 **Kf7** **Ra1** 5 **Kg7** **Kg5!** 6 **Rf8** **Ra5** 7 **f6** **Ra6**, when after 8 **f7** **Rg6x** the game ends in perpetual check.

The Pawns are not Passed

3 ... Rh1 4 Rb4+ Ke5 5 Rb5+ Kd6 6 K × f6, and White wins.

If the position, with the exception of the white rook, is moved one rank up the board, due to the restricted mobility of this rook Black is able to draw.

Averbakh, 1984



571. 1 Re8+ Kf5 2 Re7 Ra6!

Here this system of defence, which takes play into Horwitz and Kling's position (357), proves highly effective.

3 R × f7 (if 3 Rb7, then 3 ... Rc6 4 Rb5+ Ke6) 3 ... Kg5! 4 Rf8 Rb6 5 f7 Rg6+ with perpetual check.

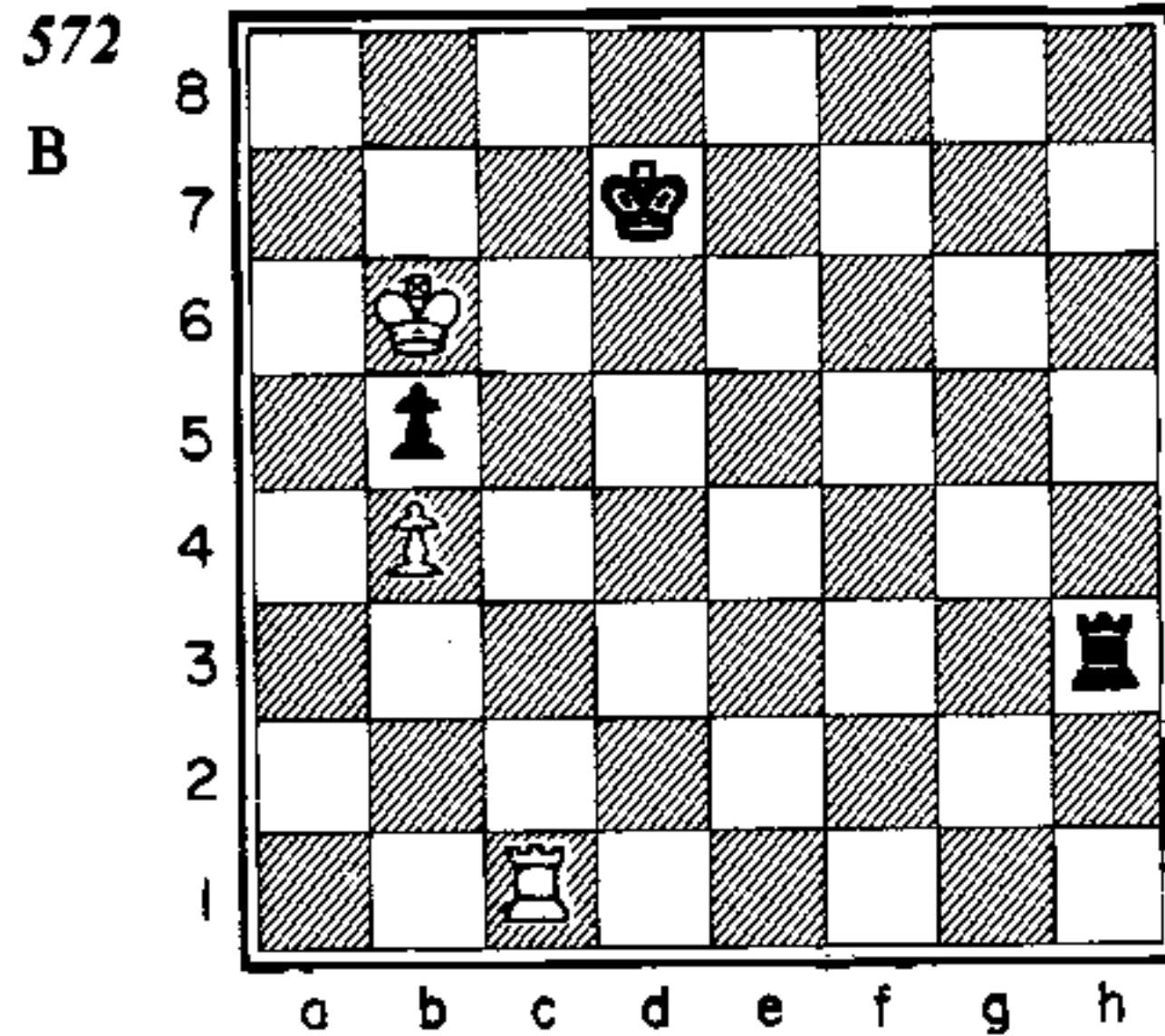
The following practical examples are highly instructive. They show typical mistakes, based on an incorrect evaluation of the resulting ending with one pawn.

572. It is clear that Black is bound to lose his pawn, but what type of ending does he do best to go into—pawn or rook?

It is not difficult to see that by 1 ... Rh5! 2 Rc5 (or 2 Rc7+ Kd8 3 Rc5) 2 ... R × c5 3 K × c5 Kc7 4 K × b5 Kb7 Black could have gained an easy draw, but he preferred to continue the struggle with the rooks on: 1 ... Rh8 2 K × b5 Rb8+ 3 Ka4 Ra8+ 4 Kb3 Rc8!, and the game ended in a draw.

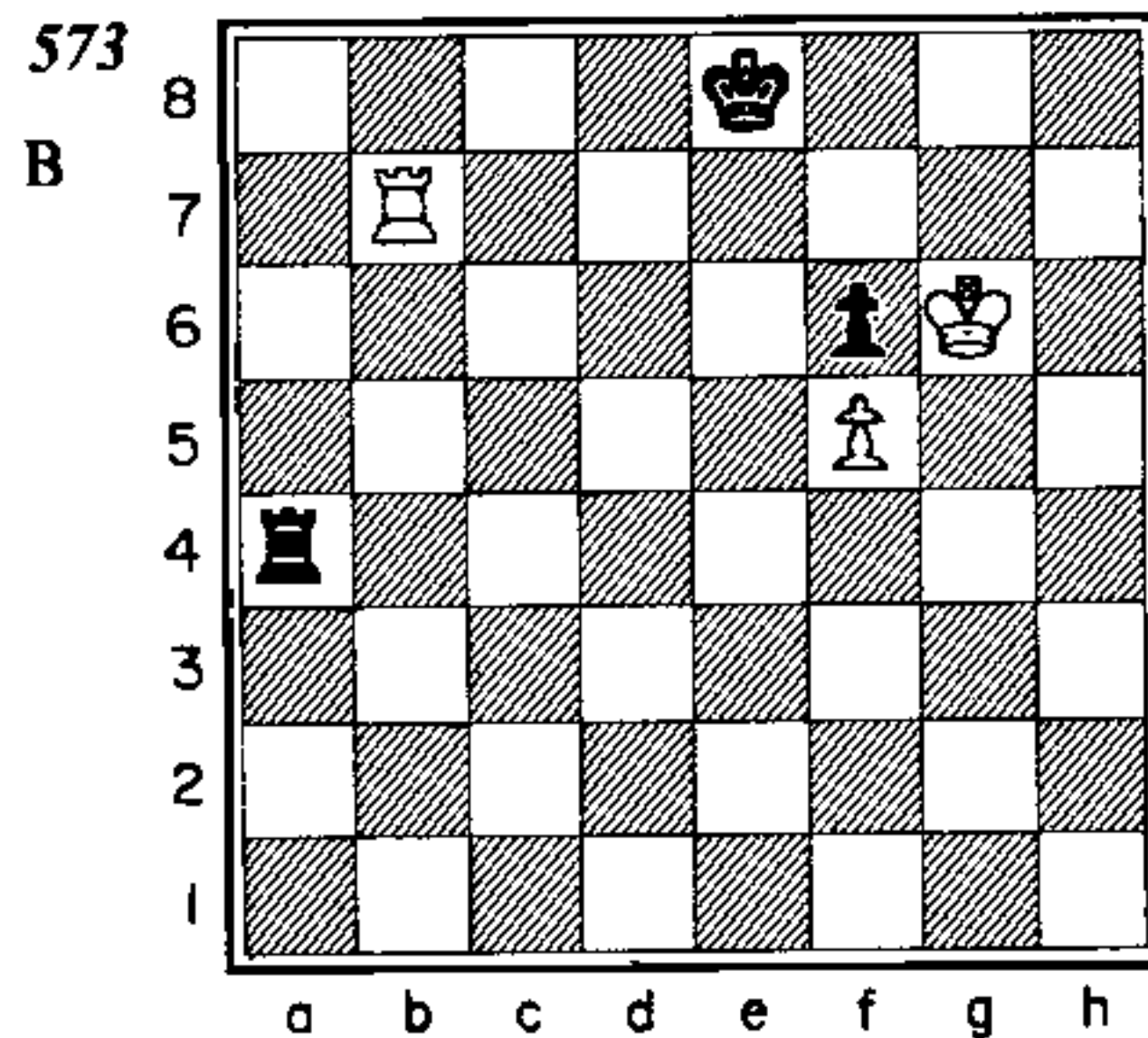
Olafsson showed that the first moves by both players were incorrect. 1 ... Rh8 is in

Gligoric-Fischer
Yugoslavia, 1959



fact a decisive mistake, since after the correct 2 Rc7+! the ending is lost for Black: 2 ... Kd6 3 Rc6+ Kd7 4 K × b5 Rb8+ 5 Rb6 Rh8 6 Rb7+ Kc8 7 Ka6 Rh6+ 8 Ka7, or 2 ... Kd8 3 Rc5 Kd7 4 Kb7 Kd6 5 R × b5 Rh7+ 6 Ka6 Rh8 7 Rb7 and wins.

Vukic-Muller
Varna, 1975



573. 1 ... Ra6?

An instructive mistake. All the same the f6 pawn cannot be defended, so Black should have been thinking about how to battle against the white f-pawn. Guided by the

Rook and Pawn against Rook and Pawn

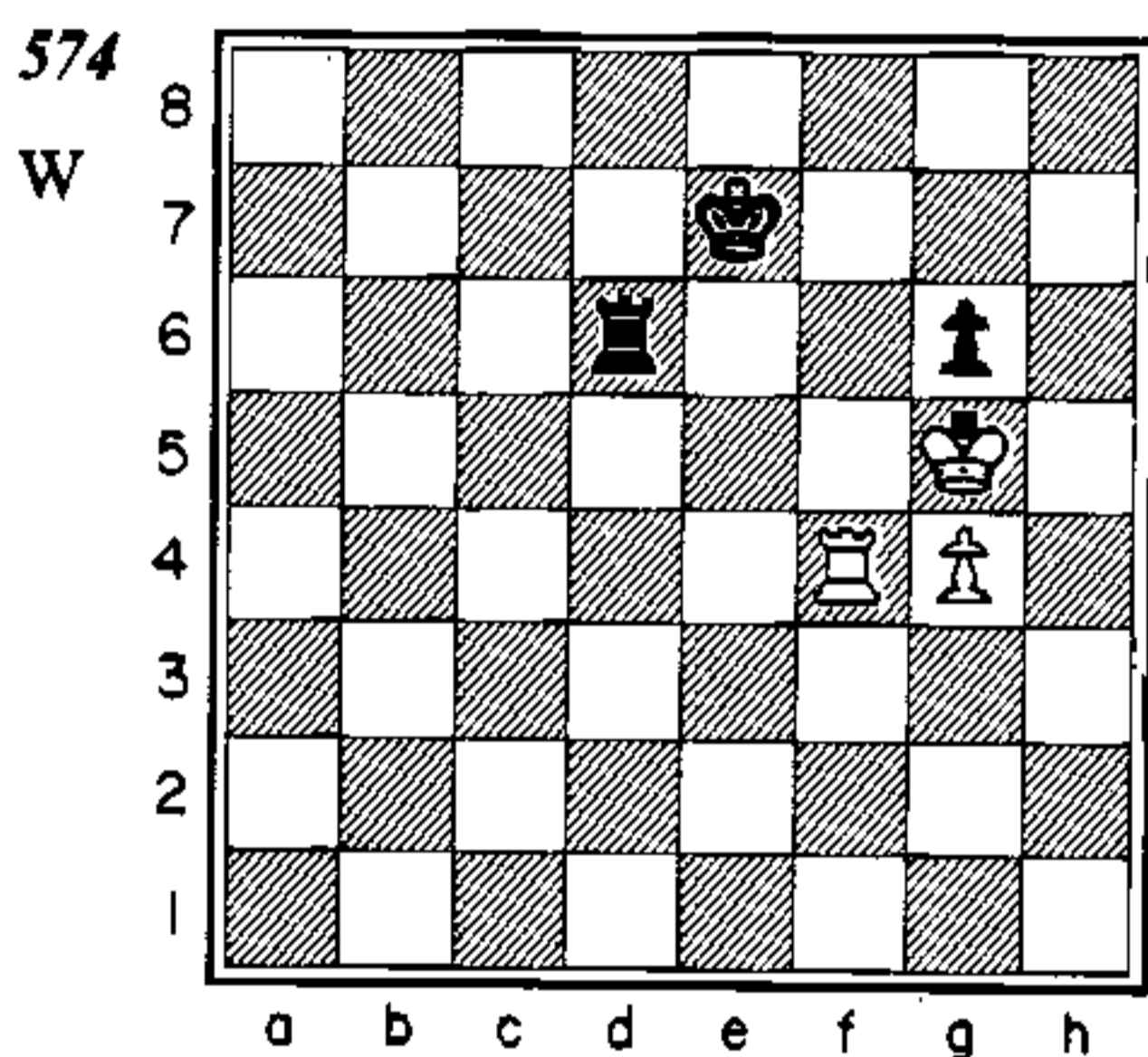
drawn position 319, he should have played 1 ... Kf8! 2 Rb6 Rf4! 3 K × f6 Kg8! 4 Rb8+ Kh7 etc.

After the move in the game Black's king inevitably ended up on the long side, which led to his defeat.

2 Kg7! Rc6 3 Rb8+ Ke7 4 Rb1 Ra6 5 Re1+ Kd8 6 Kf7 Kd7 7 Rd1+ Kc7 8 Ke7 Resigns.

Taimanov-Estevez

Brno, 1975



574. With 1 Kh6 White created the threat of 2 g5 followed by 3 Kg7 and 4 Rf6, winning both the pawn and the game.

1 ... Rf6! (the only move) 2 Ra4 g5+?

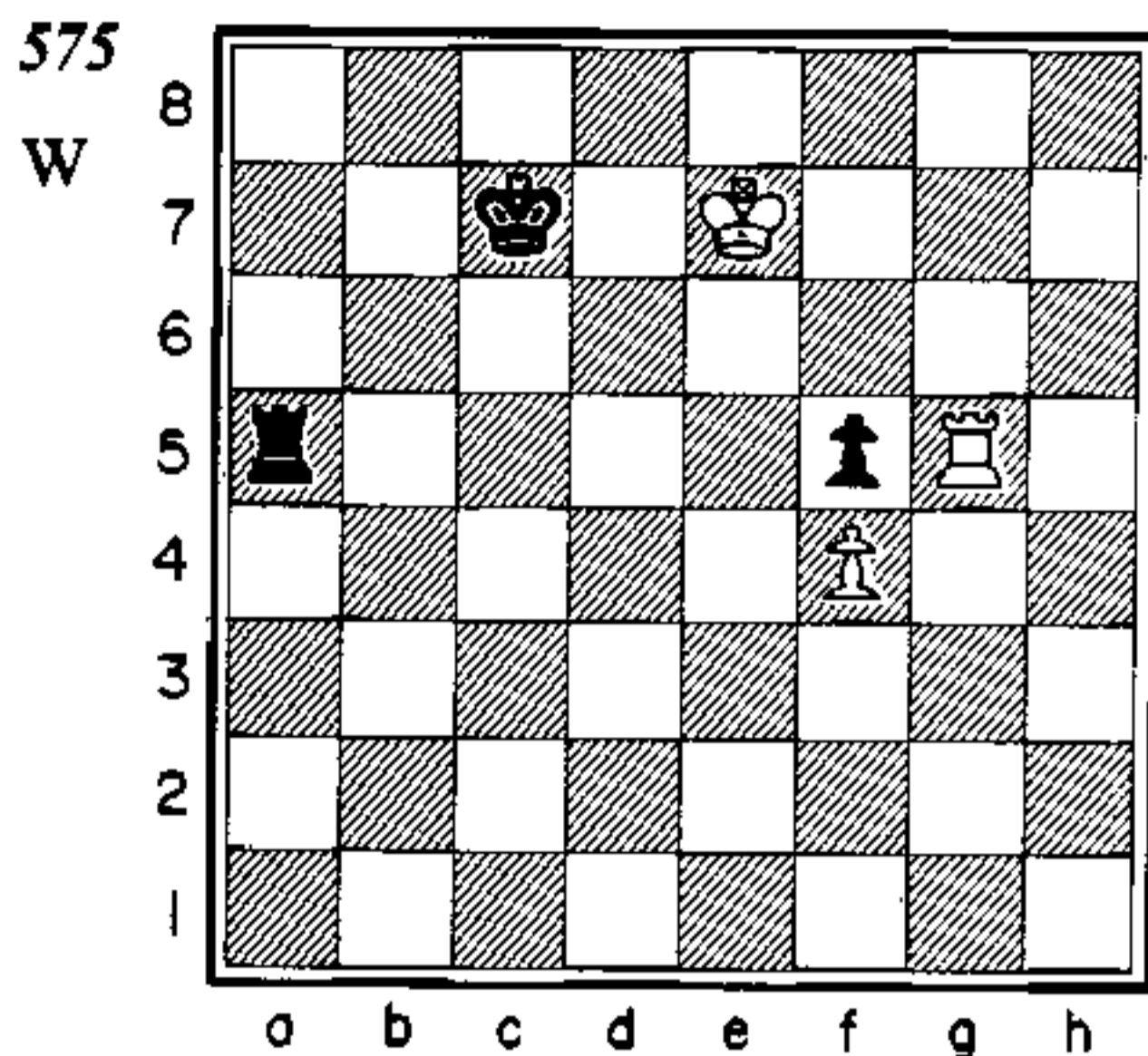
All the same Black will have to part with his pawn, so he decides to give it up immediately, but he has evaluated incorrectly the resulting ending. He could have drawn by 2 ... Kf7! 3 Kh7 (3 Ra7+ Kg8 4 Rg7+ Kh8 5 R × g6 Rf1, or 3 g5 Rf1 4 Ra7+ Kg8 5 K × g6 Rf8) 3 ... Rf1 4 Ra7+ Kf6 5 Ra6+ Kf7! 6 R × g6 Rh1+ 7 Rh6 Rg1 8 Rh4 Kf8 9 Kh6 Kg8 etc.

3 K × g5 Rf1 (moving along the rank does not help: 3 ... Rb6 4 Rf4 etc.) 4 Ra7+ Kf8 5 Kg6 Rf2 6 g5 Rb2 7 Ra8+ Ke7 8 Kg7, and White won.

575. By 1 Ke6! White attacked the pawn, and after 1 ... Ra6+! 2 K × f5 Kd8? Black

Gligoric-Golombek

Prague, 1946

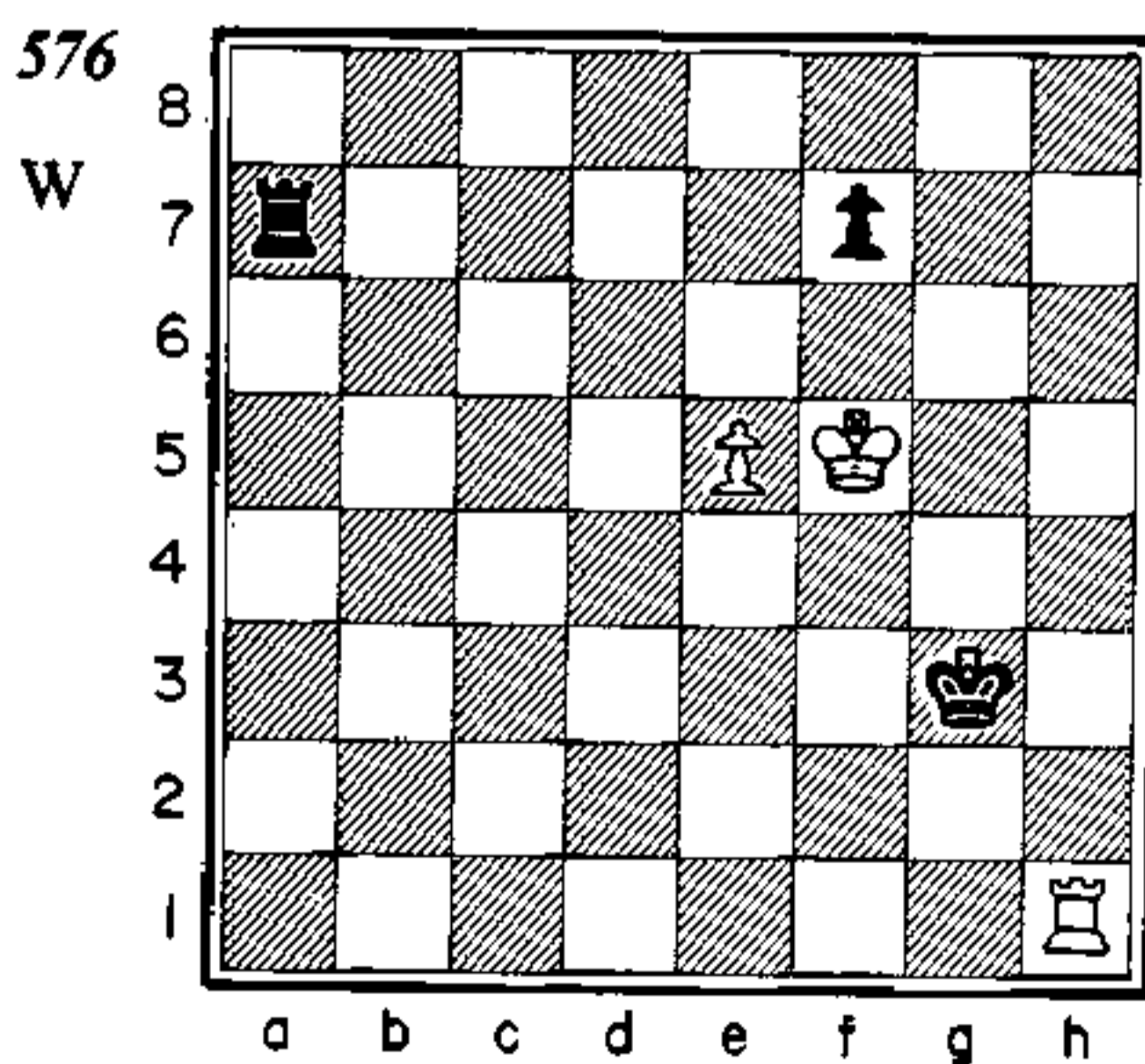


resigned, since by 3 Rg6 Ra4 4 Re6! White decides the game in his favour. 3 ... Ra5+ is no better: 4 Ke6 Ra6+ 5 Kf7 Ra7+ 6 Kf8 Ra5 7 Rd6+ Kc7 8 Rd4 and wins.

Black could have drawn by 2 ... Kd7! 3 Rg6 Ra4! 4 Rf6 (4 Re6 R × f4+) 4 ... Ke7 5 Kg6 Ra1 6 Rf5 (6 Kg7 Rg1+ 7 Rg6 Rf1 8 Rg4 Ke8) 6 ... Rg1+ 7 Rg5 Rf1 8 f5 Kf8 9 Rg2 Rf3 10 Rb2 Rf1 etc.

Hort-Wade

Hastings 1972/73



576. In reply to 1 Kf6 Black sealed 1 ... Kf4? and resigned without resuming, since

The Pawns are Passed

after 2 Rh4+ Kg3 3 Rh7 Kf4 White has the decisive 4 e6!

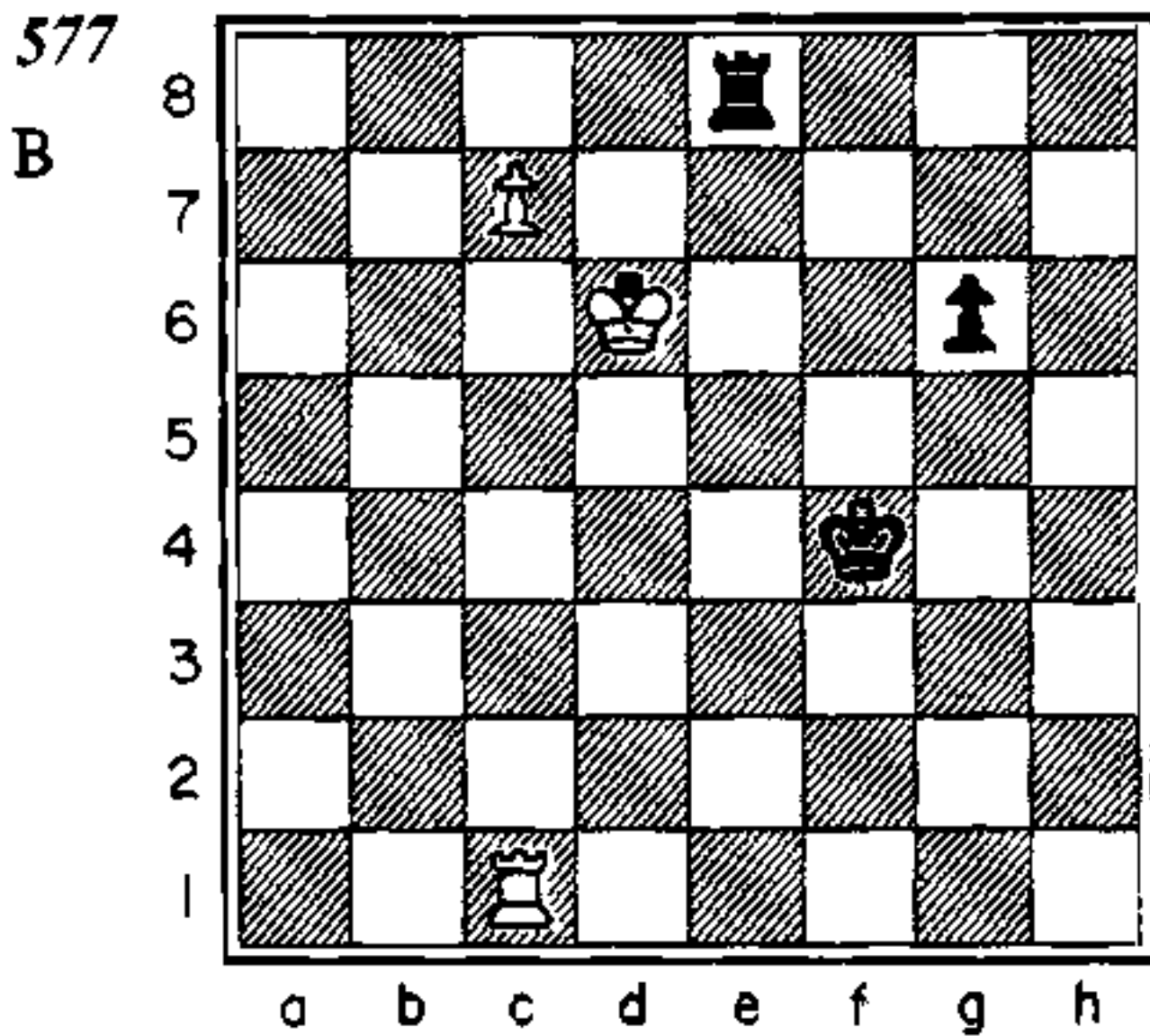
He could have drawn by 1... Kg4!, and if 2 Rh7 Ra6+! 3 Kxf7 Ra7+ 4 Kg6 R×h7 5 K×h7 Kf5 and 6... K×e5.

8.2 THE PAWNS ARE PASSED

Under normal conditions the result here is usually a draw. However, as we will see later, an unprecedented wealth of ideas is concealed in this dynamic ending, and frequently the most insignificant nuances in the placing of the pieces and pawns can decisively affect its assessment.

If the kings are supporting their pawns, with only a slight difference in the degree of advancement of the pawns the game usually ends in a draw, since either an exchange of pawns occurs, or else, by giving up rook for pawn, the weaker side can then draw the ending with pawn against rook. This is what happens in the following example.

from **Kopayev, 1958**

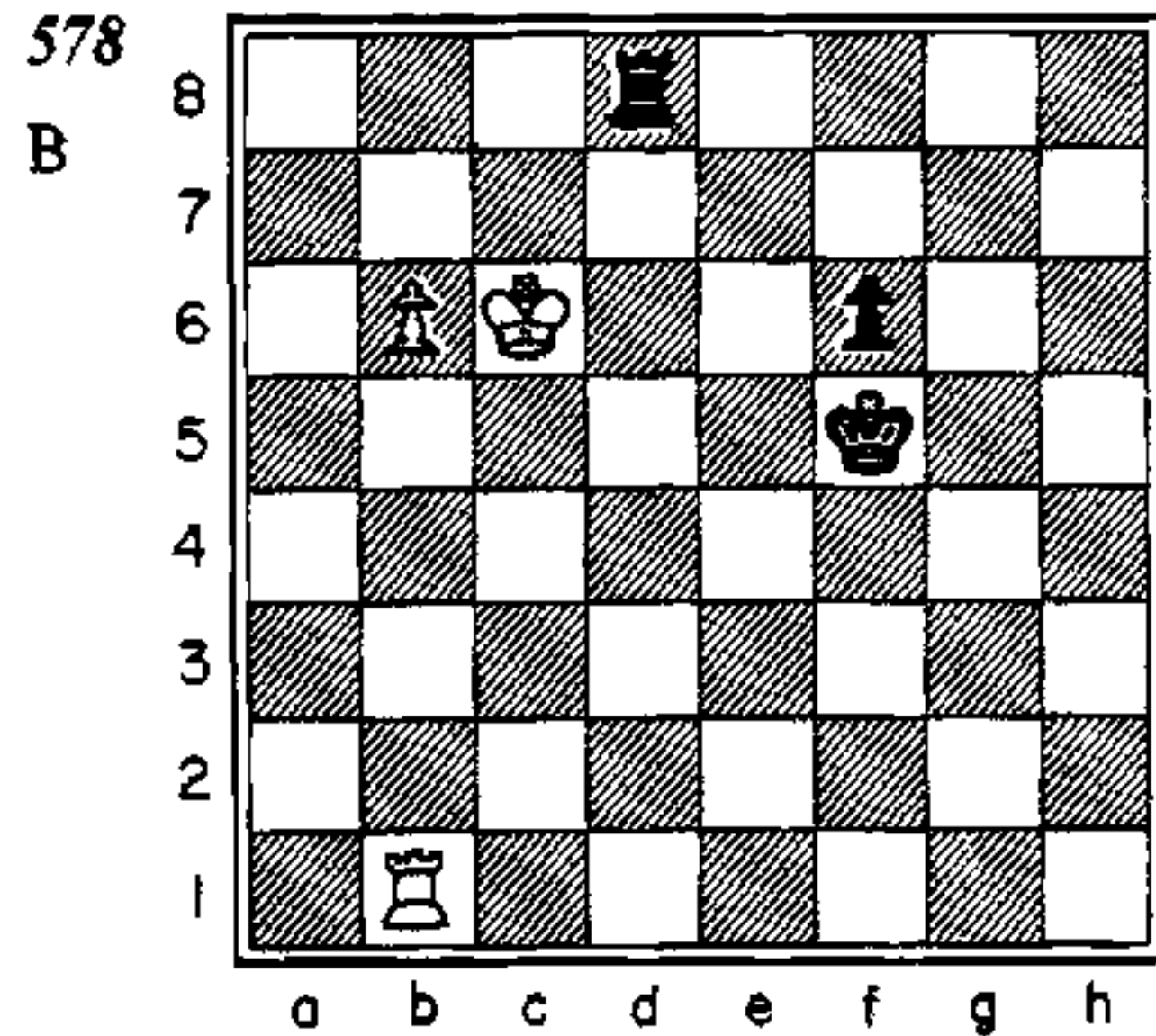


577. 1... g5 2 Rf1+ Kg3! 3 Rg1+ Kf4 4 Kd7 Rg8 5 c8=Q R×c8 6 K×c8 g4 with a draw.

Thus in cases where a player has to give up rook for pawn, he must prepare in advance for the coming ending with pawn against

rook. The following example is highly instructive.

Alekhine-Bogoljubow Match, 1929



578. As we know, in the ending of pawn against rook the weaker side should deploy his king, such that it hinders the approach to the pawn of the opponent's king.

Therefore the correct move was 1... Ke4!, e.g. 2 b7 f5 3 b8=Q R×b8 4 R×b8 f4 5 Kc5 f3 6 Rf8 Ke3 7 Kc4 f2 8 Kc3 Ke2 9 Re8+ Kd1 with a draw.

But Bogoljubow played 1... Kg4?, and after 2 b7 f5 3 b8=Q R×b8 4 R×b8 f4 5 Kd5 f3 6 Ke4 f2 7 Rf8 Kg3 8 Ke3 he was obliged to resign.

Particular accuracy is required in positions where both kings are a long way from the pawns, and the result depends on how effectively the kings can support their own pawn or attack the enemy pawn.

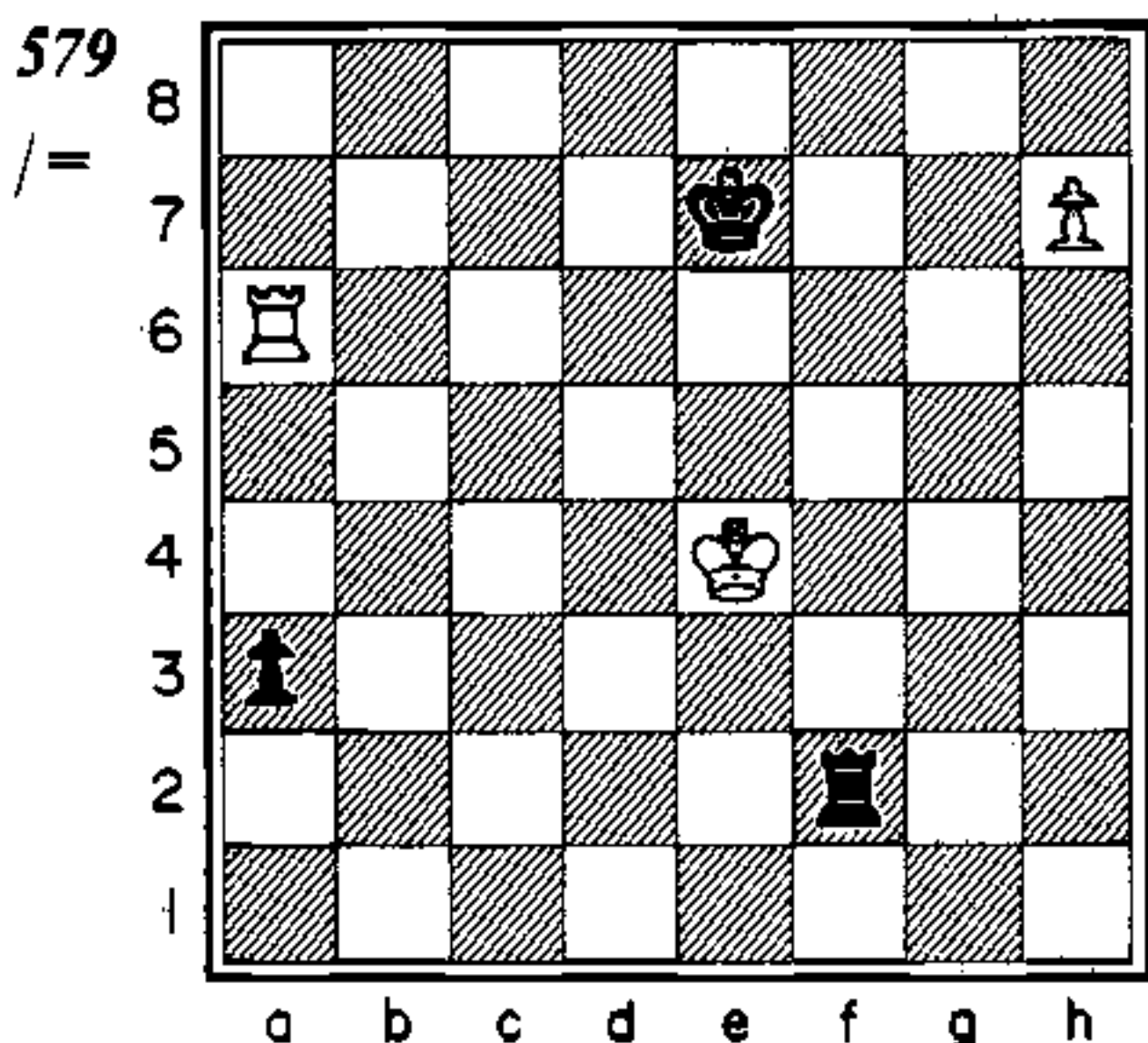
579. 1... Rf8 would be a mistake due to 2 Ke5! Rh8 (2... Kf7 3 Rf6+) 3 Ra7+ Kf8 4 Kf6 and wins.

1... Rh2! 2 Ra8.

Now how should Black defend? If, for example, 2... a2 3 R×a2 Rh4+ (3... R×h7 4 Ra7+), then 4 Kf5 Kf7 5 Ra7+ Kf8 6 Kg6 Rg4+ 7 Kh5 etc.

Rook and Pawn against Rook and Pawn

Kopayev, 1949



2 ... Rh4+!

By attacking the opponent's king, Black forces it to determine its position, and then plans his further action in accordance with where it moves to.

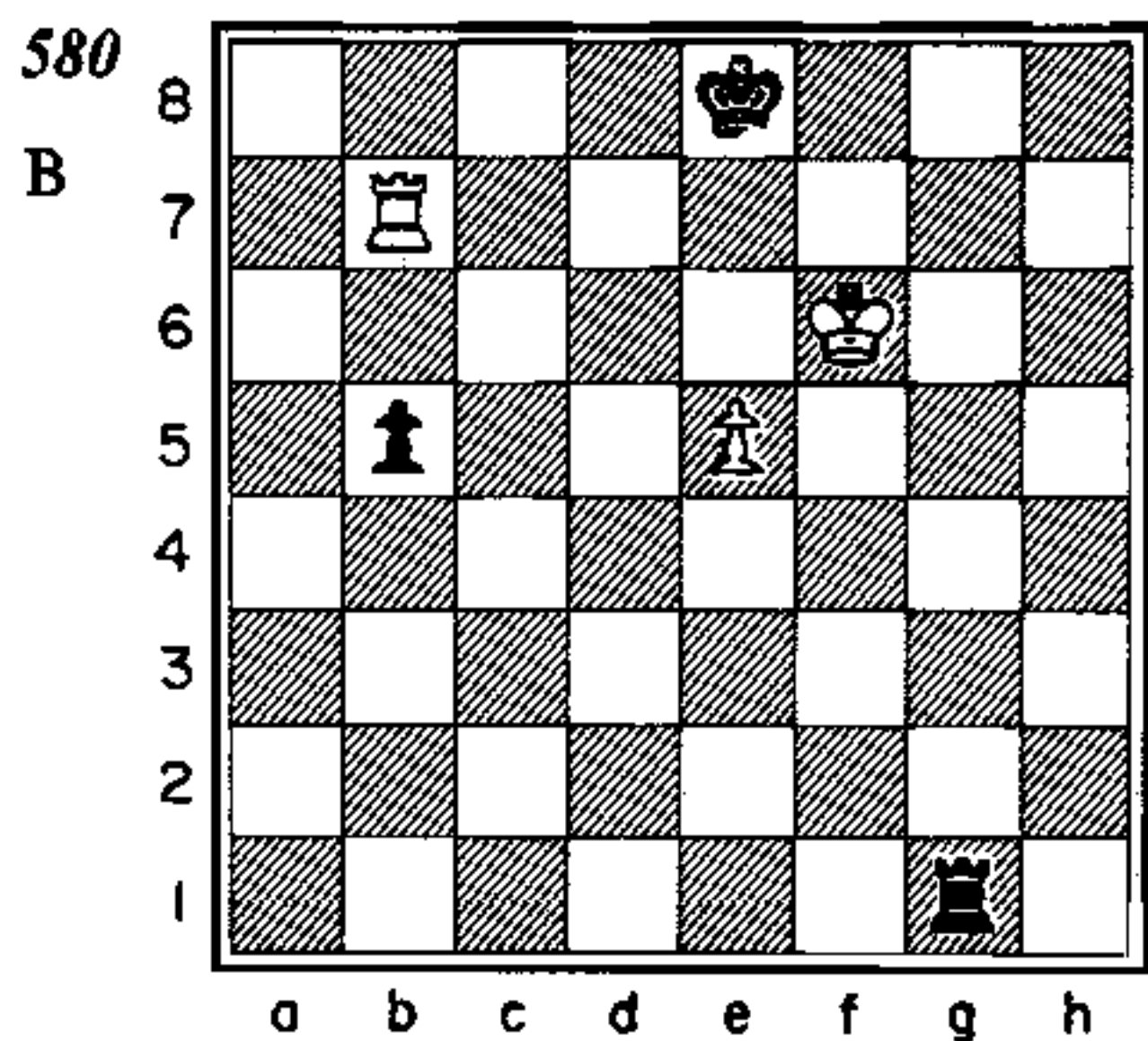
3 Kf5 (if 3 Kd3, then 3 ... a2 4 Kc2 R x h7) 3 ... R x h7 4 Ra7+ Kd6! 5 R x h7 Kc5.

The way is open, and the king hurries to support its pawn. The rest is familiar.

6 Ke4 Kc4! 7 Ra7 Kb3 8 Kd3 Kb2! 9 Rb7+ Kc1. Draw.

Sometimes the way to save the game is by sacrificing your own pawn, to go into a drawn ending with rook and pawn against rook.

Winawer-Tarrasch
Budapest, 1896



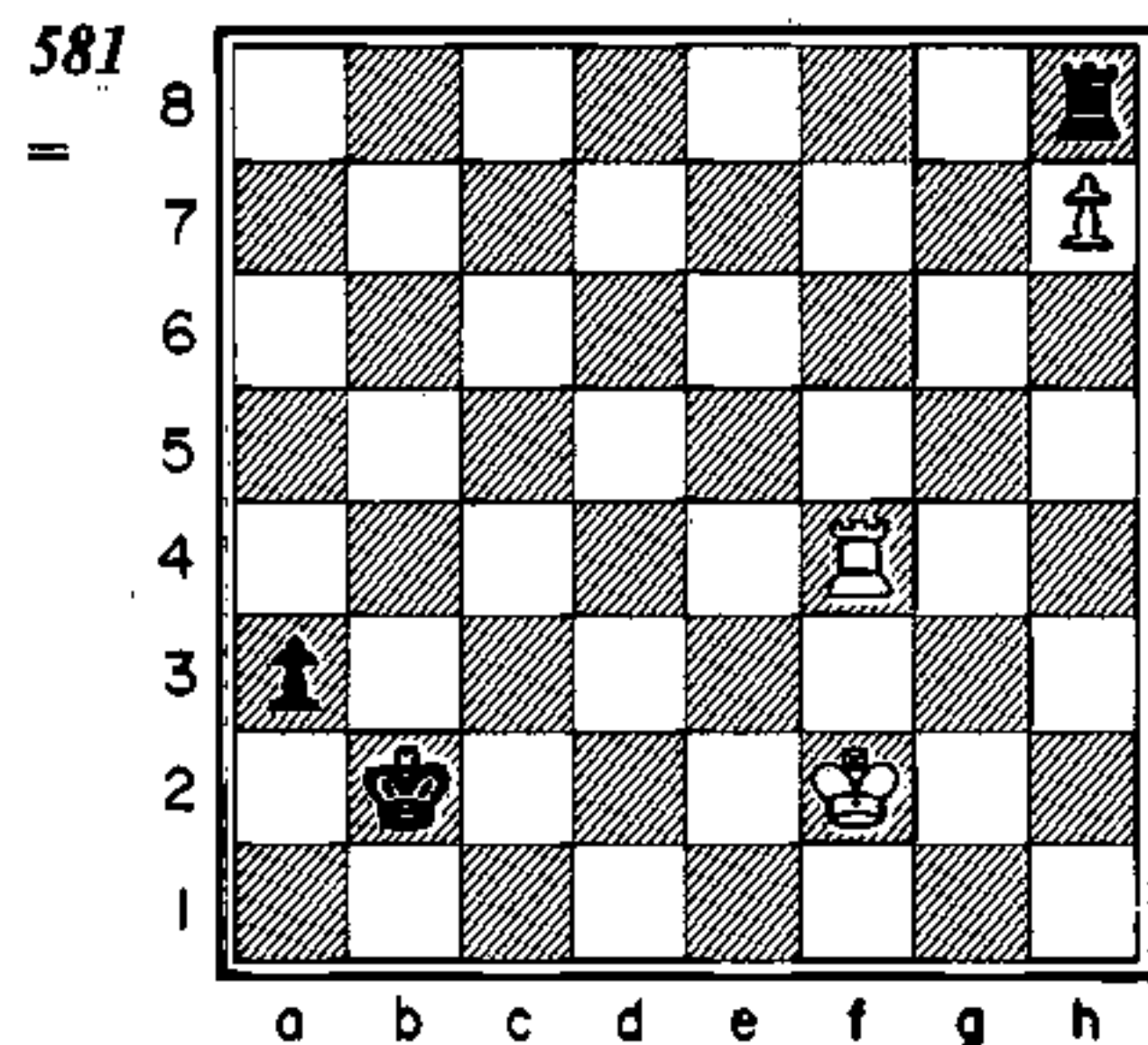
580. In our time any master would unhesitatingly play here 1 ... Re1! 2 R x b5 Re2 3 Ke6 Kf8! with a draw. But this system of defence was discovered by Karstedt slightly later—in 1898. Black defended 'à la Philidor' and lost by force.

1 ... Rh1? 2 Rb8+ Kd7 3 e6+ Kd6 4 Rd8+ Kc5 5 e7 Re1 6 e8=Q R x e8 7 R x e8 b4.

7 ... Kd4 8 Rb8 Kc4 9 Ke5 b4 10 Ke4 comes to the same king.

8 Ke5 Kc4 9 Ke4 Kc3 10 Ke3 b3 11 Rc8+, and White won.

Wotawa, 1951



581. The poor position of White's king prevents him from gaining a draw by exchanging pawn for pawn. Thus on 1 Rb4+ there follows 1 ... Kc3 2 Ra4 Kb3 3 Ra7 a2 4

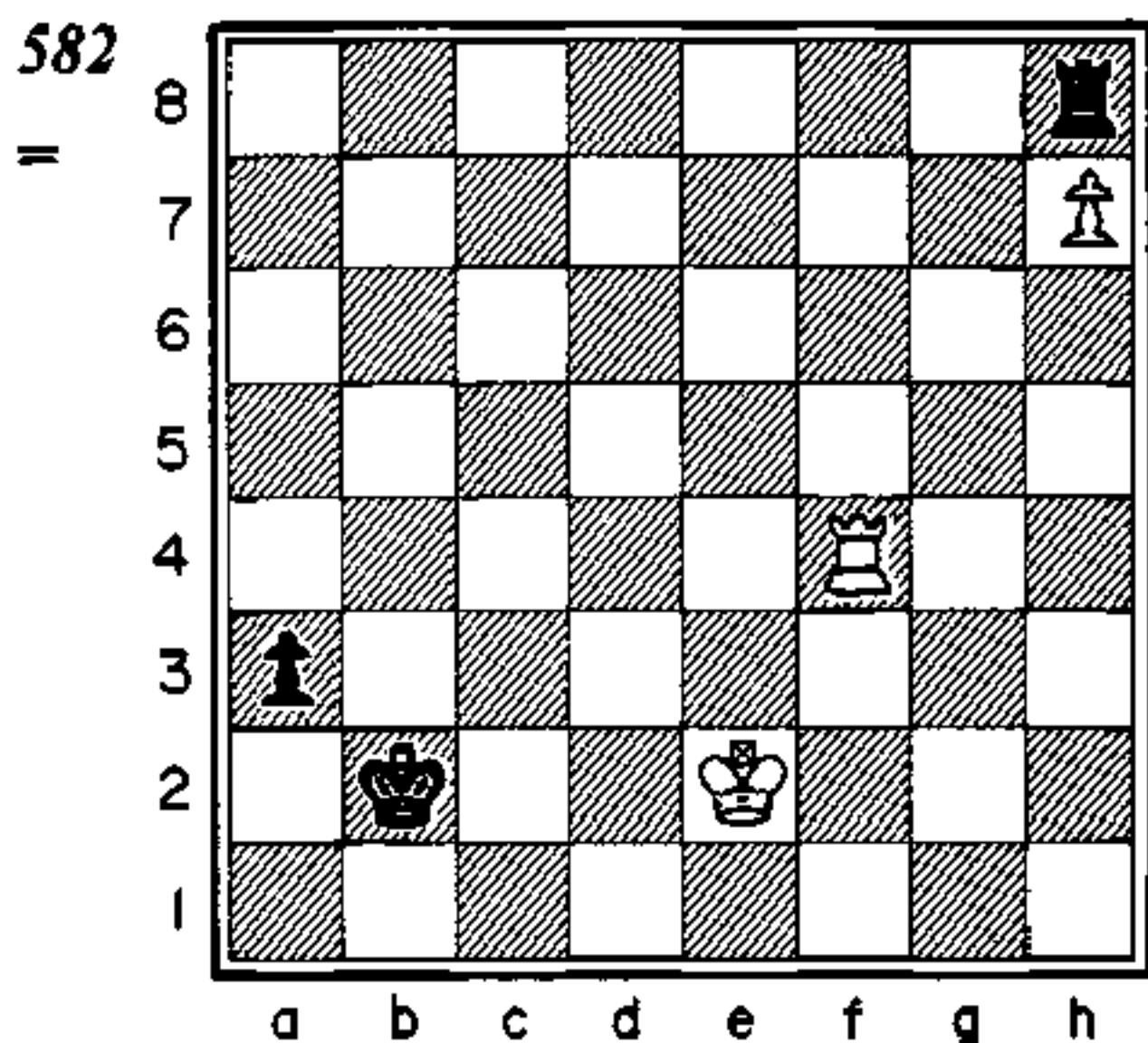
Correct is 1 Kg2!, to free the f-file for the rook, which after 1 ... R x h7 can very effectively attack the king: 2 Rf2+ Kb3 3 Rf3+ Kb4 4 Rf4+ Kb5 5 Rf5+ Kb6 6 Rf6+ Kb7, and, now that the rook cannot defend the pawn from the rear, White plays 7 Rf3 a2 8 Ra3, eliminating the pawn.

It remains to mention that White fails to save the game by 1 Kg3 R x h7 2 Rf2+ Kc1! 3 Rf1+ Kd2 4 Rf2+ Ke1 5 Ra2 Ra7 6 Kf3 Kd1 save the game by 1 Kg3 R x h7 2 Rf2+ Kc1! 3 Rf1+ Kd2 4 Rf2+ Ke1 5 Ra2 Ra7 6 Kf3 Kd1

The Pawns are Passed

Ke3 Kc1 8 Kd3 Kb1, or 1 Kg1 R×h7 2 Rf2+ Kc1 3 Rf1+ Kd2 4 Rf2+ Ke3 5 Rf8 (5 Ra2 Ra7) 5 ... Ra7 6 Re8+ Kd2 7 Rd8+ Kc2 8 Rc8+ Kb3 9 Rb8+ Ka4, when Black wins.

Had the white king been a step closer—at e2, another method of defence would have been possible, leading to an exchange of pawns.



582. 1 Rb4+ Kc3 2 Ra4 Kb3 3 Ra7 a2 4 Kd3!

This is the whole point! By taking the opposition, White prepares a double attack. 4 Rb7+ Kc4 5 Rc7+ Kb5 would have been a mistake, when neither 6 Ra7 R×h7 7 R×a2 Rh2+ nor 6 Rc1 R×h7 7 Kd2 Kb4 is any help.

4 ... R×h7 5 R×h7 a1=Q 6 Rb7+ Ka3 7 Ra7+. Draw.

Black draws in the same way in the following example.

583. 1 Rb1 Rc2!

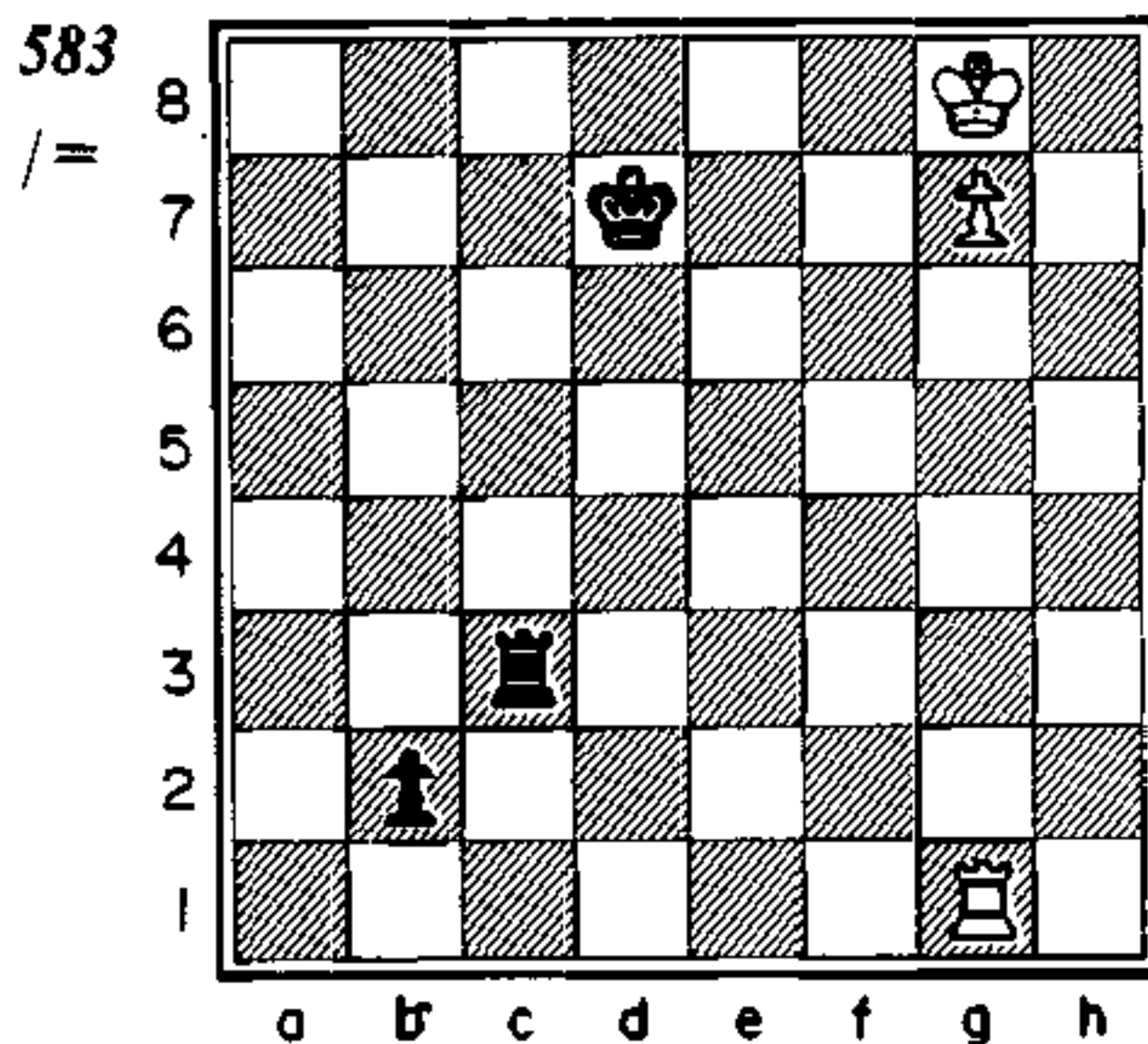
If 1 ... Rb3, then 2 Kf7 Rf3+ 3 Kg6 Rg3+ 4 Kf6 Rf3+ 5 Ke5 Re3+ 6 Kf4 Re8 7 R×b2 Rg8 8 Kf5.

2 Kf7 Rf2+ 3 Kg6 Rg2+ 4 Kf6 Kd6!

Pointed out by Kopayev. The composer's continuation was 4 ... Rf2+ 5 Ke5 Re2+ 6 Kf4 Rg2 7 R×b2 Rg1 8 Rb8 and wins.

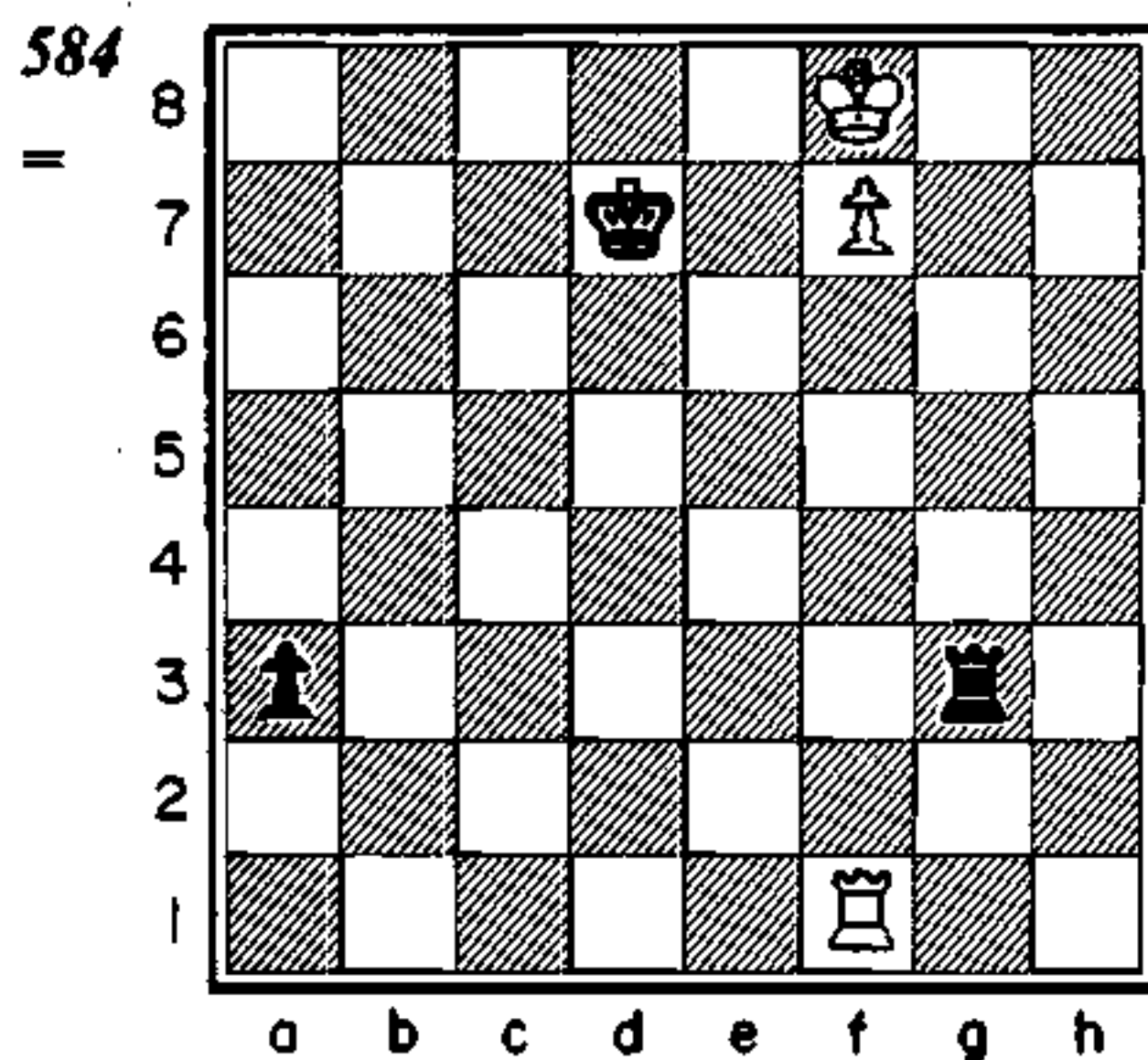
5 R×b2 R×b2 6 g8=Q Rf2+ 7 Kg6 Rg2+. Draw.

Hoppe, 1914
Kopayev, 1953



A case which deserves special consideration is where the pawn is prevented from queening by its own king, and the opponent tries to prevent the king from escaping from in front of the pawn.

Kopayev, 1956



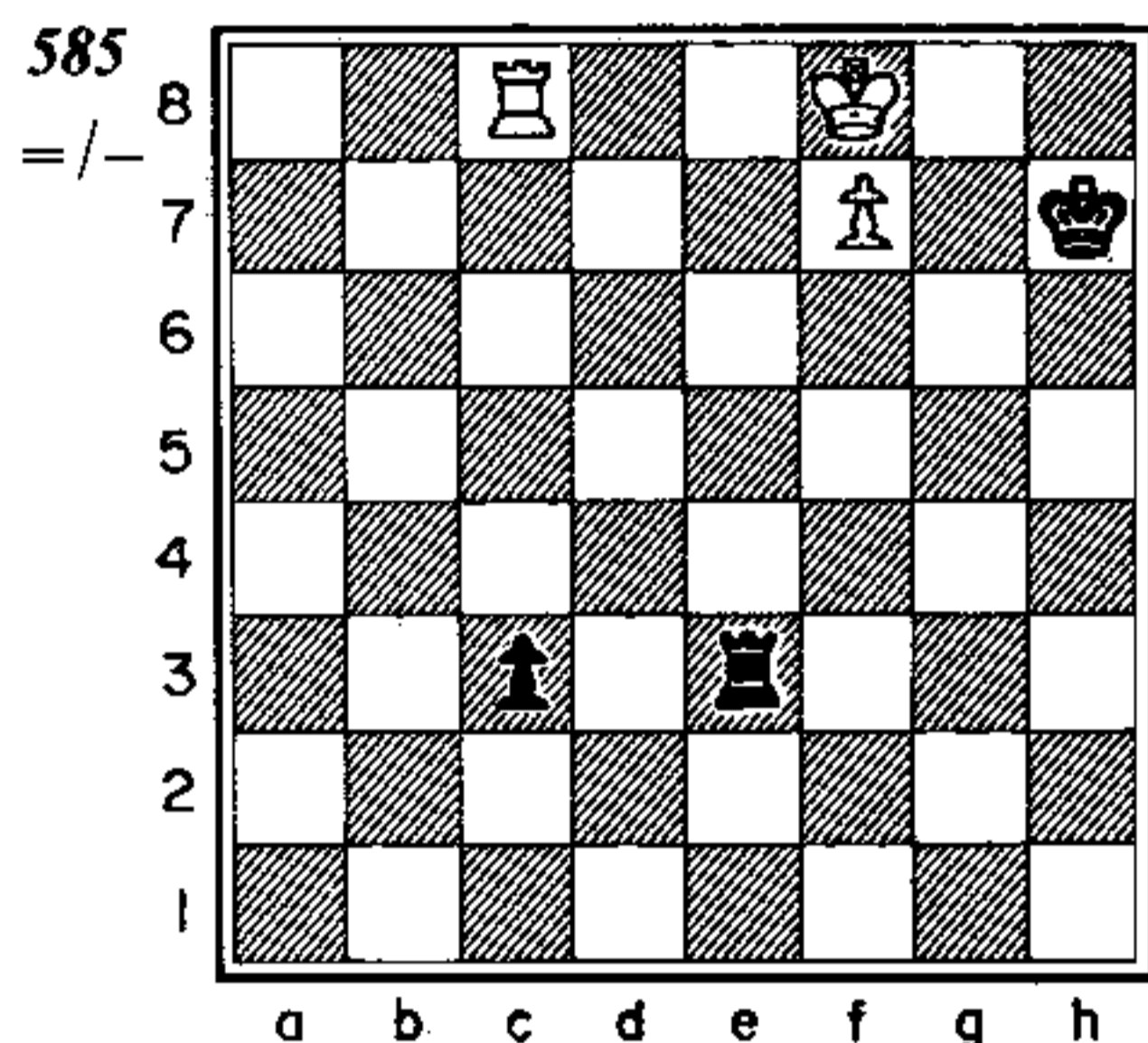
584. Kopayev's idea was that the king is unable to escape from imprisonment. Here is the variation he gives: 1 Rf2 Kd8 2 Rd2+ Kc7 3 Ke7 Re3+ 4 Kf6 Rf3+ 5 Ke6 Re3+ 6 Kd5 Rf3, and White has not achieved anything.

But he can set his opponent more difficult problems: 2 Re2 Kd7 3 Re7+.

Rook and Pawn against Rook and Pawn

Black is faced with a choice. He loses after 3 ... Kd8 4 Ra7!, when he is in zugzwang. If, for example, 4 ... Kc8, then 5 Ke7 Re3+ 6 Kd6 Rd3+ 7 Kc5 Rf3 8 Ra8+, while 4 ... Rf3 is met by 5 Ra8+ Kd7 6 Kg7 Rg3+ 7 Kh6 etc.

Black can nevertheless draw by taking his king to the support of his pawn: 3 ... Kc6! 4 Ke8 Rf3 5 Re4 a2 6 Re1 Kb5 (but not 6 ... Re3+ 7 R×e3 a1=Q 8 f8=Q, winning) 7 f8=Q R×f8+ 8 K×f8 Kb4. Draw.



585 This is an important theoretical position: 1 Rc4 Rf3.

This move is also good after 1 Rc5, although 1 ... Rh3 2 Rf4 c2 3 Rf1 Rf3! is also possible, but not 1 ... Rd3? 2 Rh4+ Kg6 3 Kg8 etc.

2 Rh4+ (2 Rc5 Kg6) 2 ... Kg6 3 Rg4+ Kf5 4 Rg1 Ke4 with a draw.

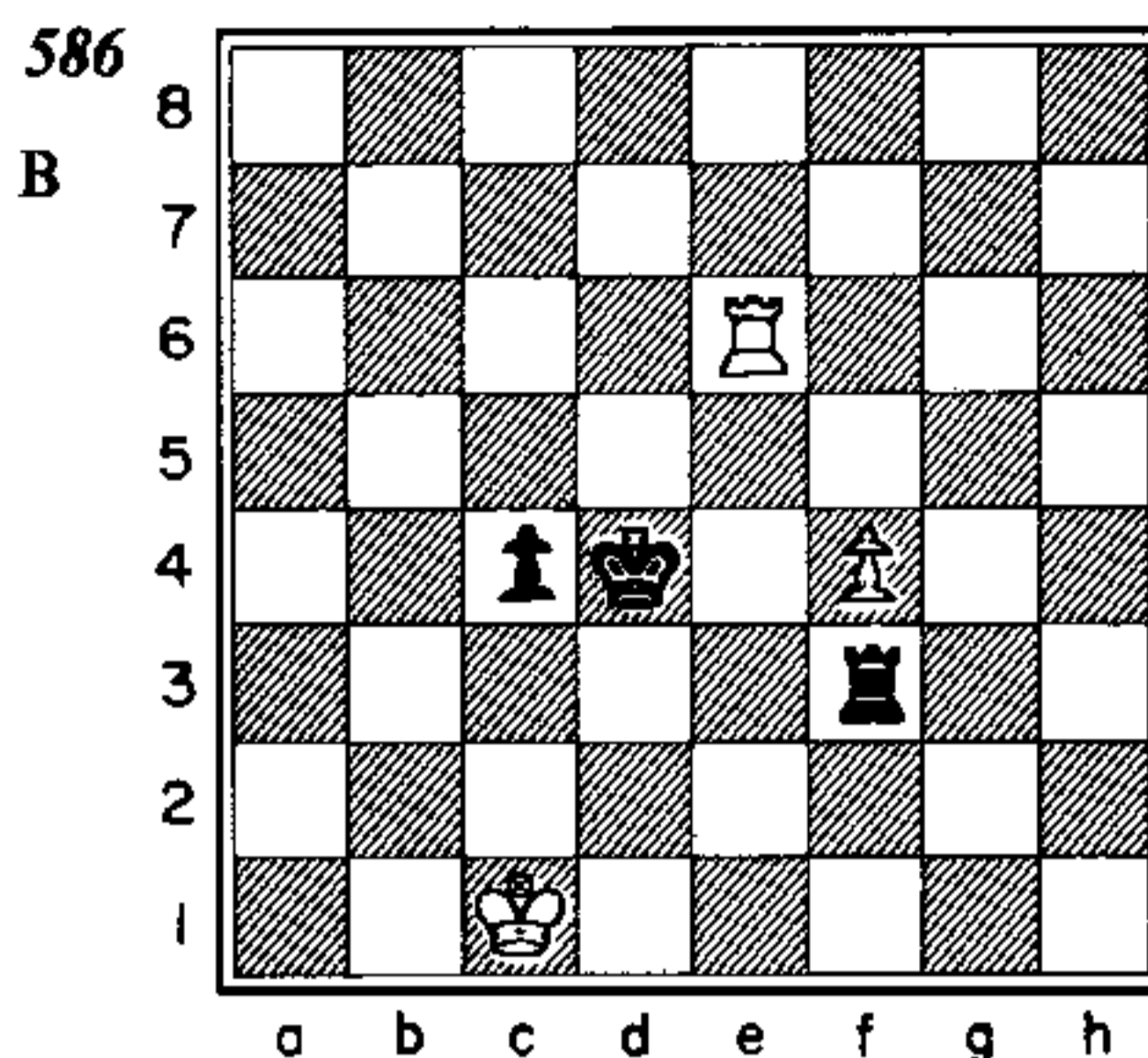
Black's defence is simple: he moves his rook along the 3rd rank, but occupies e3 only in reply to Rc8.

But if it is Black to move, he is in zugzwang. If, for example, his rook moves off the e-file, the king moves out decisively from in front of the pawn, while 1 ... Kh8 is met by 2 Re8! c2 3 R×e3 c1=Q 4 Rh3+ and mate next move.

Guided by the previous position, White could have saved the following game.

Tseitlin-Malyevinsky

Lvov, 1983



586. The game concluded: 1 ... Kd3? 2 Rd6+? Kc3 3 Kb1 Rf1+ 4 Ka2 Kc2 5 Rh6 c3 6 f5 (White tries to rid himself of his pawn; without it he has an easy draw) 6 ... Kd1 (of course, not 6 ... R×f5 7 Rh2+) 7 Rd6+ Kc1 8 f6 c2. The previous position has been reached (with colours reversed), but with White to move, and after 9 Ka1 Rd1 he resigned.

Analysis shows that White defended inaccurately. Instead of 2 Rd6+ he could have drawn by the standard 2 Rc6! Rf1+ 3 Kb2 Rf2+ 4 Kb1 Kc3 5 Rh6 Rf1+ 6 Ka2 Kc2 7 f5, when the f-pawn no longer gets in the way.

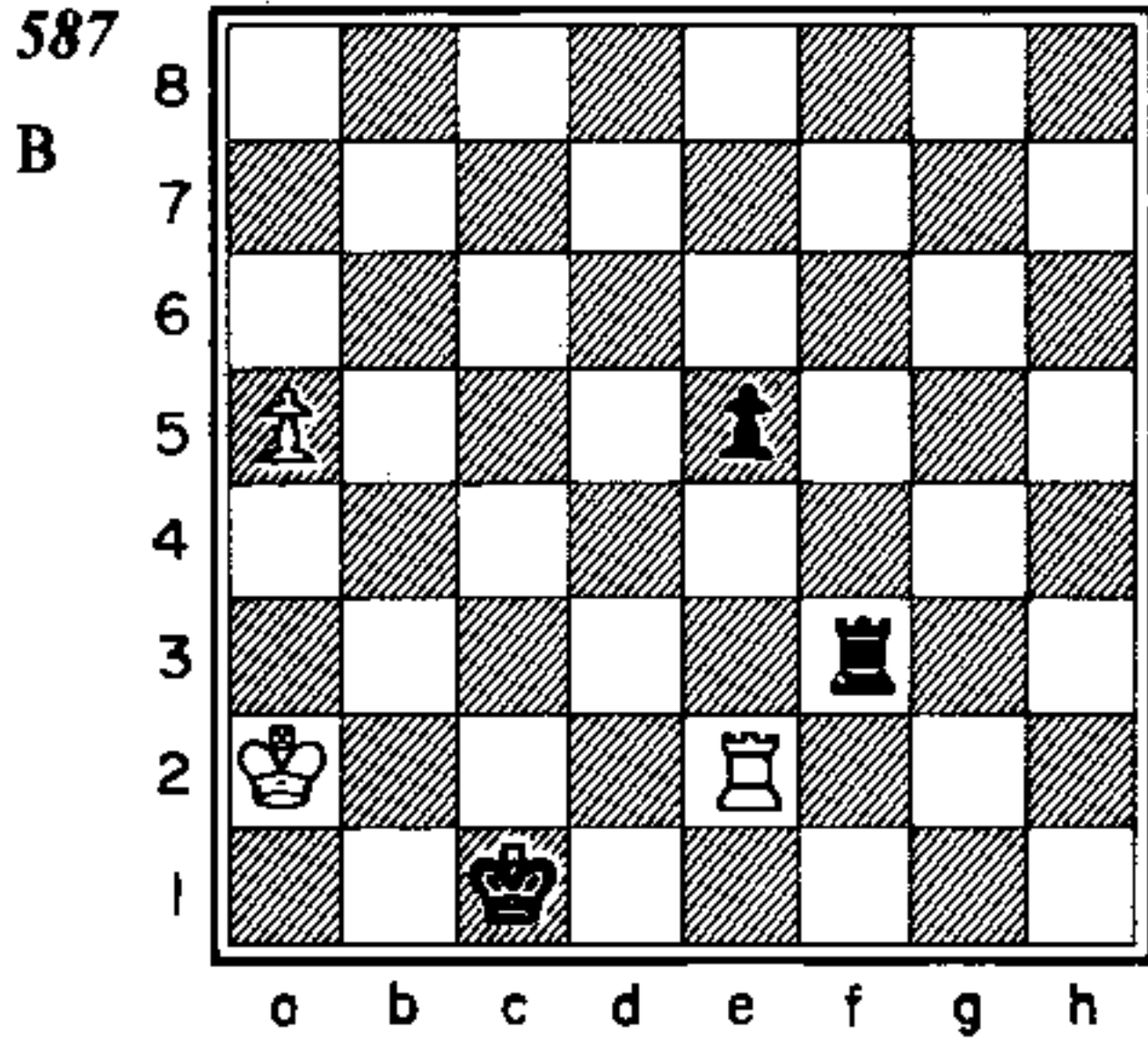
Black had at his disposal a stronger move—1 ... Kc3!, e.g. 2 Kb1 Rf1+ 3 Ka2 Kd3 4 Rd6+ Kc2 5 Rh6 (5 f5 R×f5) 5 ... c3 6 Rh2+ Kd3 7 Rh3+ Kc4, and his king is screened from checks by the enemy pawn. After 8 Rh2 Rd1 the game is decided.

Even so, White could have drawn in this case by playing 4 f5! instead of 4 Rd6+. If, for example, 4 ... R×f5, then 5 Rh6! Re5 6 Rh1, while 4 ... c3 can be met by 5 Rd6+ Kc2 6 f6 Kc1 7 Rc6! c2 8 Rd6! We have again reached position 585, but here it is Black to move, and therefore he is unable to win.

And now a few more examples where the game ends in a draw, despite one side having a significant positional advantage.

The Pawns are Passed

Ribli-Velimirovic
Pula, 1971



587. Due to the unfortunate position of his king, Black's position looks difficult. The immediate sacrifice of his pawn does not succeed: if 1 ... Kd1 2 R x e5 Kc2, then 3 a6 Kc3 4 a7 Rf8 5 Ra5 Ra8 6 Ka3 Kc4 7 Ka4 Kd4 8 Kb5 and wins.

1 ... Rf5 2 Kb3 e4! 3 Kb4 Re5 4 a6 Re8 5 a7 Ra8 6 Kc3 Kb1! (of course, not 6 ... Kd1 7 Ra2 e3 8 Kd3) 7 Rb2+ Kc1!

As shown by Ribli, Black also saves the game after 7 ... Ka1, e.g. 8 Rb7 Ka2 9 Kd4 e3! 10 K x e3 Ka3 11 Kd4 Ka4 12 Kc5 Ka5 13 Kc6 Ka6 14 Rb1 Rc8+ etc.

8 Rb7 e3! 9 Kd3 e2 10 K x e2 Kc2 11 Rc7+ Kb3 12 Kd3 Kb4 13 Kd4 Kb5 14 Kd5 Kb6. Drawn.

588. If 1 Rh4, then 1 ... Kd7 2 Rd4+ Ke6 3 Re4+ Kf5 4 Re1 Kg4, as in example 585.

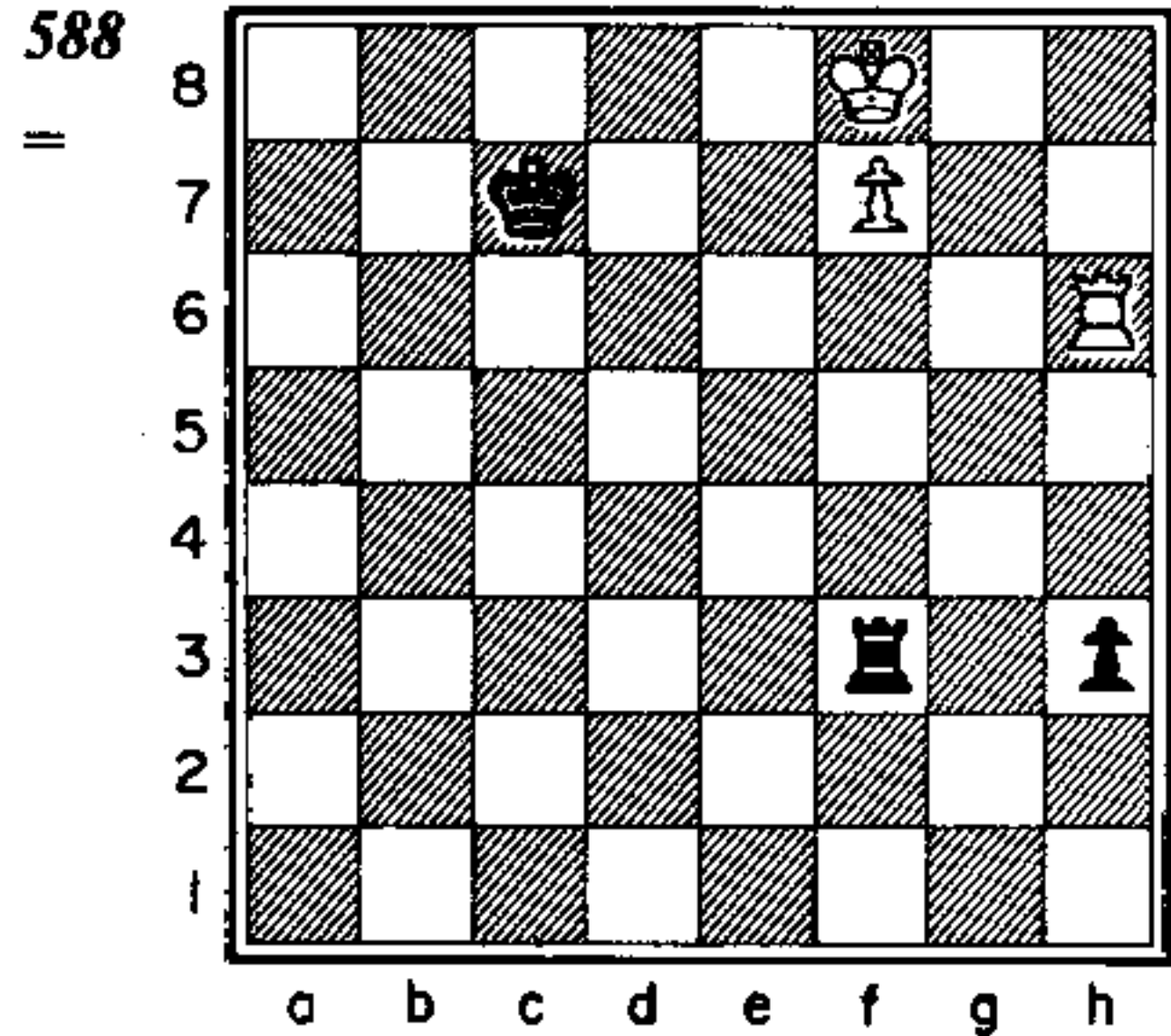
1 Kg8(g7) Rg3+ 2 Kh8 Rf3 3 Rh7 Kb6!

All other king moves lose, e.g. 3 ... Kd8(d6) 4 Kg8 Rg3+ 5 Rg7, or 3 ... Kc6 4 Kg8 Rg3+ 5 Rg7 R x g7+ 6 K x g7 h2 7 f8=Q h1=Q 8 Qa8+.

4 Kg8 Rg3+ 5 Kf8.

Here the composer of the study considered only 5 ... Kc6 6 Ke7 Re3+ 7 Kf6 Rf3+ 8 Kg7 Rg3+ 9 Kh8 Rf3 10 Kg8! Rg3+ 11 Rg7 R x g7+ 12 K x g7 h2 13 f8=Q h1=Q 14 Qa8+, winning, while if 5 ... Kc5, then 6 Rh8 Kd6 7 Ke8 Re3+ 8 Kd8 etc.

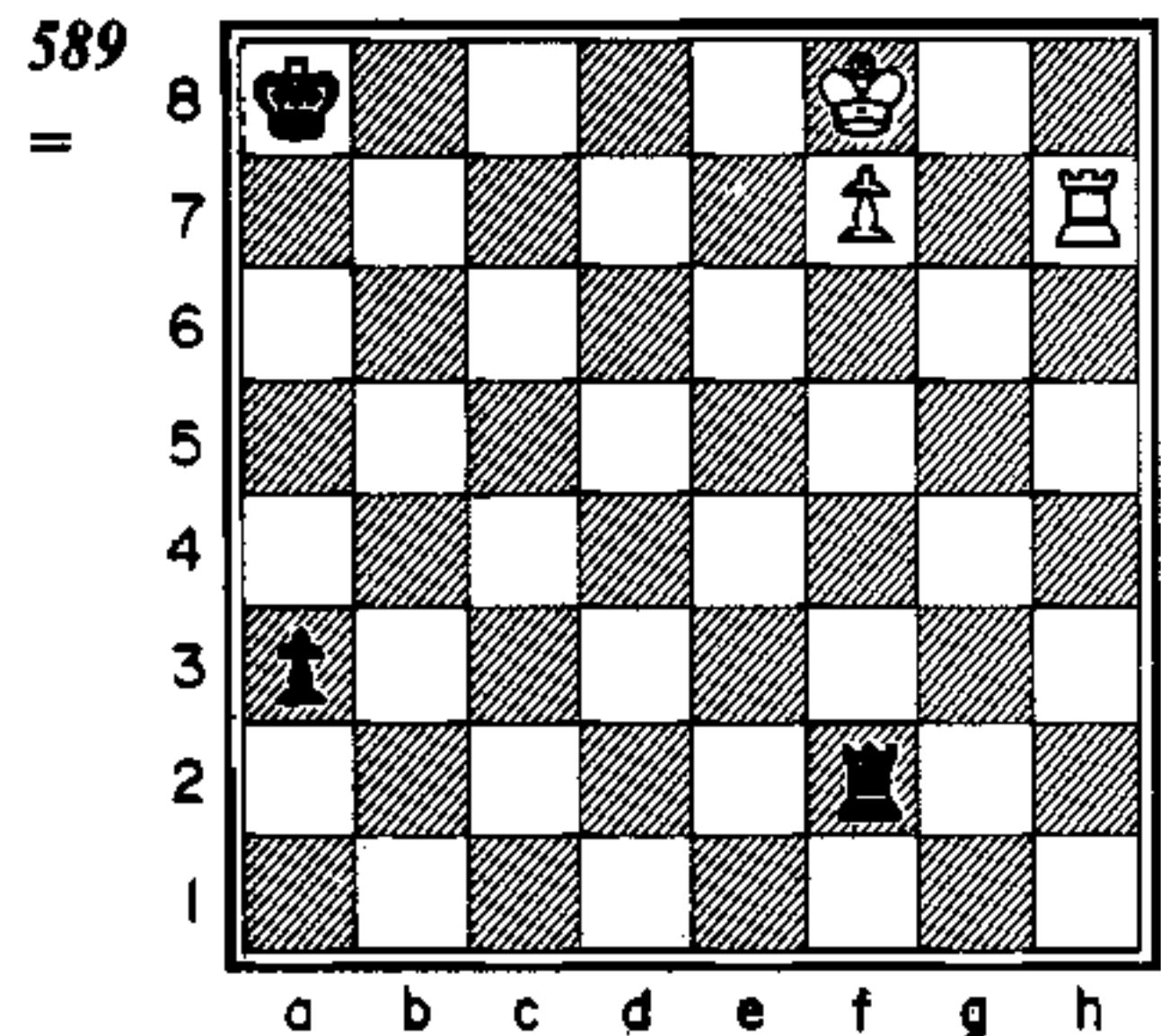
Regedzinsky, 1927
Kopayev, 1958



But Kopayev showed that Black can save the game by the subtle 5 ... Rc3!, when 6 Rh8 is met by 6 ... Rc8+ 7 Kg7 R x h8 8 K x h8 h2 with a draw.

It remains to add that on 6 Ke7 Black can play 6 ... Re3+ 7 Kf6 Rf3+ 8 Kg6 Rg3+ 9 Kf5 Rf3+ (not 9 ... Kc6 10 Kf4 Rg1 11 R x h3 Rf1+ 12 Rf3) 10 Kg4 Rf1 11 K x h3 Kc6 12 Kg4 Kd6 13 Kg5 Ke7 with a draw.

Kopayev, 1949



589. The black king is a long way from both pawns, but White is unable to exploit this factor: 1 Kg8.

After 1 Rh1 it is wrong to play 1 ... a2 2 Rg1 Ka7 3 Kg8, when White wins. 1 ... Ka7

Rook and Pawn against Rook and Pawn

is also bad: 2 Ra1! a2 3 Ke7 Re2+ 4 Kd6 Rf2 5 R×a2+. Correct is 1... Kb7! 2 Rg1 Kb6 3 Kg7 Kb5, when the king approaches its pawn.

1... a2! 2 Rh1 Rg2+ 3 Kf8 Ka7!!

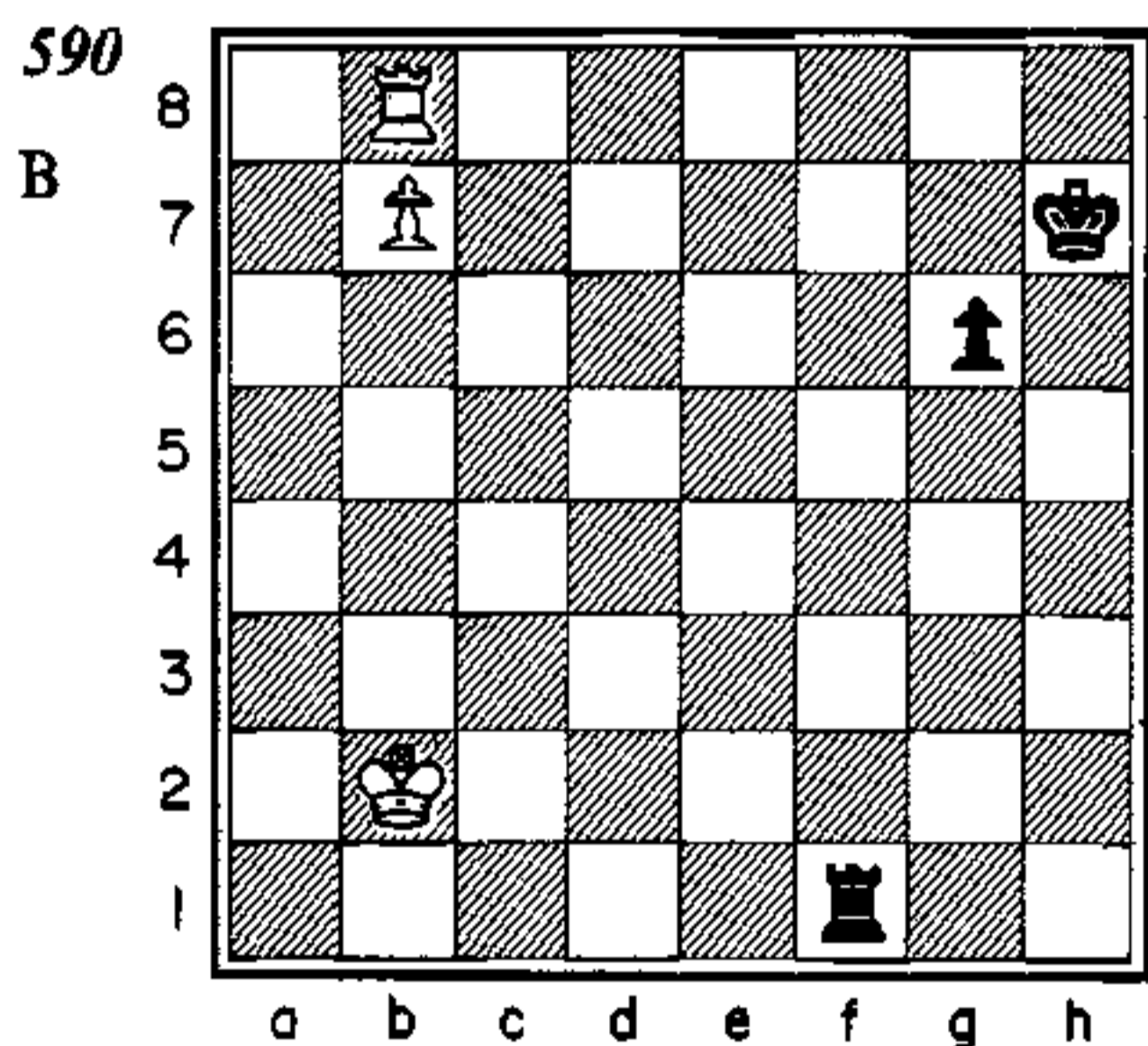
If 3... Kb7, then 4 Re1 Re2 (4... Kb6 5 Ke7 Re2+ 6 R×e2 a1=Q 7 Re6+! and 8 f8=Q), while 3... Rb2 is met by 4 Re1 Rb1 5 Kg8 a1=Q 6 f8=Q+ Ka7 7 Qf7+.

4 Re1 Re2!

If immediately 4... Rb2, then 5 Kg8 Rg2+ 6 Kh7 Rf2 7 Kg7 Rg2+ 8 Kf6 Rf2+ 9 Ke7 Re2+ 10 R×e2 a1=Q 11 f8=Q Qa3+ 12 Ke8! Qa4+ 13 Kf7 Qf4+ (13... Qc4+ or 13... Qb3+ 14 Re6) 14 Kg8 and wins.

5 Rg1 Rb2 (not 5... Rg2 6 R×g2! a1=Q 7 Kg8 Qf1 8 Ra2+) **6 Kg8** (6 Ke7 Rb7+ 7 Ke6 Rb6+ 8 Kd5 Rf6) **6... Rb1 7 Rg7 a1=Q 8 f8=Q+ Rb7 9 Qc5+ Kb8**. Draw.

Tim, 1974



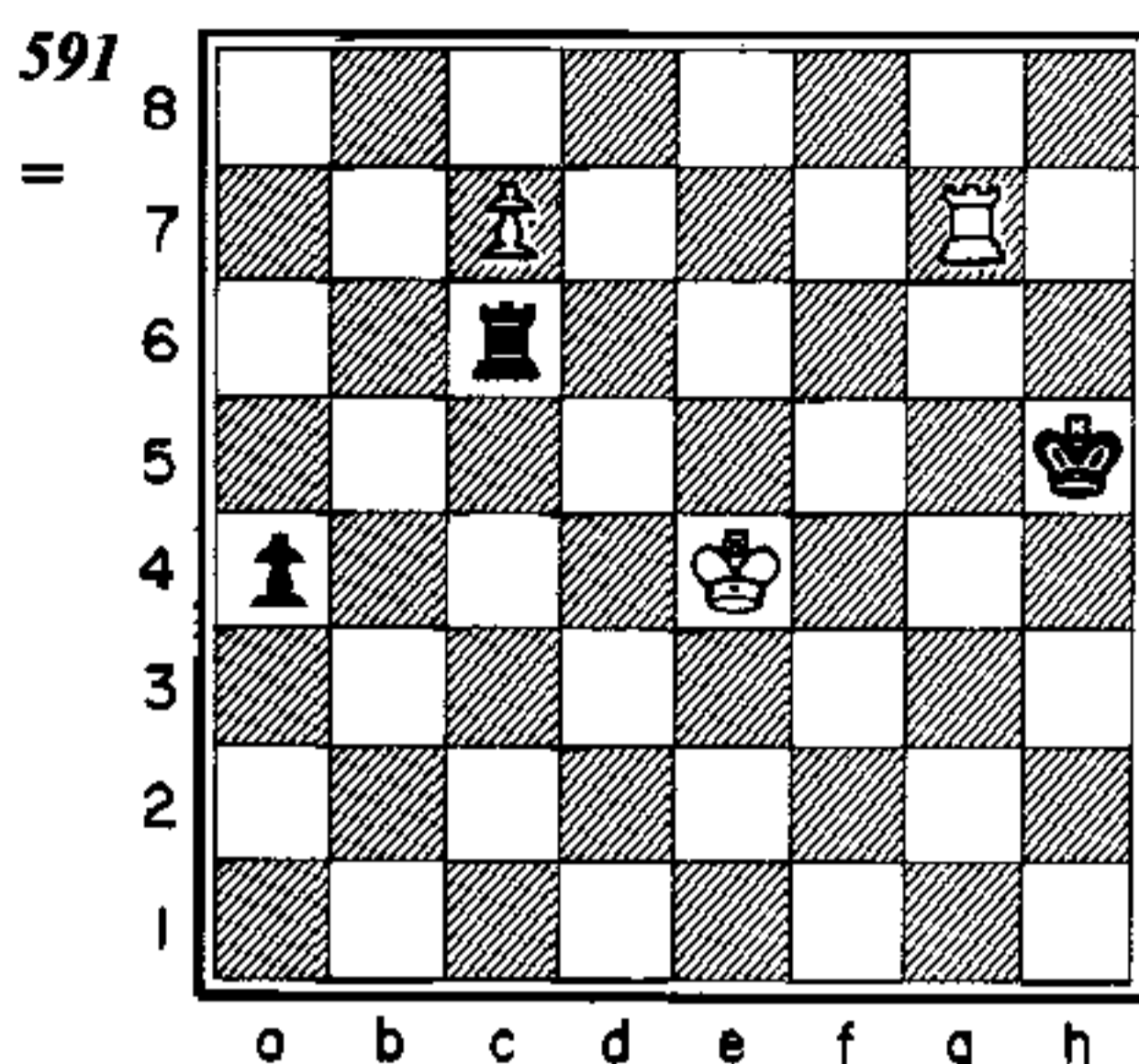
590. 1... Rf7!

The threat of 2 Rh8+ K×h8 3 b8=Q+ proves to be illusory, since after 3... Kg7 a theoretically drawn position arises.

2 Kc3 Kg7 3 Kd4 Kf6 (the pawn should not be advanced) **4 Kd5 Kf5!** (not 4... g5 5 Ke4!) **5 Kc6 g5 6 Rg8 R×b7 7 K×b7 g4 8 Kc6 Kf4 9 Kd5 g3 10 Kd4 Kf3**. Draw.

In the following position Black again permits the appearance of a queen, but saves the draw in the ending of rook and pawn against queen.

V. Platov, 1922



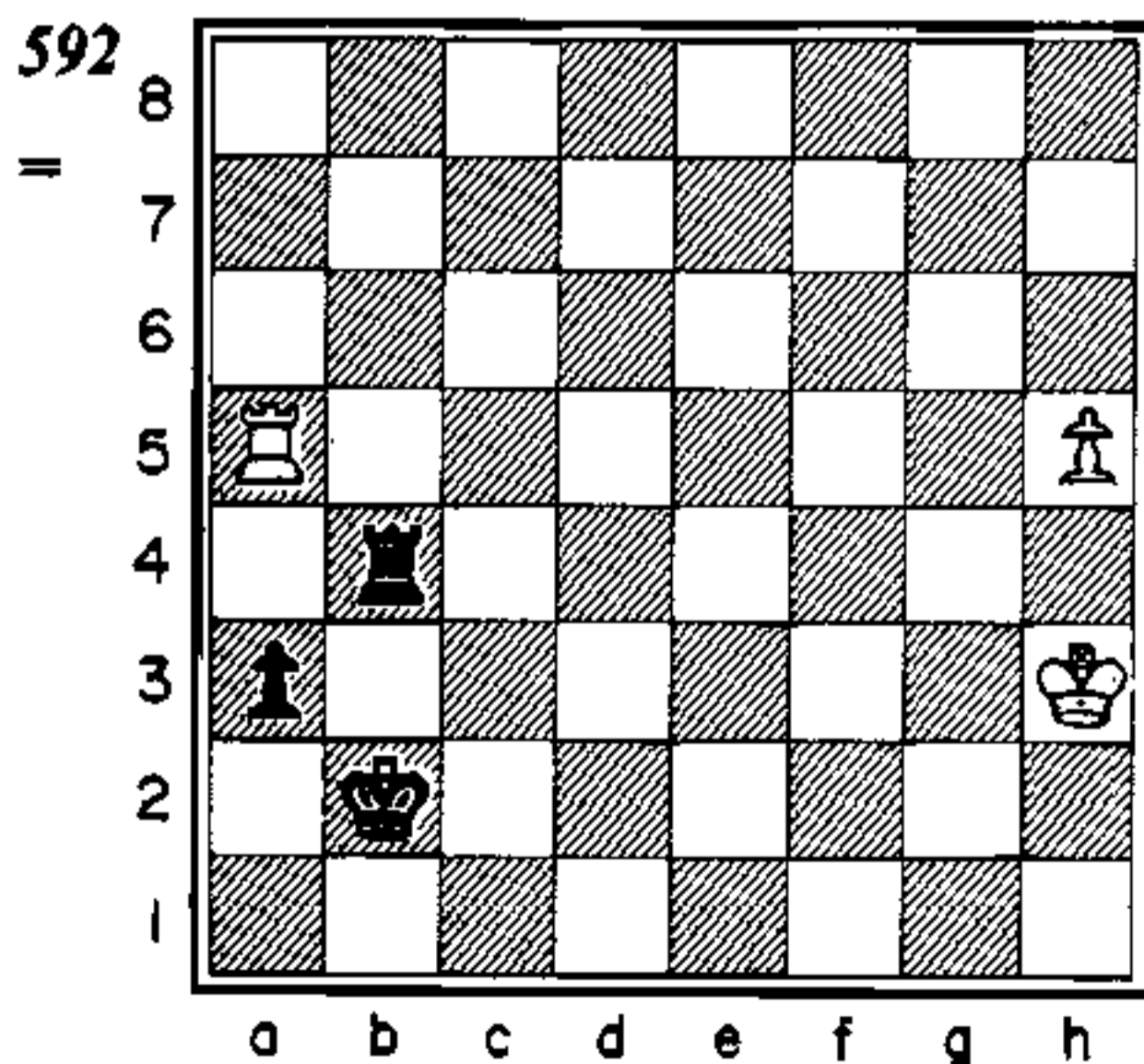
591. Black's position is critical. After 1 **Kd5** he loses with 1... Rc3 2 Kd6 a3 3 Rg3!, or 1... Rc1 2 Kd6 a3 3 Rg1! Rc2 4 Rd1! a2 5 Kd7 Rd2+ 6 R×d2 a1=Q 7 Rd5+! and 8 c8=Q.

1... Rc2! 2 Kd6 a3 3 Rg2.

If 3 Rg1, then 3... Rd2+ 4 Ke7 Rc2 5 Kd8 Rd2+ 6 Kc8 a2 7 Rc1 Kg6 8 Kb7 Rb2+ 9 Ka7(c6) Rb1 with a draw.

3... R×g2! 4 c8=Q Rd2+! (of course, not 4... a2 5 Qh3+, winning) **5 Ke5 a2**, and White is unable to win, e.g. **6 Qh8+ Kg4 7 Ke4 Re2+ 8 Kd3 Rh2 9 Qe5 Rg2 10 Ke3 Rc2 11 Qf6 Rg2 12 Qg6+ Kh4 13 Qf6+ Kg4 14 Qf1 Rc2 15 Ke4 Kg5!** (15... Rc4+ 16 Kd3!) **16 Ke5 Re2+**.

Tarrasch-Blümich
Breslau, 1925

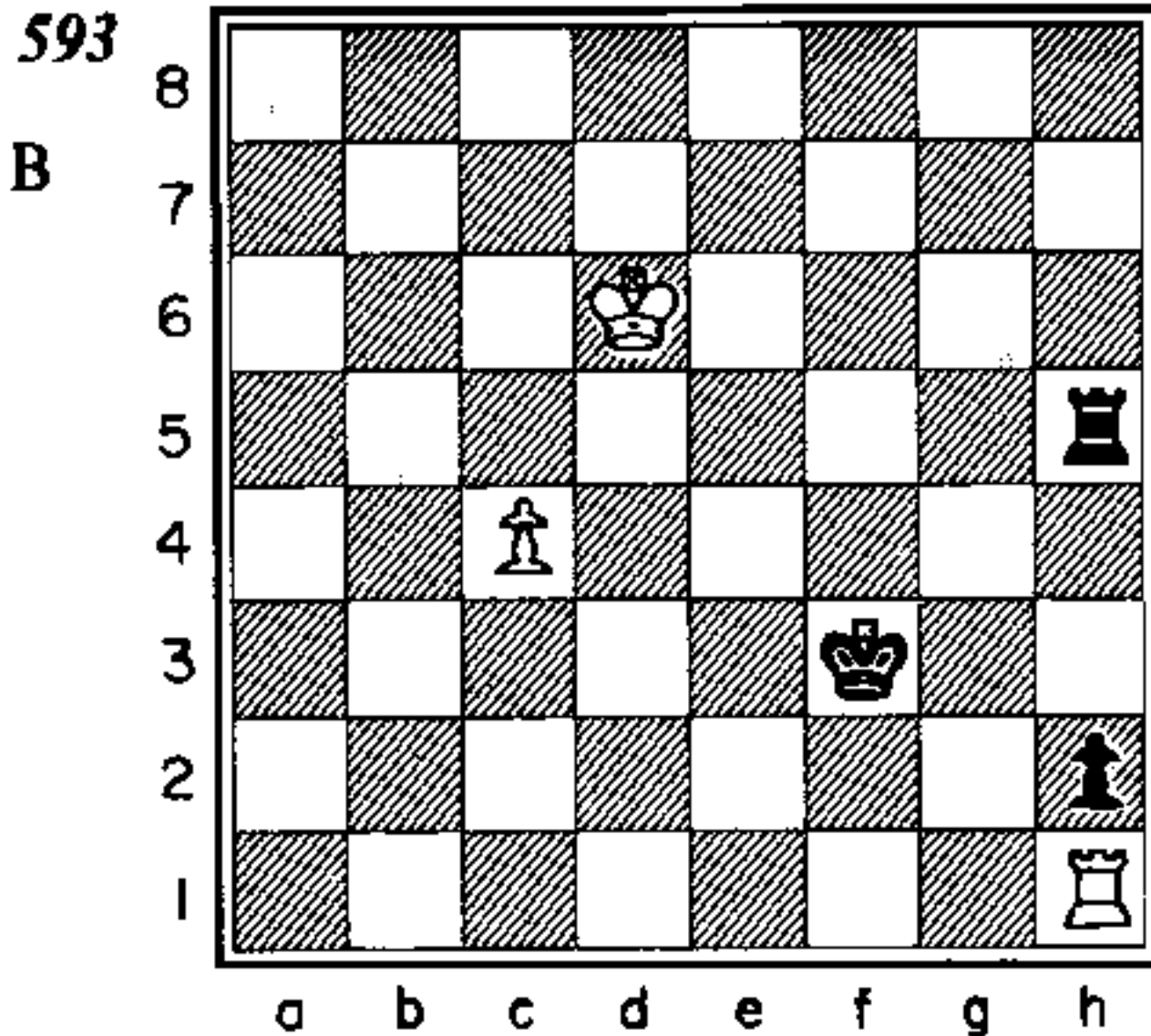


The Pawns are Passed

592. In the game White conceded defeat, and yet he could have drawn by **1 h6 Rb6 2 Rh5! a2 3 h7 Rb8 4 Rb5+! R × b5 5 h8 = Q+.**

White also failed to take his chance in the following example.

Neishtadt–Volkevich
Moscow, 1958



593. **1 ... Kg2 2 R × h2+ leads to a clear draw, so Black played 1 ... Ke4!, including his king in the battle against the white pawn. The sequel was 2 c5 Rh6+ 3 Ke7 (3 Kd7 Kd5 4 c6 Rh7+) 3 ... Kd5 4 Kf7 K × c5 5 Kg7 Rh3 6 Kg6 Kd4 7 Kg5 Ke3 8 Kg4 Rh8 9 Kg3 Rg8+ 10 Kh4 Kf3 White resigns.**

It was shown by Ban that White's second move was a decisive mistake. He should have played **2 Ke6! Kd4 (2 ... Rh6+ 3 Kf7! Kf3 4 Ke7!) 3 Kf6 K × c4 4 Kg6 Rh8 5 Kg5 (now it is apparent that White has gained an important tempo) 5 ... Kd3 6 Kf4! Ke2 7 Kg3 Rg8+ 8 Kf4! with a draw.**

We will now turn to an examination of examples where one side has a positional advantage sufficient for a win. In each case we will try to establish the nature of this advantage, and will also draw attention to the method of realizing it.

Winning chances occur in this ending in the following basic cases:

(a) When one of the pawns is much closer than the other to the queening square.

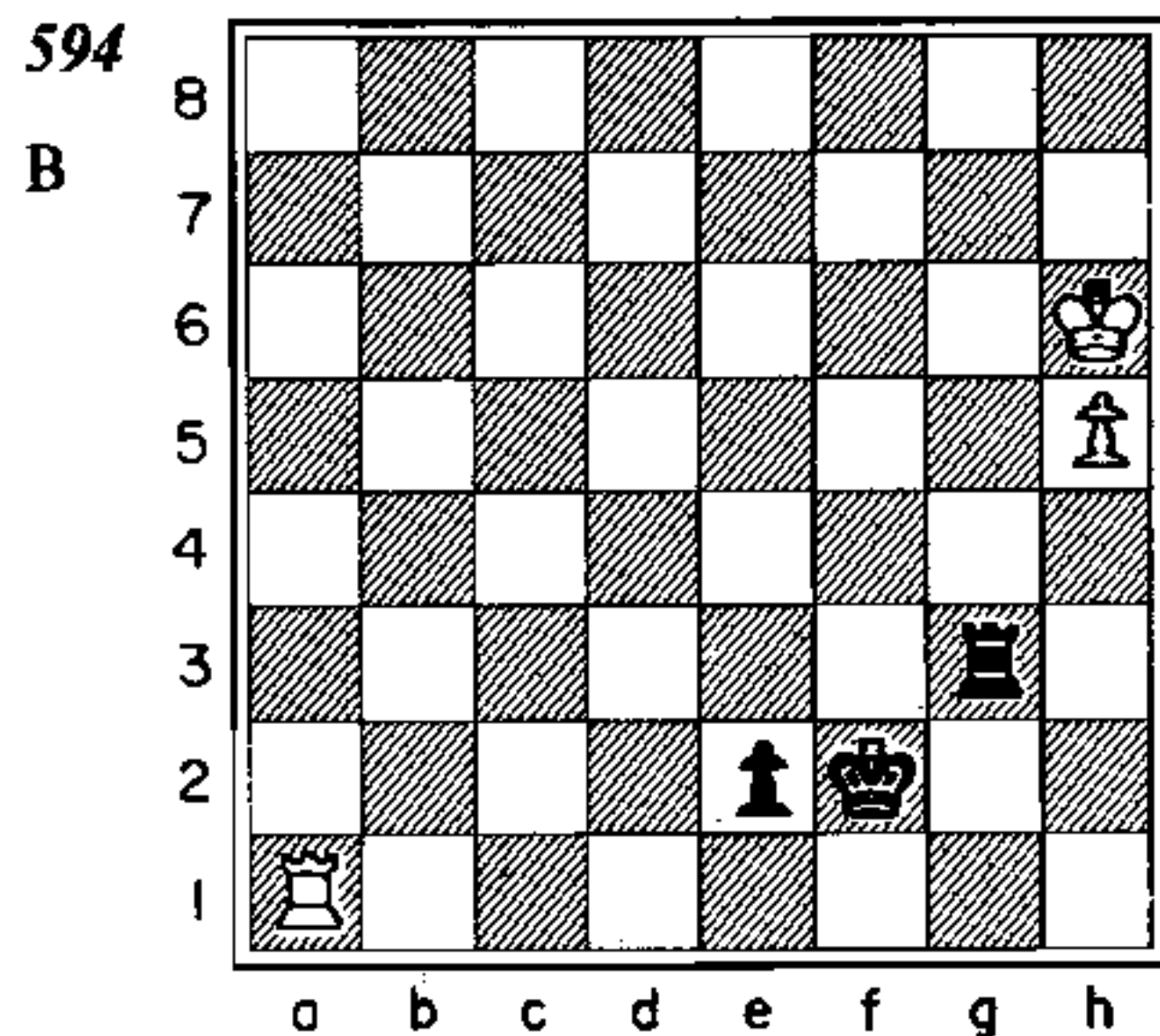
(b) When the opponent's king cannot either support its own pawn, or effectively help the rook in its battle with the enemy pawn.

(c) When the opponent's rook is badly placed, and cannot battle effectively against the pawn.

(d) When the opponent's pawn hinders its own pieces in their battle against the enemy pawn.

One of the main types of advantage in this ending is the greater degree of advancement of a pawn, the result sometimes depending on a single tempo.

Gilg–Tartakower
Semmering, 1926



594. In the event of **1 ... e1 = Q 2 R × e1 K × e1 3 Kh7** the game ends in a draw, since the black king is too far away from the opponent's pawn.

1 ... Rg1! 2 Ra2 Kf3 3 Ra3+.

After **3 R × e2 K × e2** Black's king is only one move closer to the white pawn, but **4 Kh7 Kf3 5 h6 Kf4 6 Kh8 Kg5 7 h7 Kg6** now leads to a win for him.

3 ... Kf4 4 Ra4+ Kg3! 5 Ra3+ Kh4 6 Ra4+ Rg4 (by his king manoeuvre Black has included his rook in the defence) 7 Ra1 Re4 8 Rh1+.

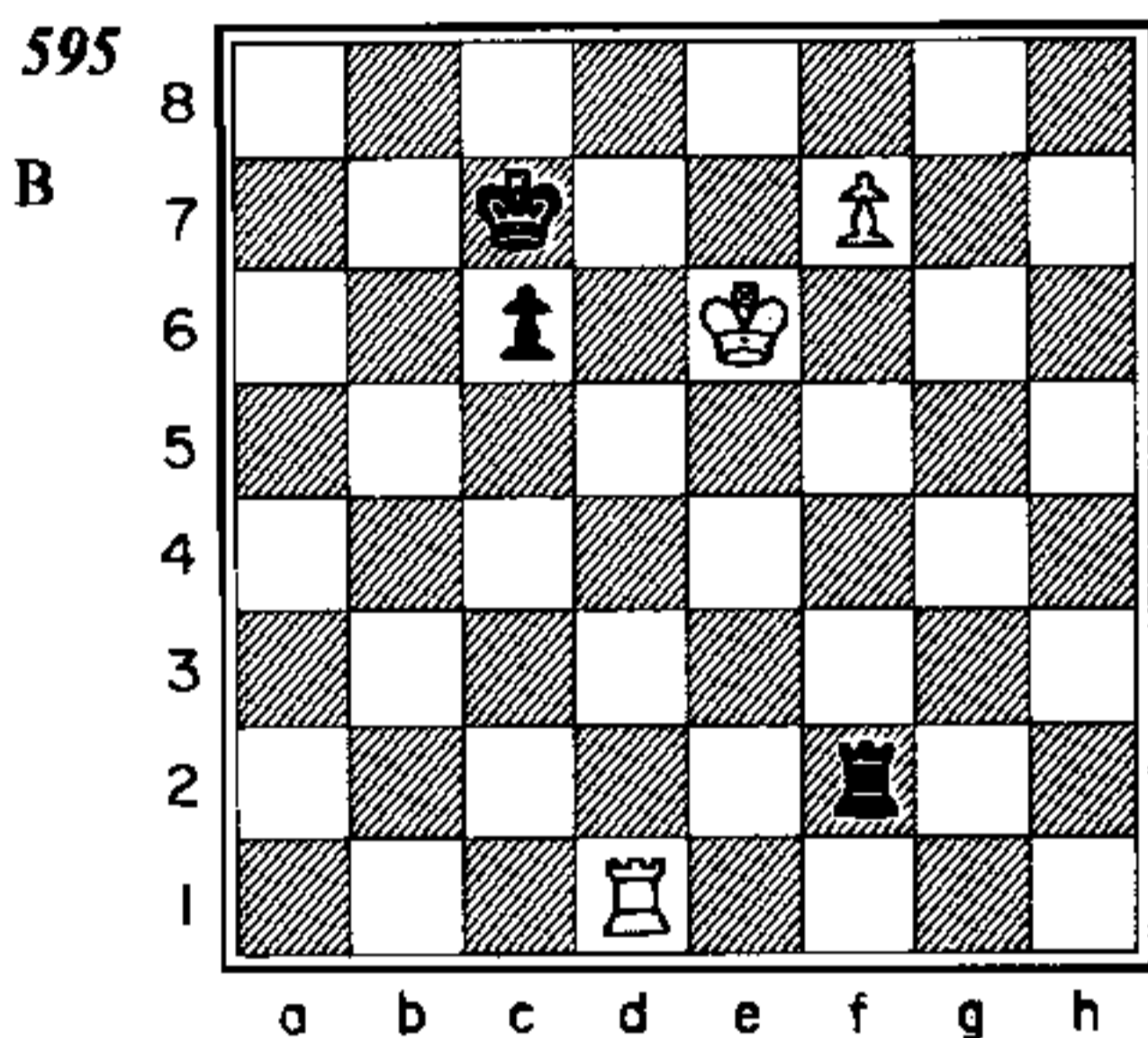
Rook and Pawn against Rook and Pawn

Or 8 Kg6 e1=Q 9 R×e1 R×e1 10 h6 Re6+ 11 Kg7 Kg5 12 h7 Re7+ 13 Kg8 Kg6 and wins.

8... Kg4 9 Rg1+ Kf5! 10 Re1 Kf6 (avoiding a trap: 10... Re7 11 Rf1+!) 11 Kh7 Kg5 12 h6 Re7+ White resigns.

It will, of course, have been noted that Black was able to win, only thanks to the fact that White had a rook's pawn. If the position is moved one file to the left, White draws easily.

Morphy–Lowenthal
London, 1858



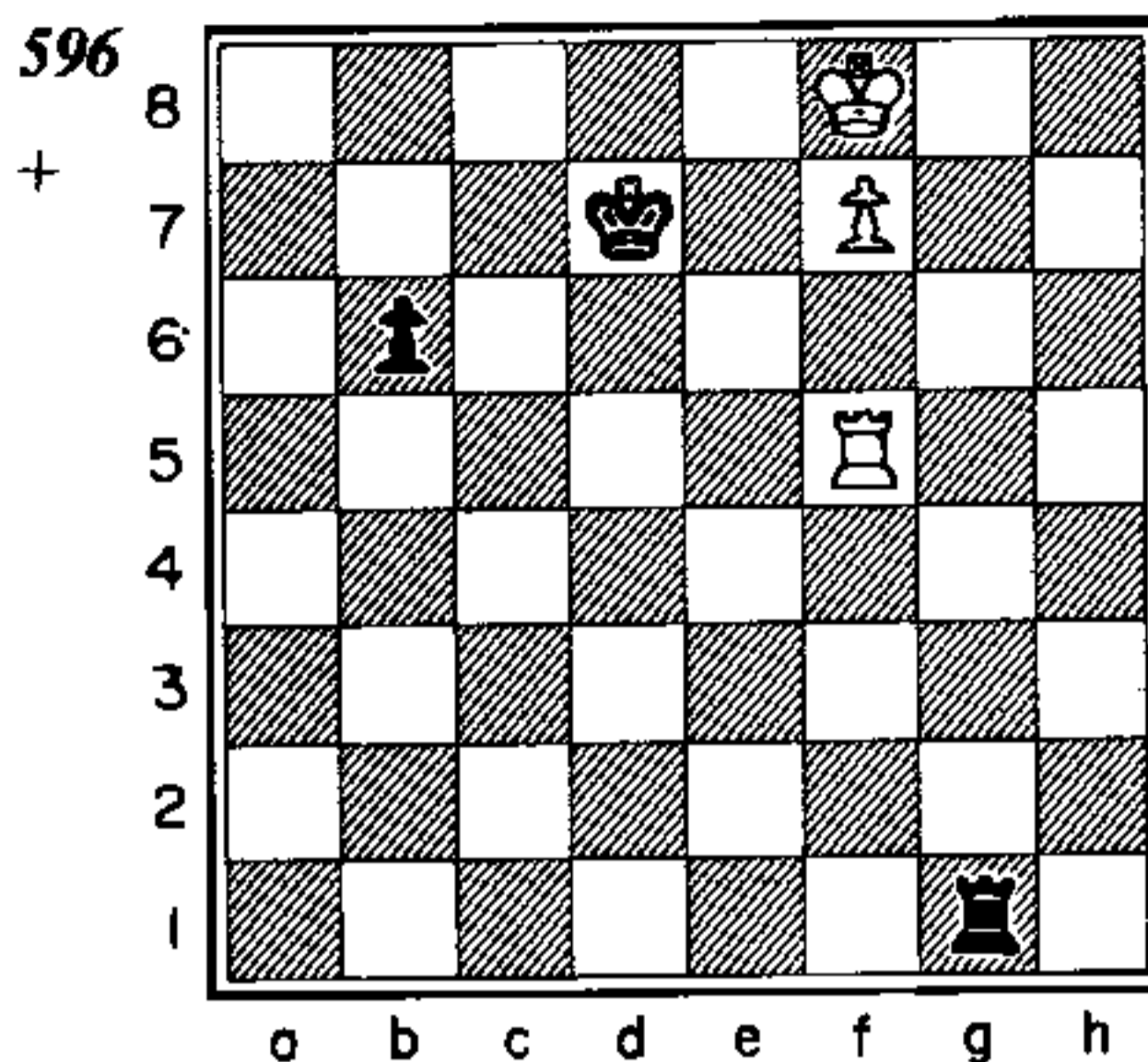
595. Black has nothing better than to drive the opponent's king in front of the pawn.

1... Re2+ 2 Kf6 Rf2+ 3 Ke7 Re2+ 4 Kf8 Rg2 (4... c5 5 Rd5 Kc6 6 Rf5 Ra2 7 Ke7 and wins) 5 Rd4! (a familiar manoeuvre—'building a bridge') 5... c5.

If 5... Kb6, then 6 Ke7 Re2+ 7 Kf6 Rf2+ 8 Ke6 c5 (8... Re2+ 9 Kf5 Rf2+ 10 Rf4) 9 Rd5 R×f7 10 K×f7 Kb5 11 Ke6 Kb4 12 Ke5 c4 13 Kd4, and White wins.

6 Rd5 Kc6 7 Rf5 Rh2 9 (7... Ra2 was more tenacious, since now White could have won more simply: 8 Kg7 Rg2+ 9 Kf6) 8 Ke7 Rh8 9 f8=Q R×f8 10 R×f8 Kd5 11 Rd8+ Ke5 12 Kd7! (by-pass) 12... c4 13 Kc6 Ke4 14 Kb5 c3 15 Kb4 c2 16 Rc8 Kd3 17 Kb3 Resigns.

Kopayev, 1956



596. Here the black king is better placed than in the previous example, preventing the opponent's king from escaping from in front of the pawn.

The composer's solution was: 1 Rh5 Rg2 2 Rh8 b5.

If 2... Kd6, then 3 Rh6+ Kc5 4 Ke7 Rg7 5 Rf6 b5 6 Ke6 R×f7 7 R×f7 Kd4 8 Rb7 Kc4 9 Ke5 b4 10 Ke4 Kc3 11 Ke3 b3 12 Rc7+ and wins.

3 Rg8 Rf2 4 Rg6! b4 5 Rb6 Rf4 6 Kg7, and White wins.

But, of course, White could also have won here by 'building a bridge': 1 Rf4 Rg2.

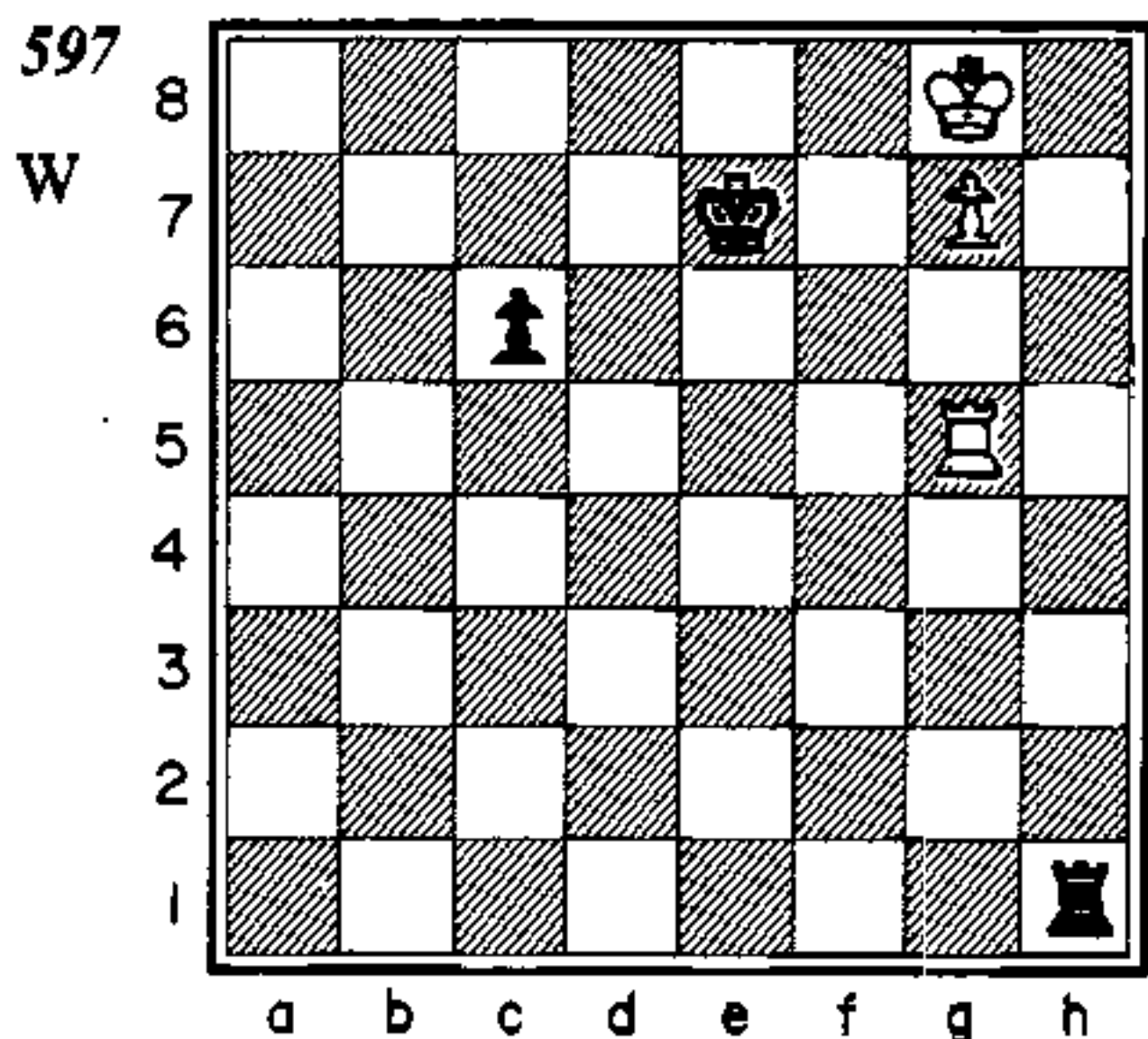
If 1... b5, then 2 Rf5 b4 3 Rb5 Rg4 4 Rb6 Kd8 (4... Kc7 5 Ke7) 5 Rd6+ Kc7 6 Ke7 and wins.

2 Rd4+ Kc6 3 Ke7 Re2+ (3... Rg7 4 Rf4 Kc5 5 Ke6) 4 Kf6 Rf2+ 5 Ke6 b5 6 Rd6+! Kc7 7 Rd5 R×f7 8 K×f7 Kc6 9 Ke6, and White wins.

597. Kopayev wrongly thought that this position was drawn, since the winning method employed by him in the previous example is not possible.

But in fact White can also win here by employing the 'bridge-building' method: 1 Rg4! Rh2 2 Re4+ Kd6 3 Kf7 etc.

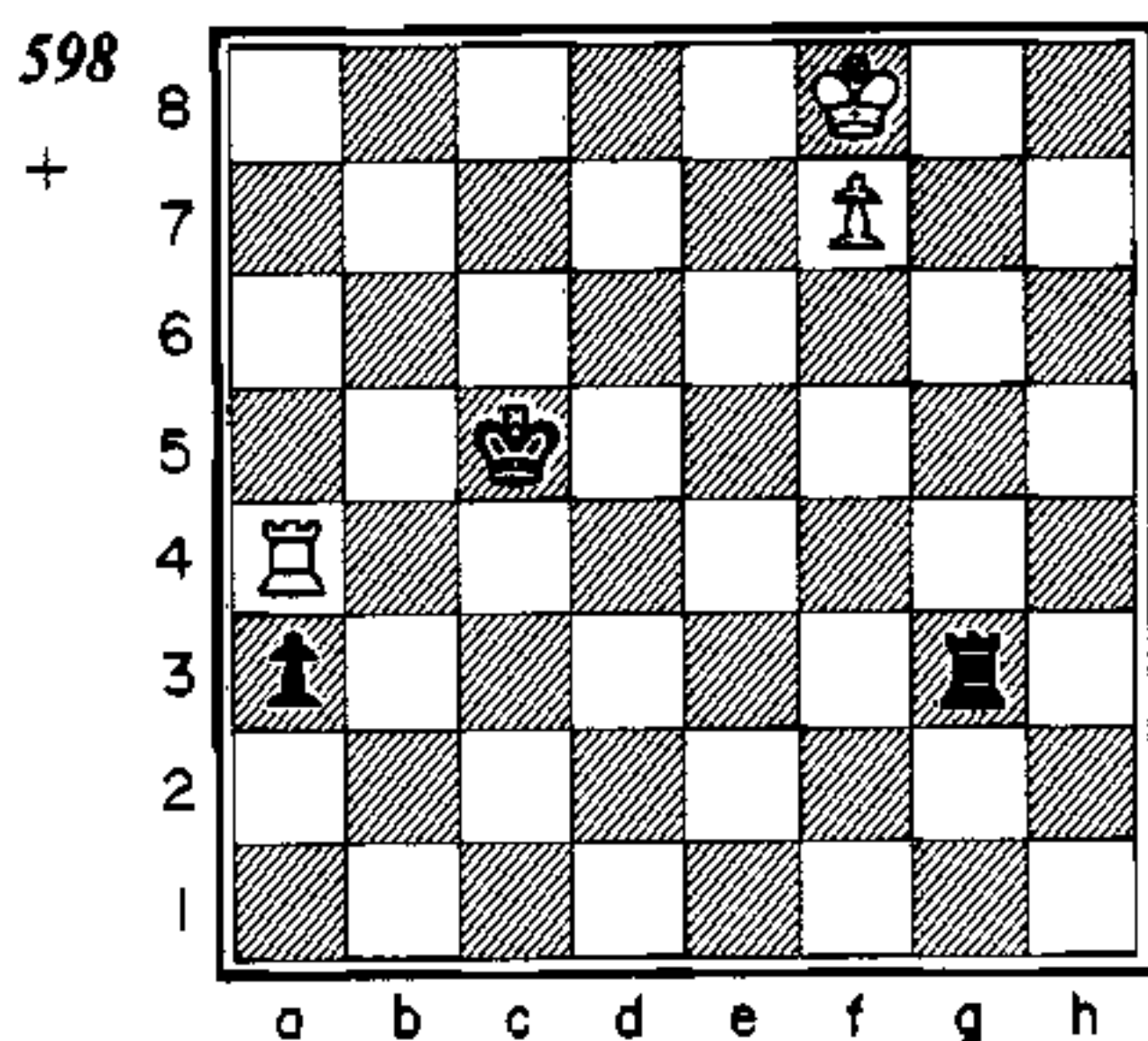
The Pawns are Passed



4 Kf5 Rf3+ 5 Rf4 R×f4+ 6 K×f4 a2 7 f8=Q+, and White wins.
Let us move the black king to c7.

This method also succeeds in the following example.

Kopayev, 1949



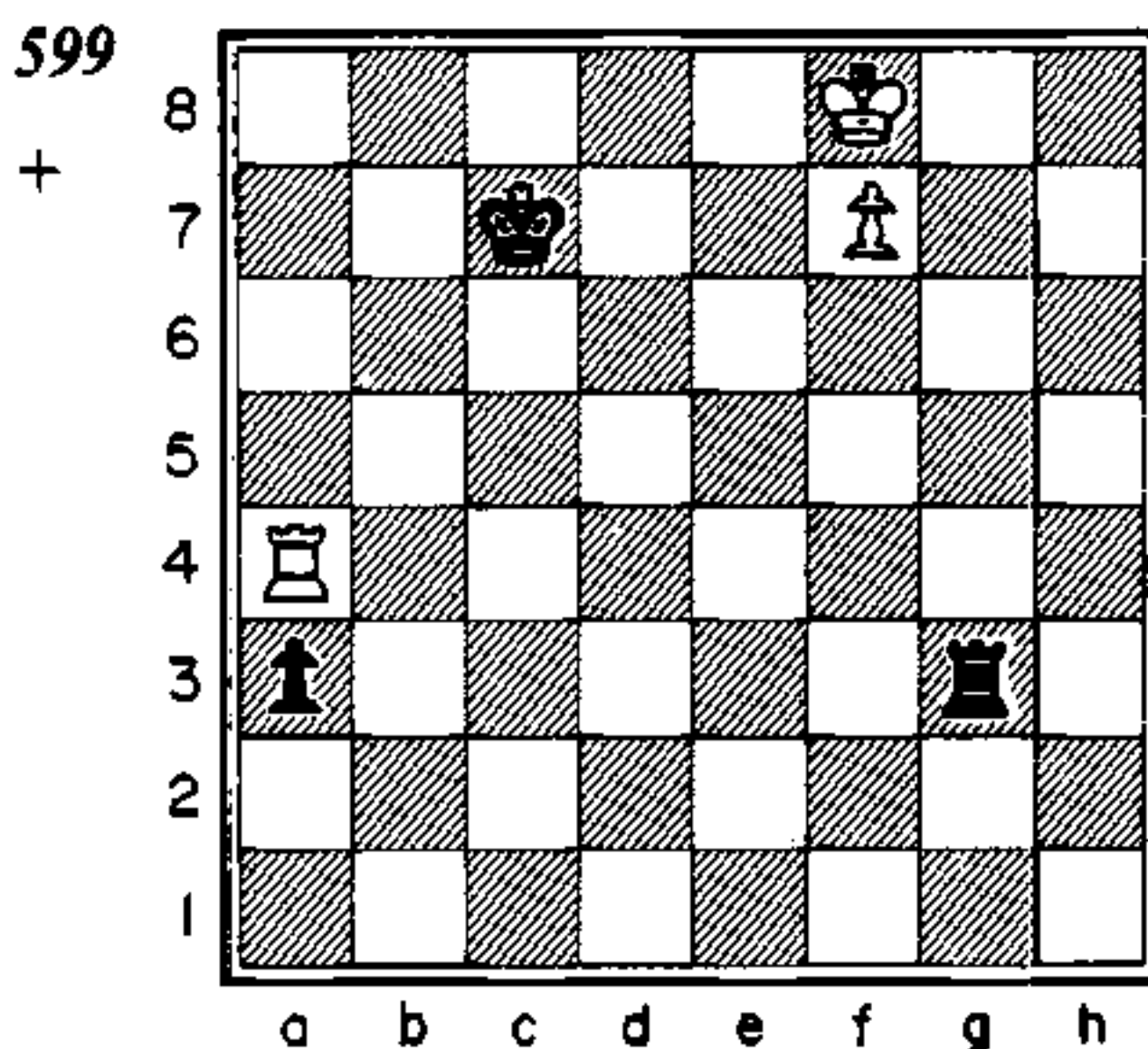
598. The black king is on the pawn's promotion diagonal, and this proves fatal. White's rook is ideally placed, and so there follows: 1 Ke7 Re3+ 2 Kd7!

Not 2 Kf6? Kb5!, when the king moves off the dangerous diagonal, and after 3 Rf4 a2 4 Rf1 Rf3+ 5 R×f3 a1=Q+ Black gains a draw.

2 ... Rf3 3 Ke6 Re3+.

3 ... Kc6 is met not by 4 R×a3? R×a3 5 f8=Q Re3+ 6 Kf7 Rf3+, but first 4 Ra6+!, and only then 5 R×a3.

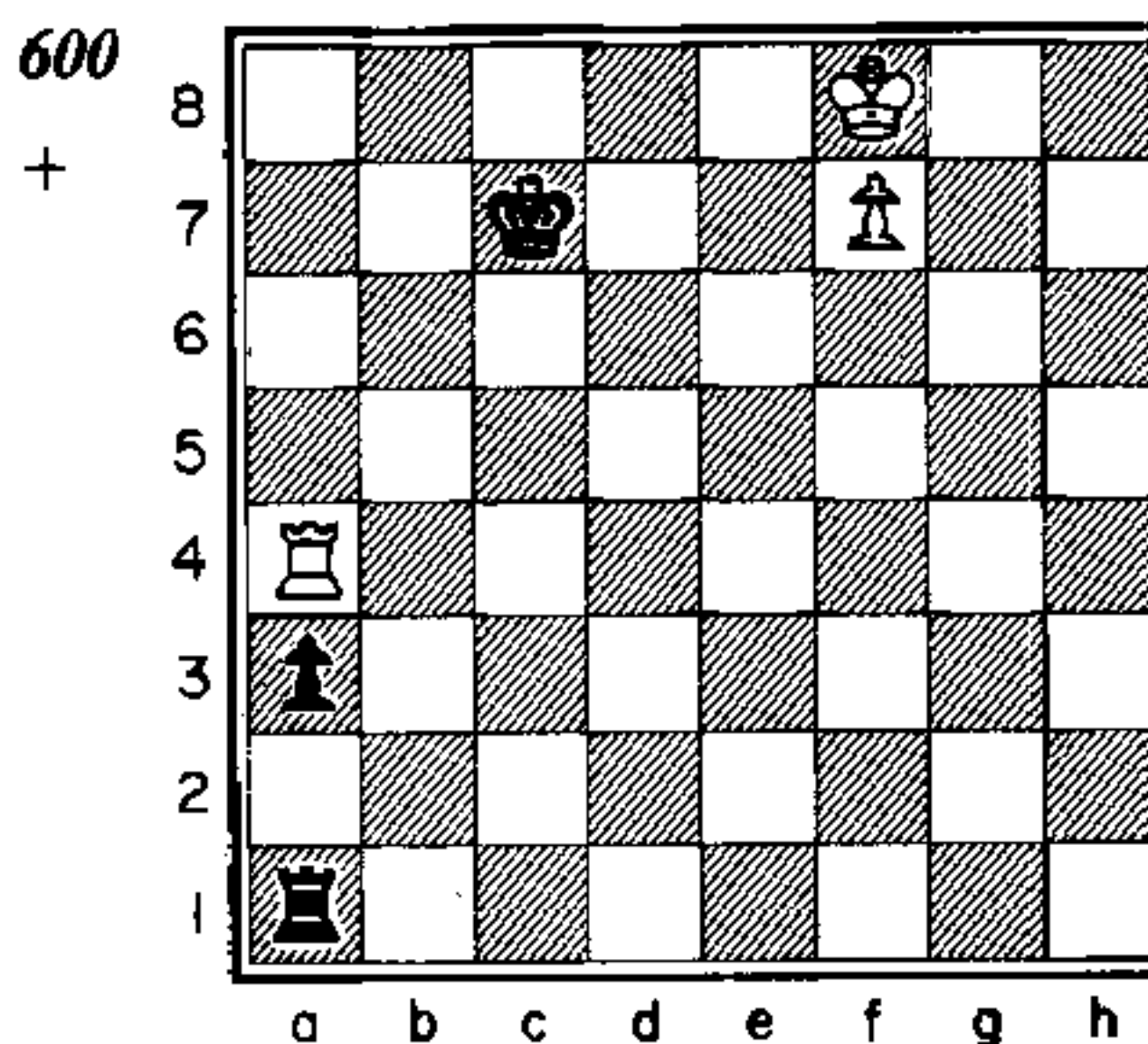
Kopayev, 1949



599. It is clear that, with the black king at d7, the result would be a draw (584). Here too the poor position of the king leads to defeat.

1 Ke7 Re3+ 2 Kf6 Rf3+ 3 Ke6 Re3+ (3 ... Kc6 4 Ra6+! and 5 R×a3) 4 Kd5! Rf3 (4 ... Rd3+ 5 Ke4 Rd8 6 Ke5) 5 R×a3 Rf1 6 Ra8! R×f7 7 Ra7+ and wins.

Kopayev, 1949

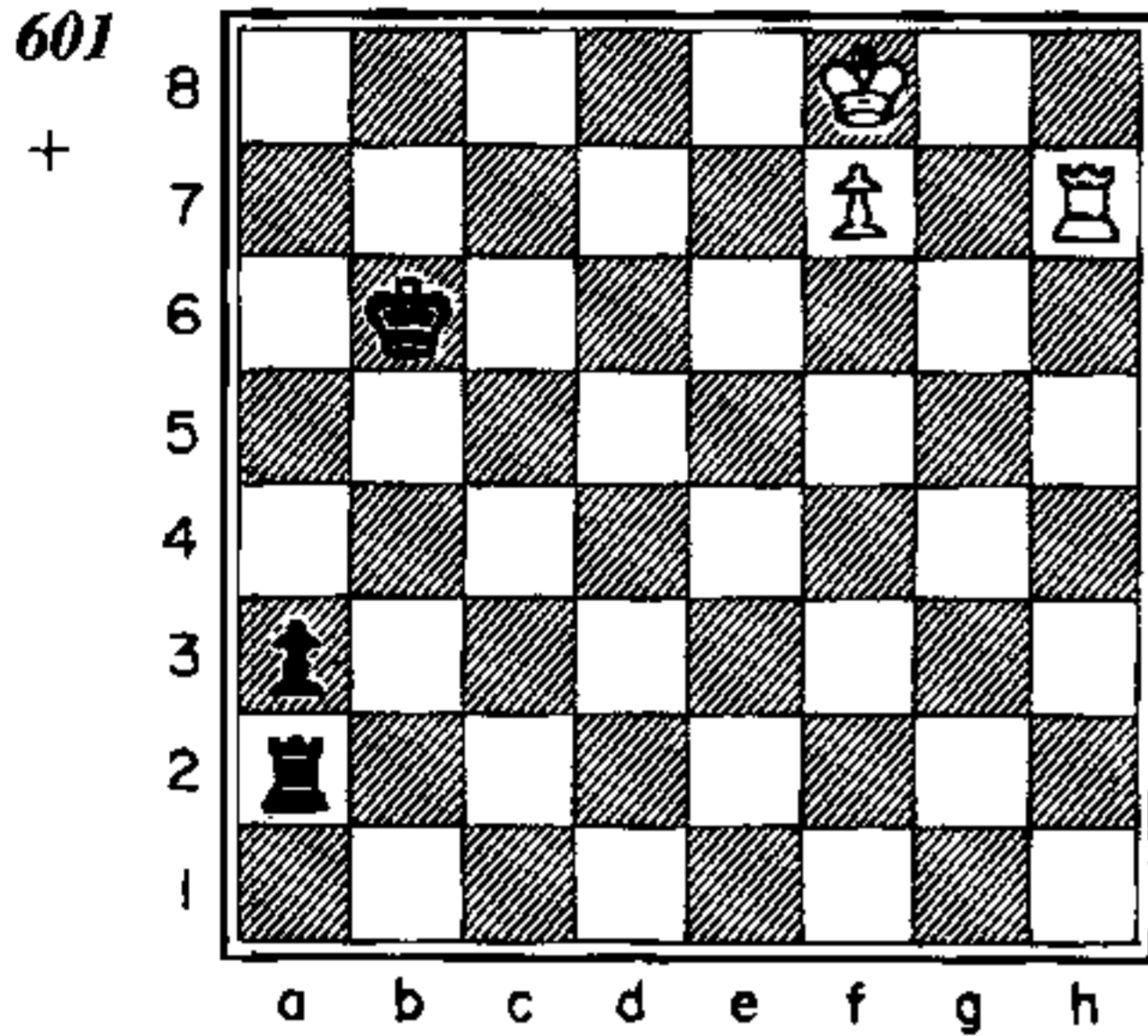


600. The composer's solution was: 1 Ra5! Kb6 2 Rf5 Re1 3 Rf2! Kb5 4 Kg8 Rg1+ 5 Kh7 Rh1+ 6 Kg7 Rg1+ 7 Kf6 and wins.

Rook and Pawn against Rook and Pawn

However, there is a simpler win by the familiar 'bridge-building' method: **1 Rf4! Re1** (1 ... a2 **2 Rf2! Kd7** 3 Rg2 and 4 Kg8, or 1 ... Kb6 **2 Rf2! Rc1** 3 Kg7 Rc7 4 Ra2 or 2 ... Kb5 3 Kg7) **2 Rf2!** etc.

Kopayev, 1949



601. 1 Rh3!

The rook switches to the f-file, and at the same time prevents the opponent's rook from moving off the a-file. After **1 Rh1 Rf2!** White can no longer win.

1 ... Kb5 (1 ... Ra1 **2 Rg3 a2** 3 Rg2 Kb5 4 Kg8) **2 Rf3! Ka4.**

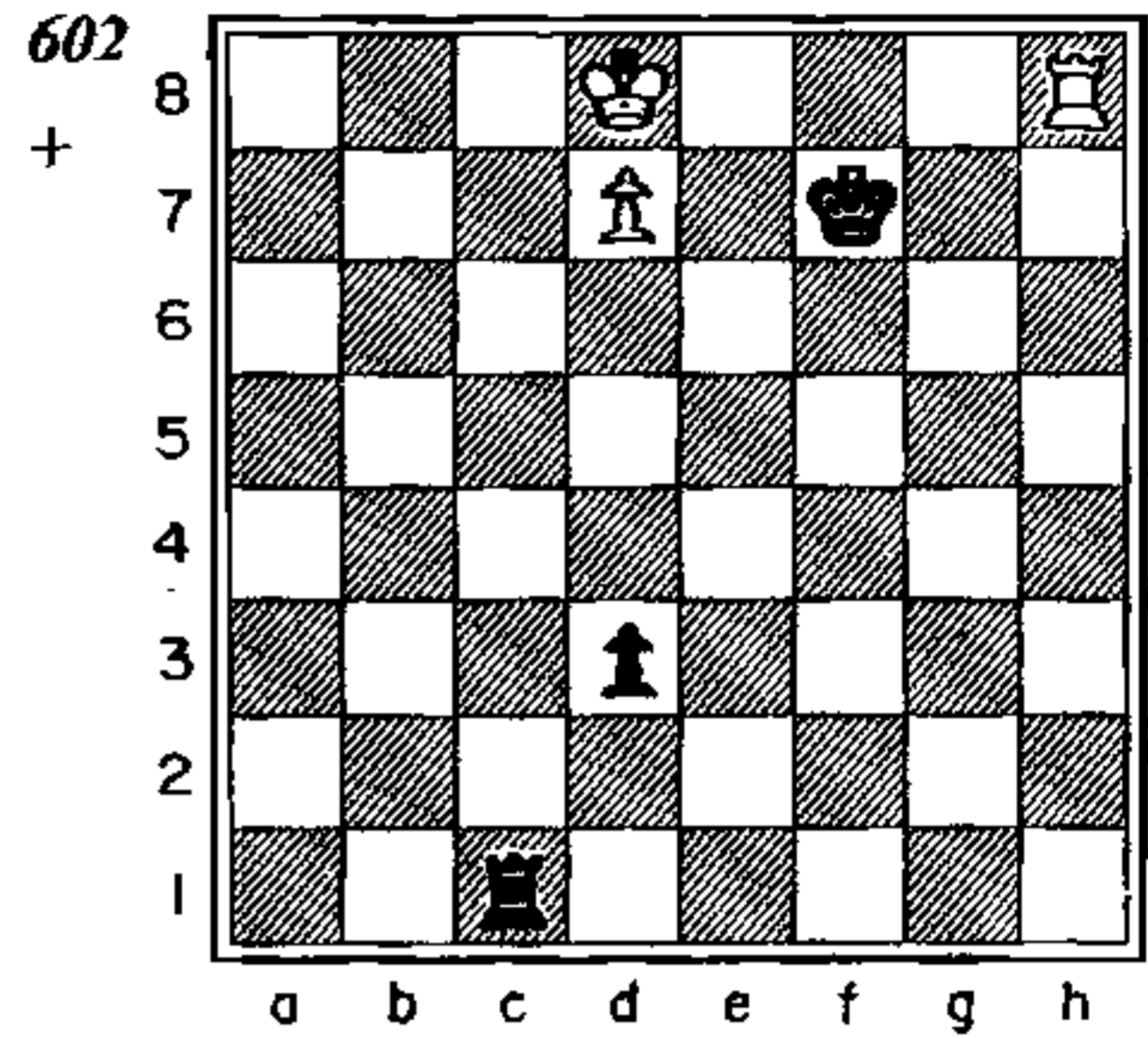
Black's king has moved up to his pawn, and it only remains for him to give up his rook for the white pawn, but ...

3 Rf4+! (this wins more quickly than **3 Ke7**) **3 ... Ka5** **4 Ke7 Re2+** **5 Kd7 Rd2+** **6 Kc7 Rc2+** **7 Kb7 Rb2+** **8 Ka8 a2** **9 f8=Q a1=Q** **10 Qc5+** and mate in two moves.

602. With the black pawn at a3, b3, f3 or g3 the position would be drawn. For example, with the pawn at a3: **1 Rh7+ Kf8** **2 Rh2 Rc3** **3 Rf2+ Kg7**, and White does not achieve anything by bringing out his king: **4 Ke7 Re3+** **5 Kd6 Rd3+** **6 Kc7 Rc3+** etc.

Here the pawn at d3 plays a negative role: it allows the white king to hide from the checks along the file.

Wotawa, 1952



1 Rh7+ Kf8.

Or **1 ... Kg6** **2 Rh2 Rc2** **3 Rh1 d2** **4 Ke7 Rc1** **5 d8=Q Re1+** **6 Kf8** and wins.

2 Rh2 Rc4.

2 ... Rc2 is met by **3 Rd2! R x d2** (**3 ... Rc3** **4 Rf2+ Kg7** **5 Ke8**) **4 Kc7 Rc2+** **5 Kd6** etc.

3 Rf2+ Kg7 **4 Rd2 Rd4.**

Black has placed his rook 'à la Tarrasch', but the distance between his rook and the white pawn (2 ranks) is too small.

5 Ke7 Re4+ **6 Kd6 Rd4+** **7 Ke6** (the rook cannot now give another check, so Black has to move his king) **7 ... Kf8(h7).**

On **7 ... Kg6** **8 Rg2+ Kh5** White concludes matters with **9 Rg8 d2** **10 d8=Q d1=Q** **11 Qg5** mate, while if **7 ... Kh6** **8 Ke7 Re4+** **9 Kf6**, threatening mate.

8 Rf2(h2)+ Kg7 **9 Rf4(h4)! R x f4** **10 d8=Q**, and White wins.

We will now examine some examples where a pawn on the threshold of queening is blocked by the opponent's rook, whose activity is thereby severely curtailed.

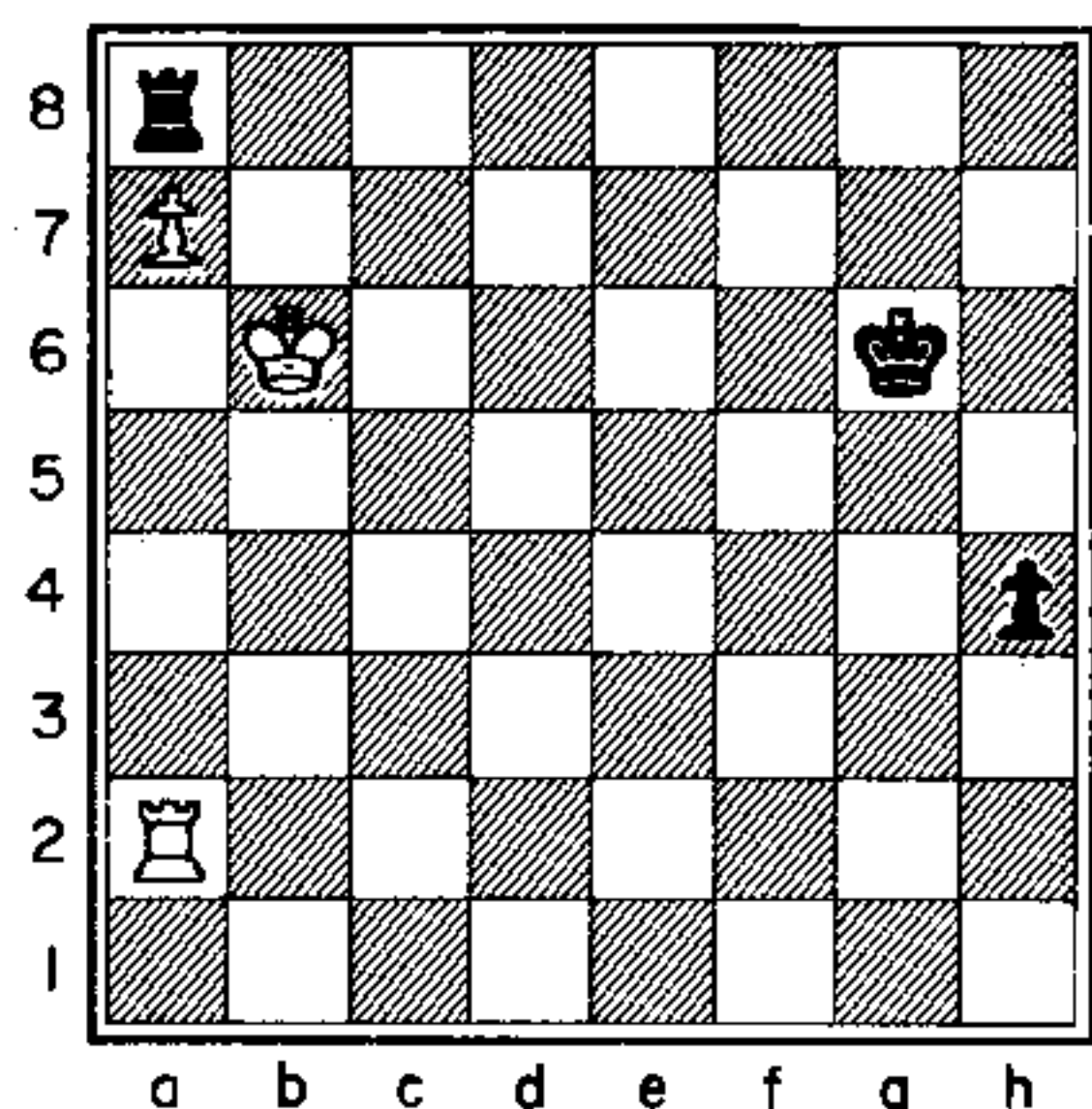
603. The immediate **1 Kb7** does not succeed: **1 ... R x a7+** **2 R x a7 Kf5** **3 Kc6 h3** **4 Kd5 Kf4** **5 Rh7 Kg3** **6 Ke4 h2**, or **2 K x a7 Kf5** **3 Kb6 h3** **4 Kc5 Kf4** **5 Kd4 Kg3** **6 Ke3 h2.**

First **1 Ra5!** is correct. By cutting off the king from the pawn, White forces the rook to

The Pawns are Passed

603

+



abandon a8, since 2 Kb7 is now a threat. Black has two possibilities:

(a) 1 ... Rf8 2 Kb7 Rf7+ 3 Ka6 Rf8.

If 3 ... Rf6+ 4 Kb5 Rf8, White can now play 5 a8=Q R×a8 6 R×a8 Kf5 7 Rh8 Kg4 8 Kc4, and wins.

4 Rb5! h3 5 Rb8.

The simplest way to win, suggested by Shatskes. Things are more complicated after 5 Rb3 h2 (5 ... Rh8 6 Rb8 Rh4 7 Kb5) 6 Rh3 Rf6+ 7 Kb5 Rf5+ 8 Kb4 Rf4+ 9 Kb3 Rf3+ 10 R×f3 h1=Q 11 a8=Q, when the white king still has to escape from the checks.

5 ... Rf3 6 Rb6+! Kg5 (6 ... Kg7 7 a8=Q) 7 Rb5+ and 8 a8=Q.

(b) 1 ... Re8 2 Kb7 Re7+ 3 Ka6 Re8 4 Rb5 h3 5 Rb8!

Here 5 Rb3 h2 6 Rh3 Re6+ 7 Kb5 Re5+ 8 Kb4 Re4+ leads to a draw, since 9 Kb3 is not possible due to 9 ... Re3+.

5 ... Re3 6 Rb6+!, and then as in the first variation.

604. The direct attack on the rook leads only to a draw: 1 Kf7? R×g7+! 2 K×g7 c5 3 Rc1 Kd4 4 Kf6 c4 5 Kf5 Kd3 6 Kf4 c3 etc.

White's problem is to neutralize the opponent's pawn, and not allow the black king to approach the g-pawn: 1 Rg3+! Ke4(d4).

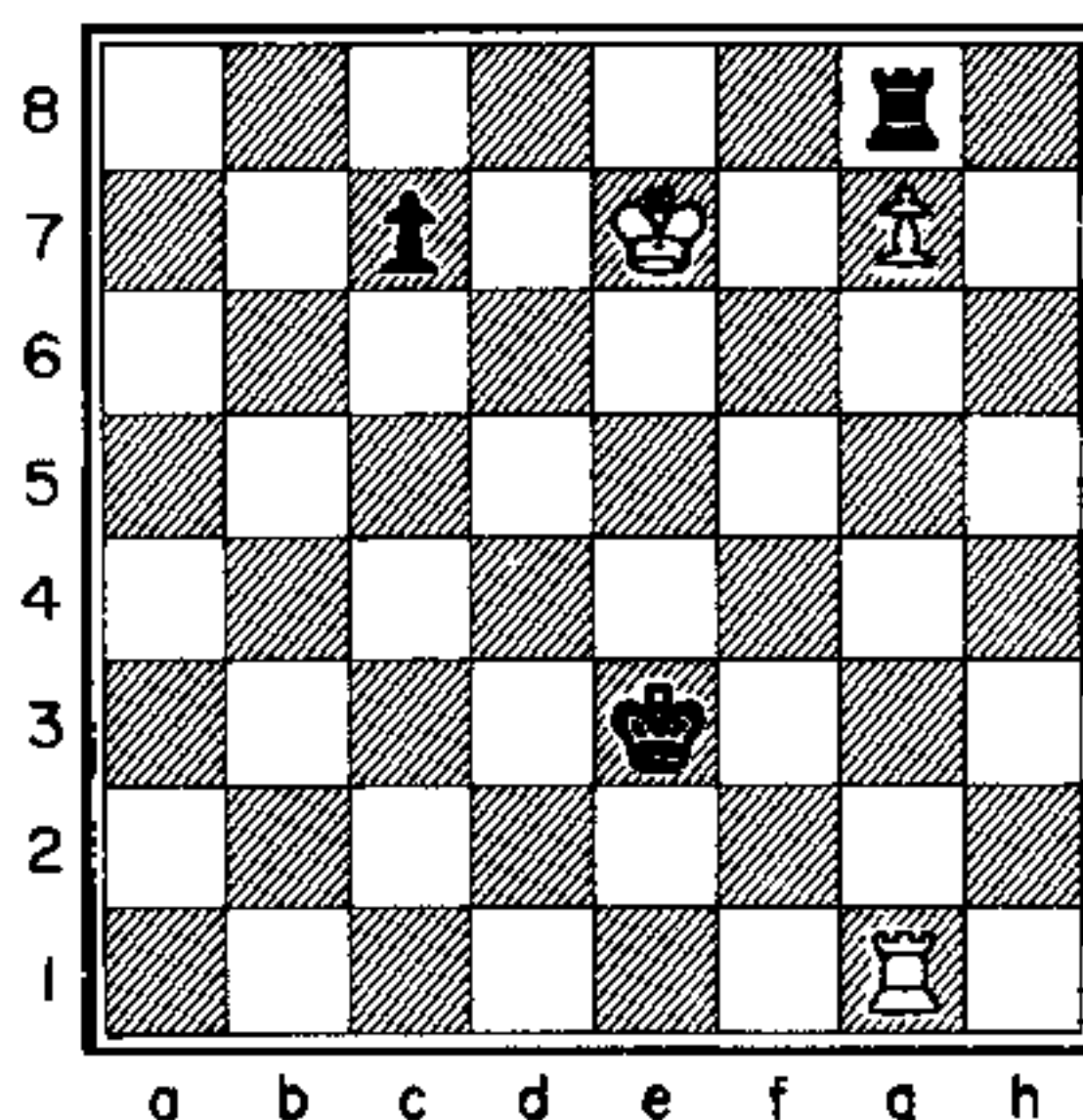
After 1 ... Kf4 Black's king is a long way from his pawn, and White wins by 2 Kf7 R×g7+ 3 R×g7 Ke5 4 Rg5+ Kd6 5 Kf6 etc.

2 Rg4+ Ke5 3 Kf7! Rc8.

Vasiliev, 1984

604

+



Best. If, for example, 3 ... Rb8, then 4 Rc4 Kd6 5 Rh4! c5 6 Rh5, and Black's king is cut off from his pawn.

4 Rg5+! Kd4 5 Ke6 (5 Kf6 is also possible) 5 ... Rg8.

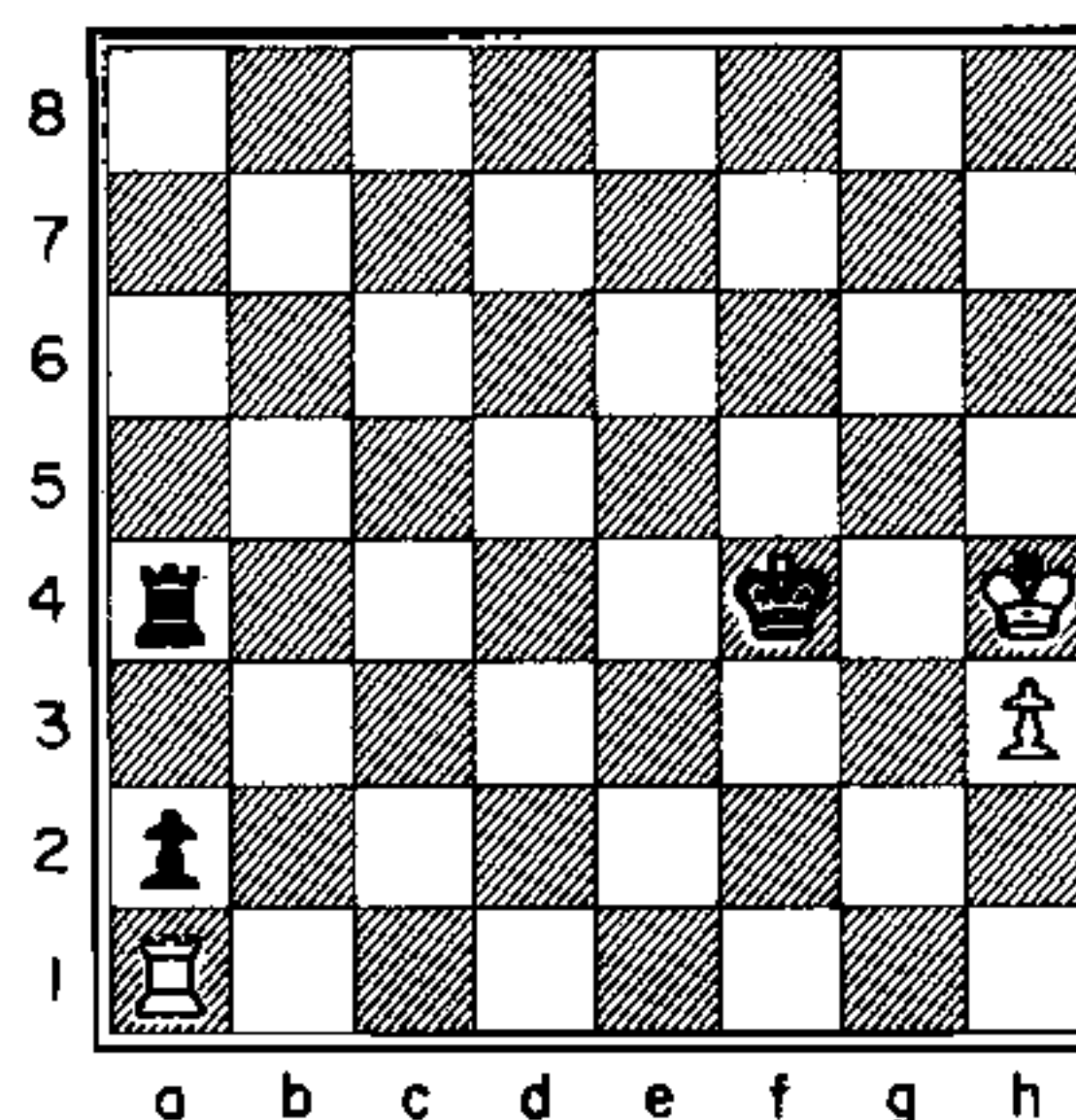
If 5 ... c5, then 6 Rg4+ Kd3 (6 ... Ke3 7 Kd5 Rg8 8 K×c5 Kf3 9 Rg1 Kf4 10 Kd6 Kf5 11 Ke7) 7 Kd5 c4 8 Rd4+ Kc3 9 R×c4+ and wins.

6 Rg4+ Kd3 7 Kd5 Ke3 8 Re4+ (of course, not 8 Kc6 Kf3 9 Rg1 Ke4 10 K×c7 Kf5 with a draw) 8 ... Kf3 9 Re7 c5 10 Ke6!, and White wins.

from a practical game
Moscow, 1956

605

B



Rook and Pawn against Rook and Pawn

605. To win, Black has to capture the white pawn, but in such a way that the opponent's king cannot, in turn, eliminate the a-pawn.

1 ... Kf3+ 2 Kg5 Kg3 3 Kf5 Kxh3 4 Ke5 Kg3 5 Kd5 Kf3 6 Kc5 Ke3 7 Kb5 Ra8 8 Kc4! Kd2 9 Kb3 Rb8+.

White (with colours reversed) has reached the finish to an old study by Seyboth (1899), and after 10 Kc4! Rb2 11 Rh1! a draw would have been inevitable. But he played 10 Ka3 (10 Kxa2 Kc2), and after 10 ... Kc2! 11 Rxa2+ Kc3 he was obliged to resign.

Thus, against correct defence by the opponent, for a win Black was short of one tempo, which he could have gained in an original way, pointed out by Gusev: 1 ... Ra5! 2 Rf1+ Ke3 3 Ra1 Kf3! 4 Rf1+ Kg2 5 Ra1 Ra4+ 6 Kg5 Kxh3 7 Kf5 Kg3.

Here the black king is one square closer than in the game continuation, which proves decisive.

8 Ke5 Kf3 9 Kd5 Ke3 10 Kc5 Kd3 11 Kb5 Ra8 12 Kb4 Kc2 etc.

As we have already seen several times, when the pawns are equally far advanced the defender has difficulties if his king is a long way from his pawn.

The following examples show the procedure of systematically driving back the enemy king. This was first demonstrated in a famous study by Emanuel Lasker.

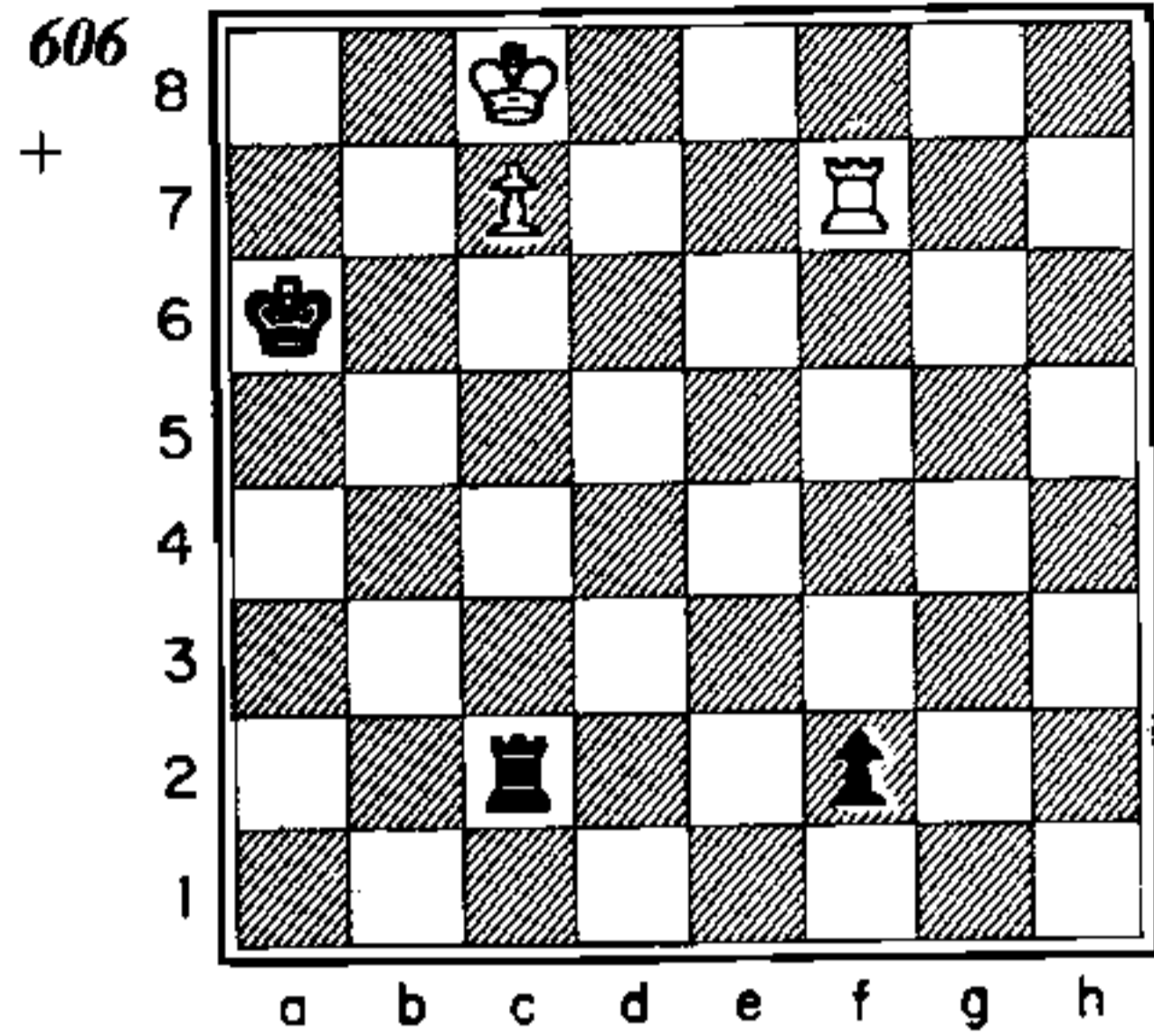
606. If the black king were at a7, all White's winning attempts would be in vain. The slight difference in the king's position proves fatal.

1 Kb8 Rb2+ 2 Ka8! Rc2 3 Rf6+ Ka5 4 Kb7 Rb2+ 5 Ka7 Rc2 6 Rf5+ Ka4 7 Kb6 Rb2+ 8 Ka6 Rc2 9 Rf4+ Ka3 10 Kb6 Rb2+ 11 Ka5 Rc2 12 Rf3+ Kb2.

By each time taking the opposition, White has succeeded in driving the opponent's king onto the 2nd rank. Now comes the decisive blow.

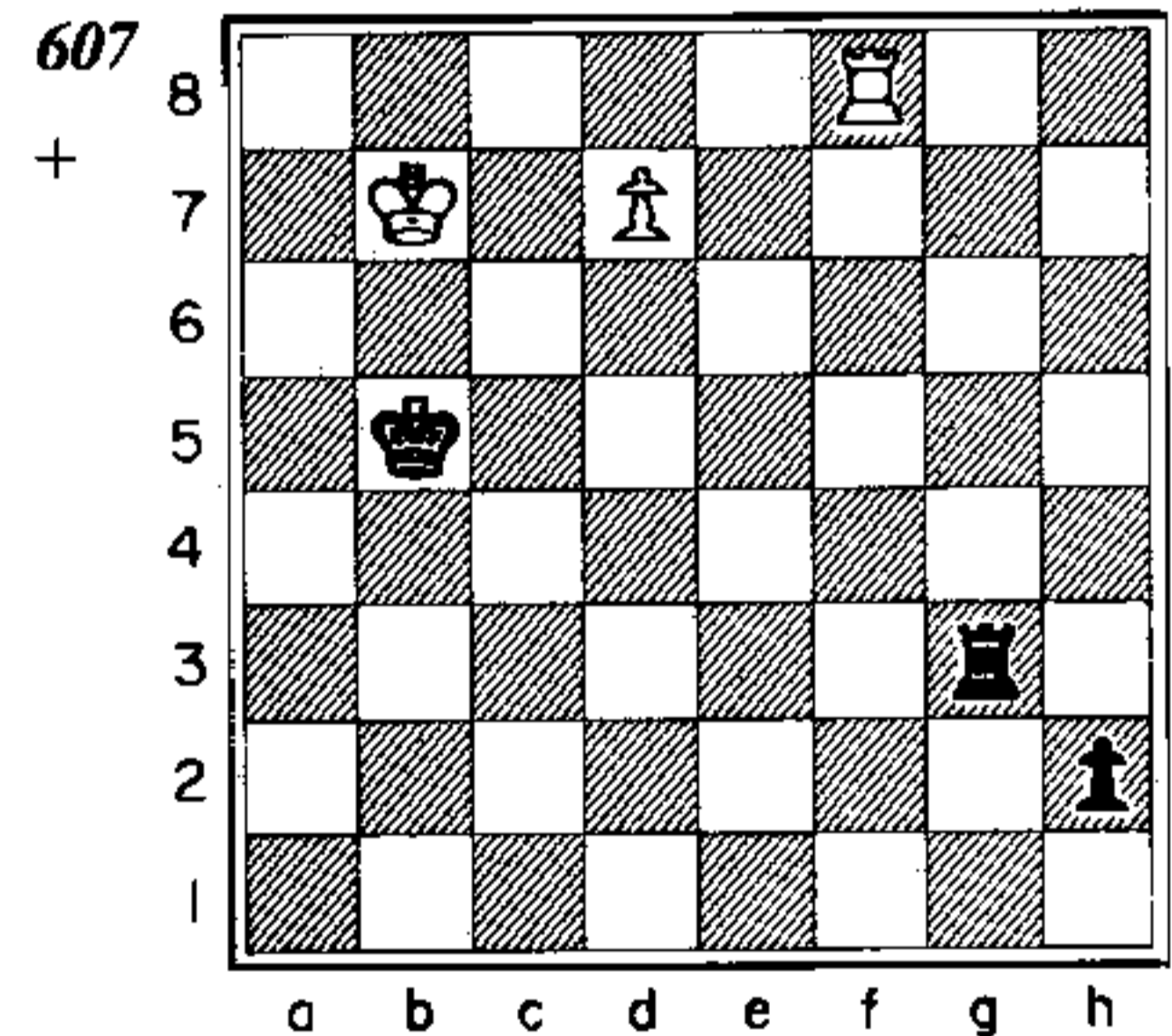
13 Rxf2! Rxf2 14 c8=Q, and White wins.

Em. Lasker, 1890



Example 607 is of independent significance; White must first force the required arrangement of the opponent's pieces, and only then set about driving back the king.

Kopayev, 1953



607. White fails to win by either 1 d8=Q h1=Q+ 2 Kb8 Rb3, or 1 Rh8 Rd3 2 Rh5+ Ka4! 3 Kc6 Rc3+ 4 Kb6 Rb3+ 5 Ka6 Rd3, while if 1 Rf1, then 1 ... Rd3 2 Kc7 Rc3+ 3 Kd8 Rg3 with a draw.

1 Rf5+! Ka4 2 Ra5+!

In this way the black king is driven onto the b-file, so that it can then be used as a screen against vertical checks.

2 ... Kb4.

The Pawns are Passed

If 2 ... K × a5, then 3 d8=Q+ Kb5 4 Qd5+ Ka4 (4 ... Kb4 5 Qd2+) 5 Qa2+, winning the pawn.

3 Rh5 Rd3 4 Kc6 Rc3+ 5 Kb6 Rd3 6 Rh4+ Ka3.

The driving-back has begun, but now the black rook must be forced onto the 2nd rank.

7 Kc7 Rc3+ 8 Kd8 Rc2 (the rest is familiar) 9 Ke7 Re2+ 10 Kd6 Rd2+ 11 Kc6 Rc2+ 12 Kb5 Rb2+ 13 Ka5 Rd2 14 Rh3+ Kb2 15 R × h2 and wins.

And now some studies where Lasker's 'staircase' is combined with other, already familiar ideas.

the unfortunate position of the rook at a1) 4 ... Kg4.

If 4 ... Kh3, then 5 Ra4, all the same forcing the king to move onto the g-file. The rest proceeds 'à la Lasker'.

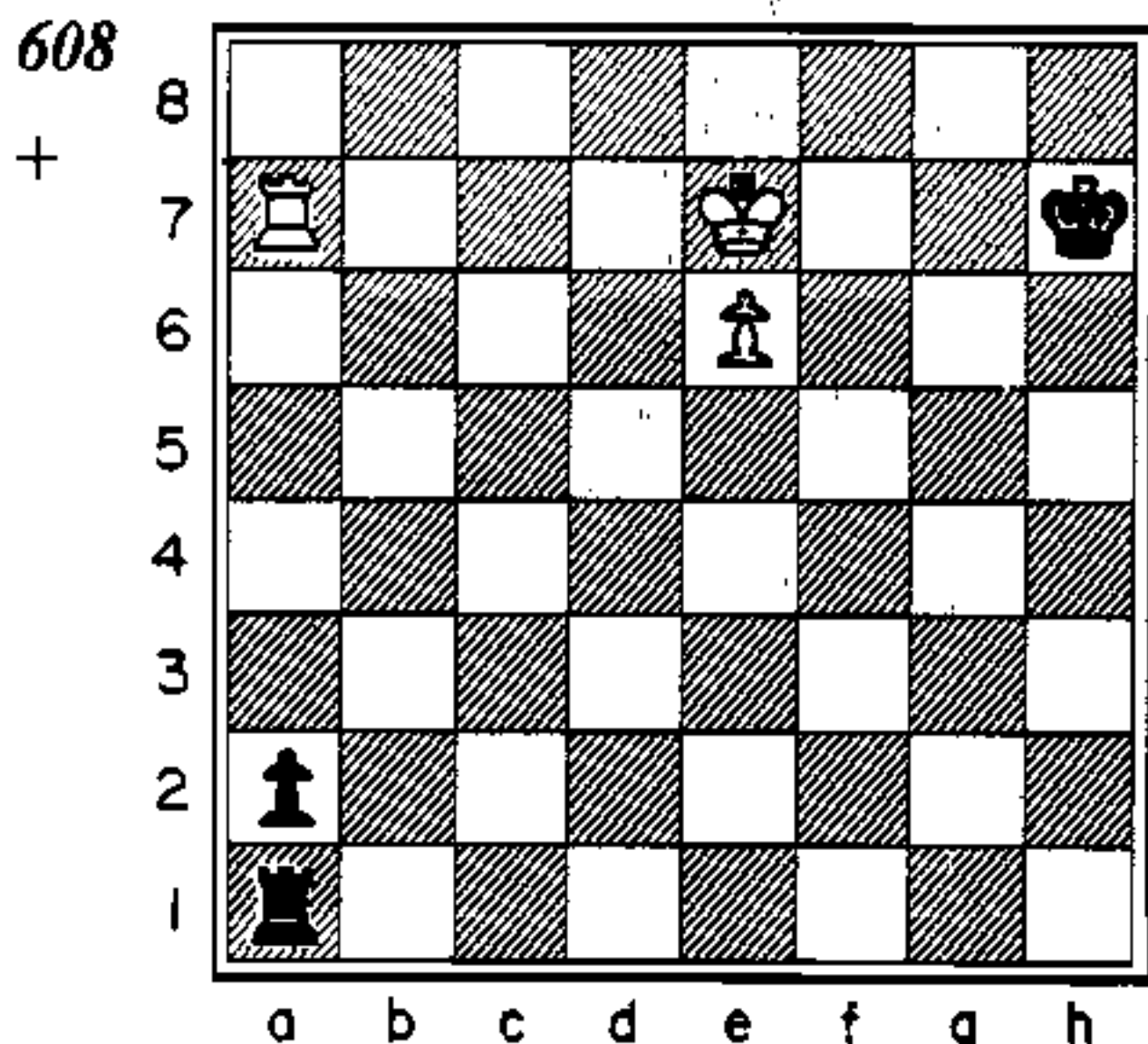
5 Kf7 Rf1+ 6 Kg6 Re1 7 Ra4+ Kh3 8 Kf6 Rf1+ 9 Kg5 Rg1+ 10 Kh5 Re1 11 Ra3+ Kg2 12 R × a2+ Kf3 13 Ra7 Re6!

White has one last line of defence to overcome.

14 Kg5 Ke4 15 Rc7 Ke5 16 Rd7! Ke4 17 Rd1! Kf3 18 Rf1+ Ke2 19 Rf7 Ke3 20 Kf5, and wins.

Black wins in similar fashion in the following practical example.

Keres, 1947



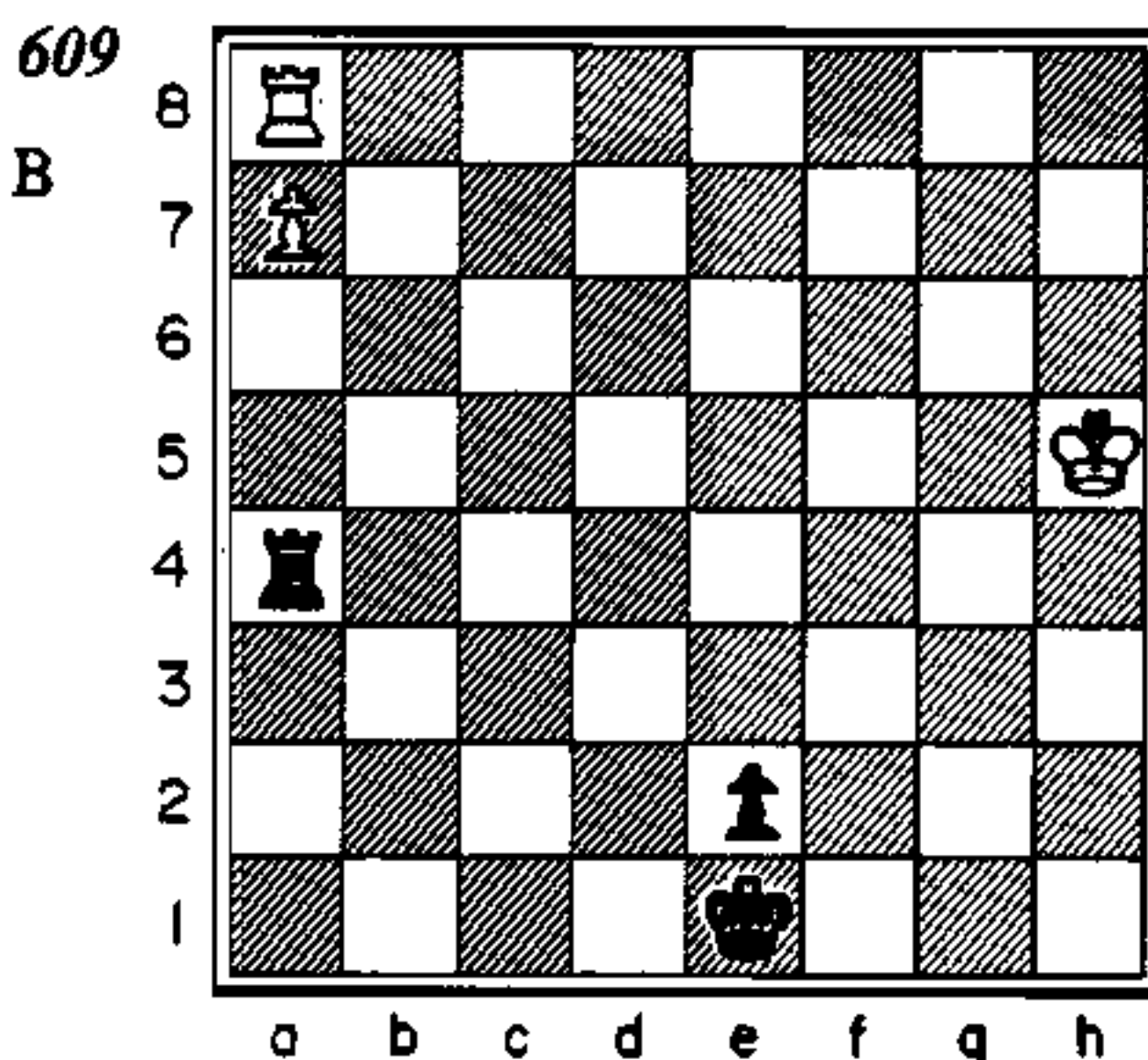
608. After 1 Ke8 + Kg6 2 e7 Black is faced with a difficult choice: where to make for with his king?

If, for example, 2 ... Kh7 3 Ra3 Kg7, White switches his rook to the 2nd rank with decisive effect: 4 Rg3+ Kh7 5 Rg2 Kh8 6 Rd2 Kg7 7 Kd7. The same happens after 3 ... Kg6 4 Rg3+ Kh5 (if 4 ... Kf5 5 Rg2 Ke4, then 6 Kf7! Rf1+ 7 Kg6 a1=Q 8 e8=Q+, winning) 5 Rg2 Kh4 6 Rd2 etc.

Therefore beforehand Black moves his king as far away from the pawn as possible, trying not to allow the rook to switch to the 2nd rank with gain of tempo.

2 ... Kh5 3 Ra3! Kh4 4 Ra5 (emphasizing

I. Zaitsev-Dvoryetsky
Moscow, 1973



609. 1 ... Ra6!

Now White has a limited number of replies. The game went 2 Kg4 Rg6+ 3 Kf5 Rg7.

By carrying out the standard rook transfer, Black has further strengthened his position. He now threatens 4 ... Kf1, hiding in the white king's 'shadow'.

4 Kf6 Rh7 5 Ke6 Rb7 6 Ke5 (there is nothing better; if 6 Kd6 Kd2 7 Kc6 R × a7, or 6 Kf6 Kf1) 6 ... Re7+ 7 Kd6 Kd1! 8 K × e7 e1=Q+ 9 Kd7 Qa5, and Black won.

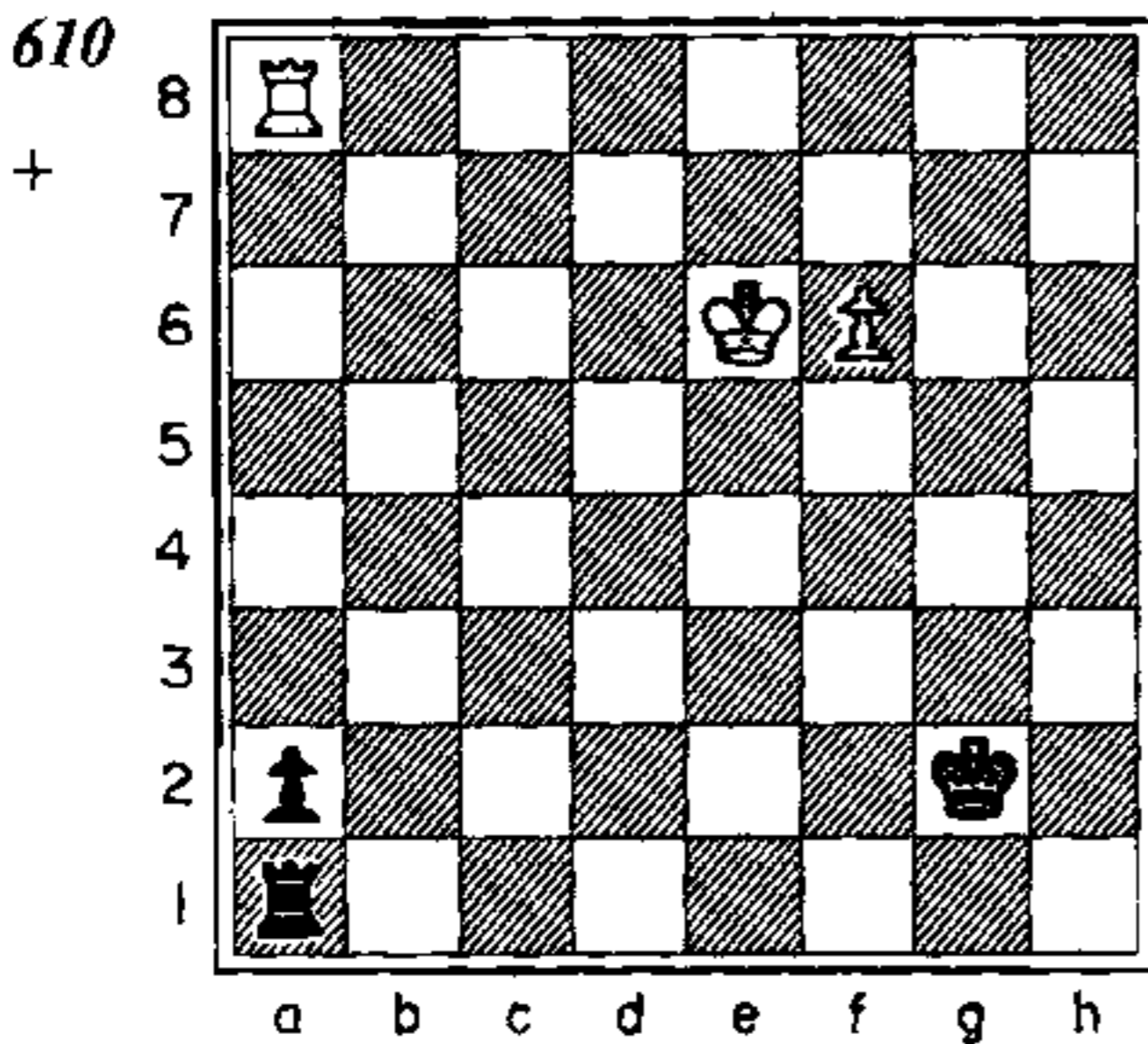
It remains to add that 2 Kh4 could have been met, as in the game, by 2 ... Rh6+ 3

Rook and Pawn against Rook and Pawn

Kg5 Rh7 etc. And 2 Kg5, the most tenacious defence, would have allowed the driving-back of the king 'à la Lasker': 2 ... Kf2 3 Rf8+ Kg3 4 Re8 Ra5+ 5 Kh6 Kf3 6 Rf8+ Kg4 7 Rg8+ Kh4! 8 Re8 Ra6+ 9 Kg7 R×a7+ 10 Kf6 Ra2 11 Re3! (as in the Keres study) 11 ... Kg4 12 Ke5 Rb2(c2)! 13 Ke4 Rd2! 14 Ke5 Rd8! 15 Kf6 Rf8+ 16 Ke7 Rf2 17 Ke6 Kf4 and wins.

The following study demonstrates some interesting subtleties involved with the manoeuvring of the kings.

Hasek, 1936



610. White fails to win by 1 f7 Re1+ 2 Kd5 Rd1+ 3 Kc4 Rc1+ 4 Kb3 Rf1 5 R×a2+ Kg3 6 Ra7 Kg4 with a draw. First White must hide his king in front of his pawn, allowing the opponent's king a choice of which direction to move in.

1 Kf7 Kf3.

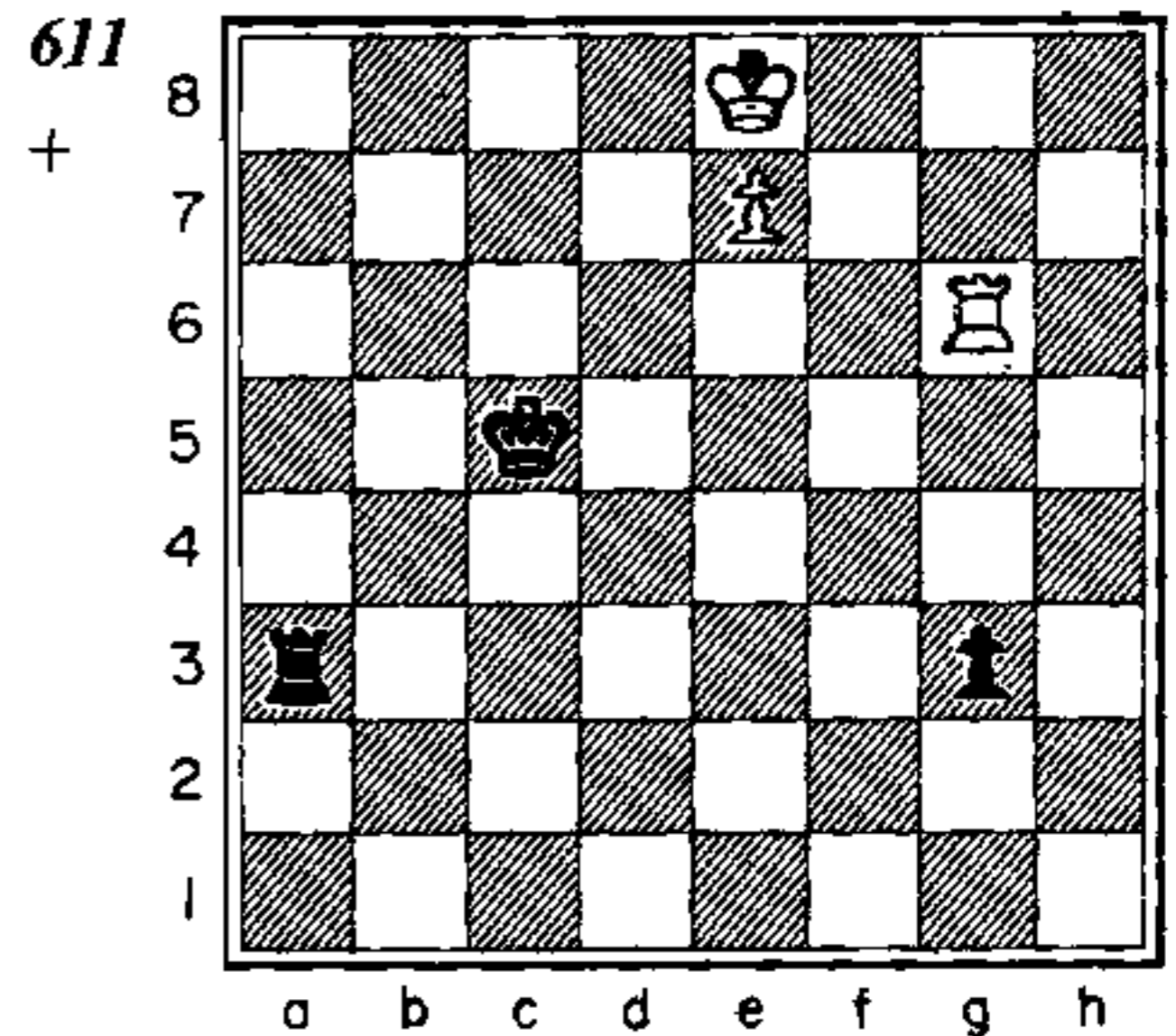
If 1 ... Kf2, then 2 Ra4! (2 Kf8 Ke3 3 f7 Kd4! with a draw) 2 ... Kg1 3 Kg8!! (3 Kg6 is unsuccessful: 3 ... Kh1! 4 Rh4+ Kg1 5 f7 Rf1! 6 Ra4 Rf2 7 R×a2 R×a2! 8 f8=Q Rg2+, with a draw by perpetual check) 3 ... Kh1 4 Rh4+! Kg2 (4 ... Kg1 5 f7 Rf1 6 Ra4 Rf2 7 f8=Q) 5 f7 Rg1! 6 f8=Q a1=Q 7 Rg4+ Kh3 8 Qf3+ Kh2 9 Qf2+ Kh3 10 Qh4 mate.

2 Ra4!

The king must not be allowed onto the 4th rank. After 2 Ra5 Ke4! 3 Ke6 Kd4 4 f7 Re1+ 5 Kd6 Rf1 the game ends in a draw.

2 ... Kf2 (if 2 ... Ke3, then 3 Ke6 Kd3 4 f7, as in the main variation) 3 Kf8! Ke3 4 f7 Kd3 5 Ke7 (beginning to climb the 'staircase') 5 ... Re1+ 6 Kd6 Rf1 7 Ke6 Re1+ 8 Kd5 Rf1 9 Ra3+ Kc2 10 R×a2+, and White wins.

Kopayev, 1949



611. 1 Kd7 Rd3+ 2 Kc7 Re3 3 Rg5+ Kb4 4 Kd7 Rd3+ 5 Kc6 Re3.

If 5 ... Rc3+ 6 Kb6 Re3, then 7 Rg4+ Kc3 8 R×g3 and wins. Therefore the black king tries to jump off the 'staircase'.

6 Rg4+ Ka5 7 Kd6 Rd3+.

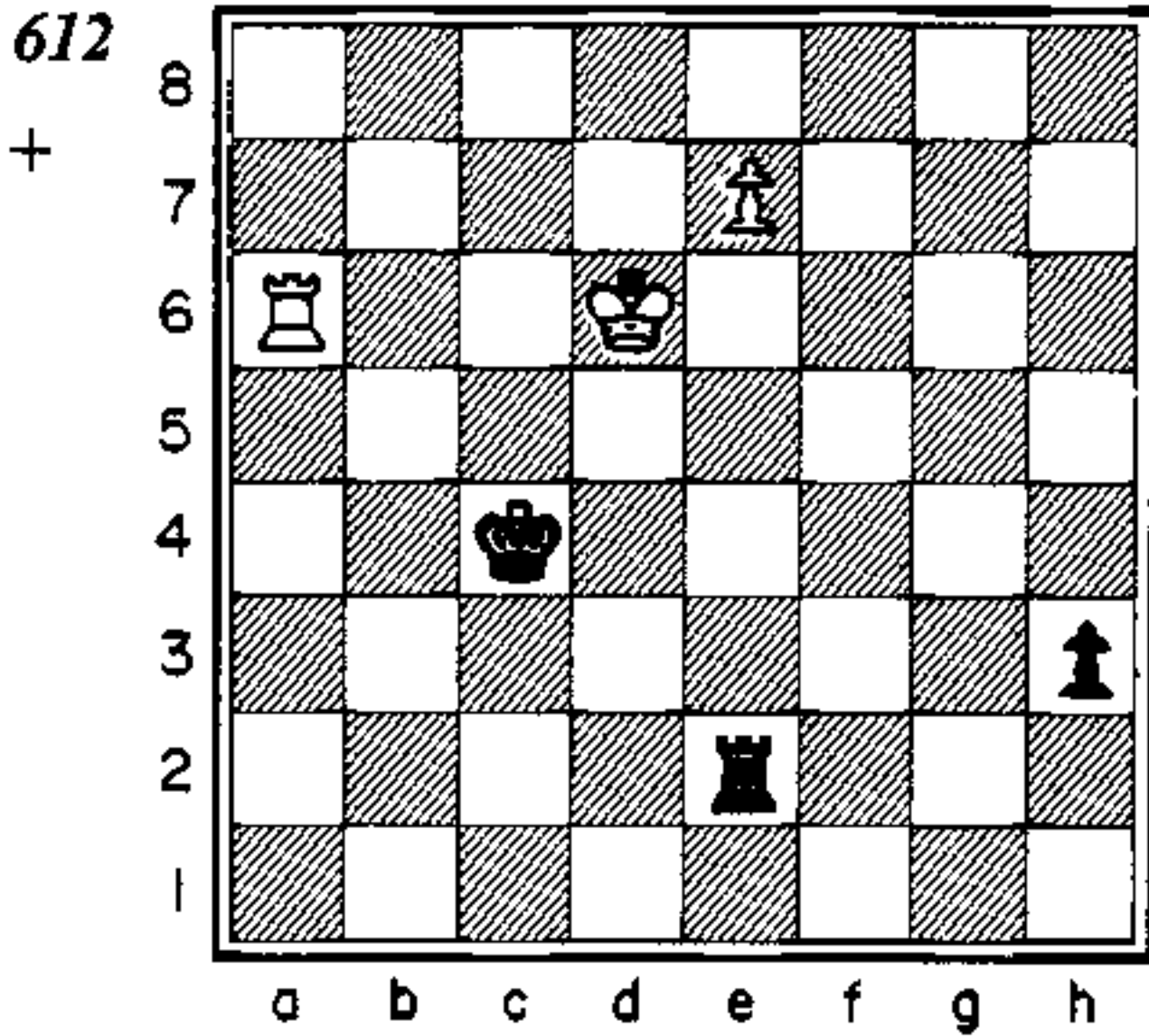
The trappy 7 ... Kb6 is met not by 8 R×g3? R×g3 9 e8=Q Rd3+ 10 ke7 Re3+ with a draw, but by 8 Rg8! Rd3+ 9 Ke6 Re3+ 10 Kd7 Rd3+ 11 Kc8 Rc3+ 12 Kb8 Re3 13 e8=Q.

8 Kc5! Re3 (8 ... Rc3+ 9 Kd4 Rc8 10 Kd5) 9 R×g3! R×e7 10 Ra3 mate.

In this case White was able to exploit the insecure position of the enemy king to create a mating finish. Sometimes, when driving back the king, it is possible to lure it onto the queening diagonal of its pawn, which can also have fatal consequences.

612. 1 Ra4+ Kb5 (if 1 ... Kb3, then 2 Rh4 Rd2+ 3 Kc5 Rc2+ 4 Kb5 Re2 5 R×h3+, winning) 2 Rh4 Rd2+ 3 Ke5! (and now White

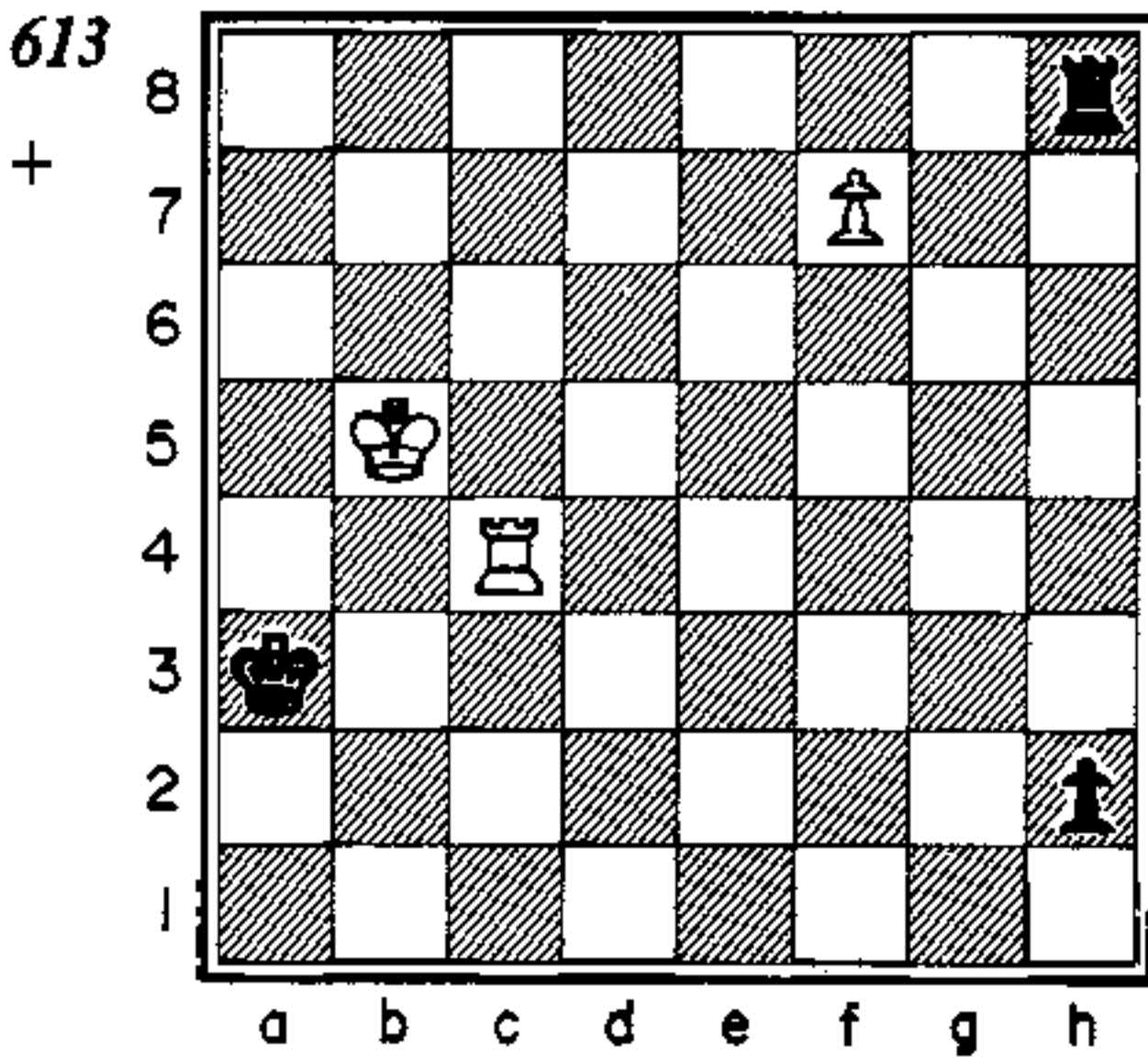
Kopayev, 1949



'builds a bridge') 3 ... Re2+ 4 Re4 R×e4+ 5 K×e4 h2 6 e8=Q+ etc.

The unfortunate position of the king is also exploited in the following study.

V. Platov, 1922



613. Black's king is on the queening diagonal of the white pawn, and by exploiting this White succeeds in eliminating the enemy pawn.

1 Rh4! Rb8+ (1 ... R×h4 2 f8=Q+ Kb3 3 Qf3+, or 1 ... Rf8 2 Rh3+ Kb2 3 R×h2+) 2 Kc4!

2 Kc6(c5) Rf8! throws away the win, but now two variations are possible:

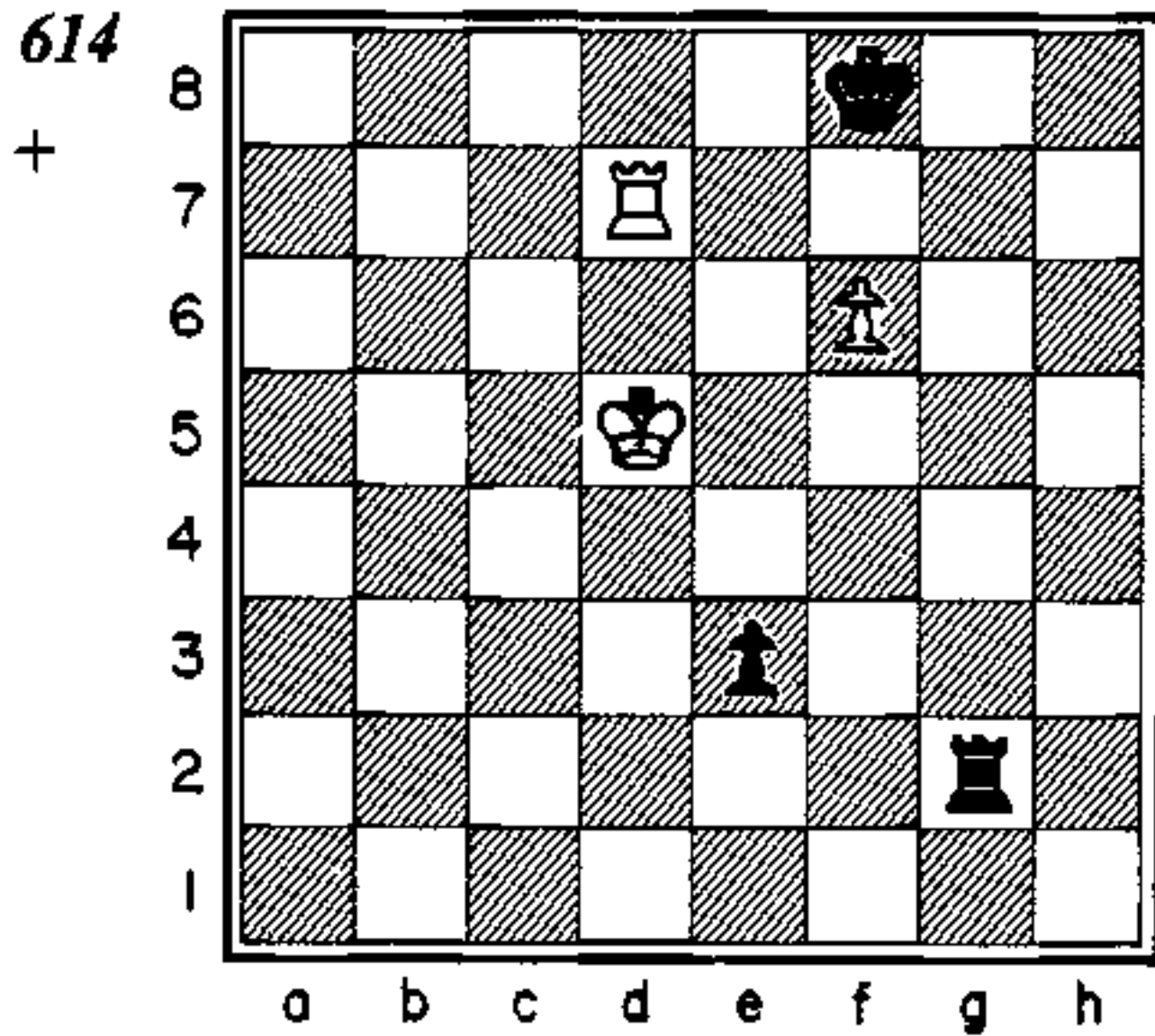
(a) 2 ... Rf8 3 Rh3+ Ka4 4 R×h2 Ka5 5 Rf2 etc.

(b) 2 ... Rb4+ 3 Kd3 R×h4 (if 3 ...

Rb3+, then 4 Ke2 Rb2+ 5 Kf3 Rb3+ 6 Kg2 Rb2+ 7 Kg3! Rb3+ 8 K×h2 Rf3 9 Rh3 etc.) 4 f8=Q+ Kb3 5 Qf7+ Ka4! 6 Qd7+ Kb3 7 Qb5+ Ka3 (7 ... Rb4 8 Qh5) 8 Kc2, with mate in a few moves.

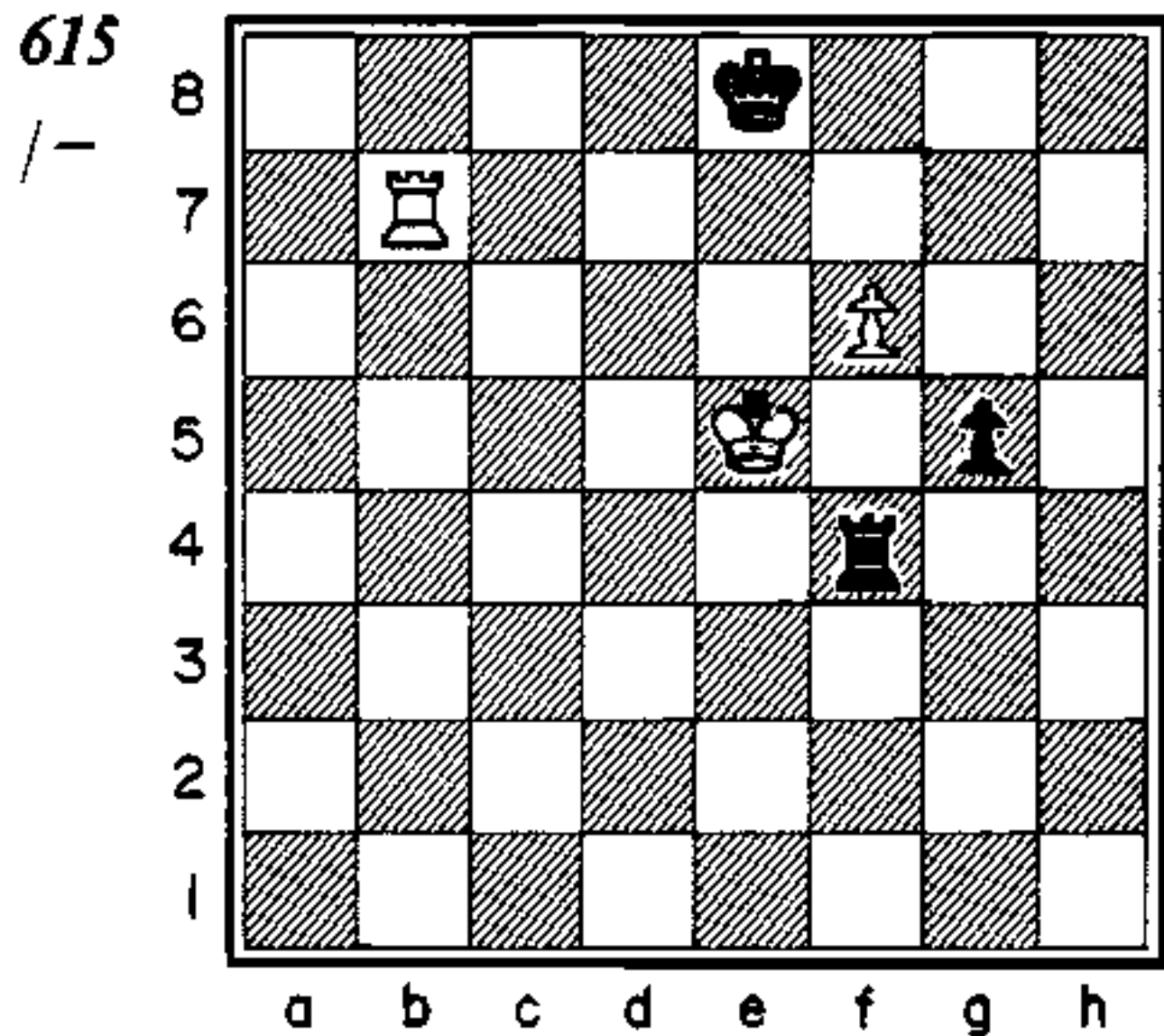
We will now consider some examples where neither pawn is yet on the threshold of queening. We first look at situations where the enemy pawn becomes a screen, behind which the king is able to hide.

Kopayev, 1958



614. Without the black pawn this would be an elementary draw, whereas here Black loses: 1 Ke6 Kg8 2 f7+ Kg7 3 Ke7! Rf2 4 Ke8 Kg6 5 Re7 etc. (of course, not 5 f8=Q? R×f8+ 6 K×f8 Kf5 with a draw).

Kotov-Eliskases
Stockholm, 1952

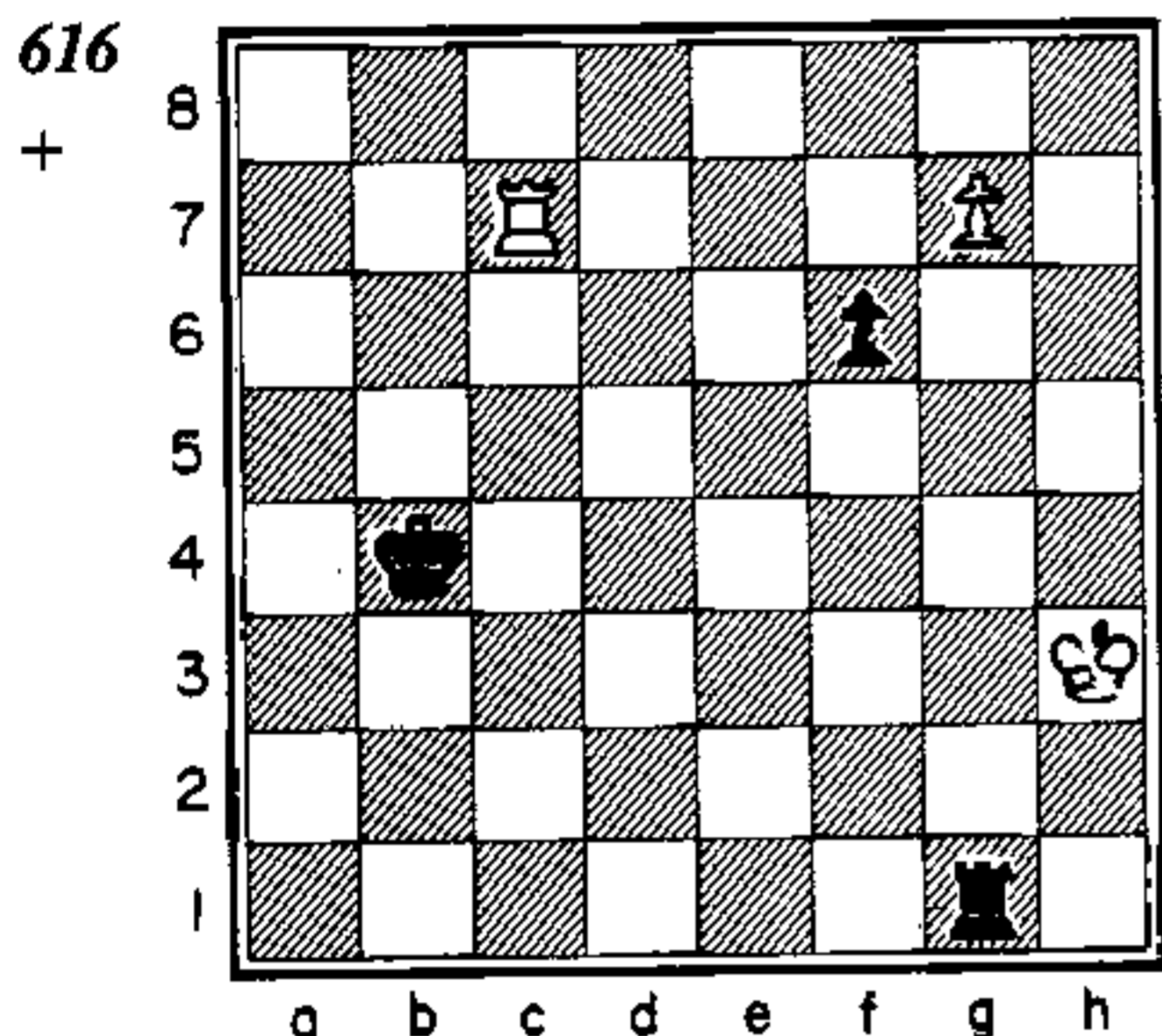


Rook and Pawn against Rook and Pawn

615. With White's king at e3 this would be a certain draw, whereas here his king is able to penetrate decisively to g6.

1 ... Rf2 (there is nothing better; if 1 ... Kf8 2 Ke6 Kg8, then 3 Rb8+ Kh7 4 f7) 2 Ke6 Re2+ 3 Kf5 g4 4 Kg6 Rf2 5 f7+ Kf8 6 Rb8+ Ke7 7 Re8+ Resigns.

Eisenstadt, 1932

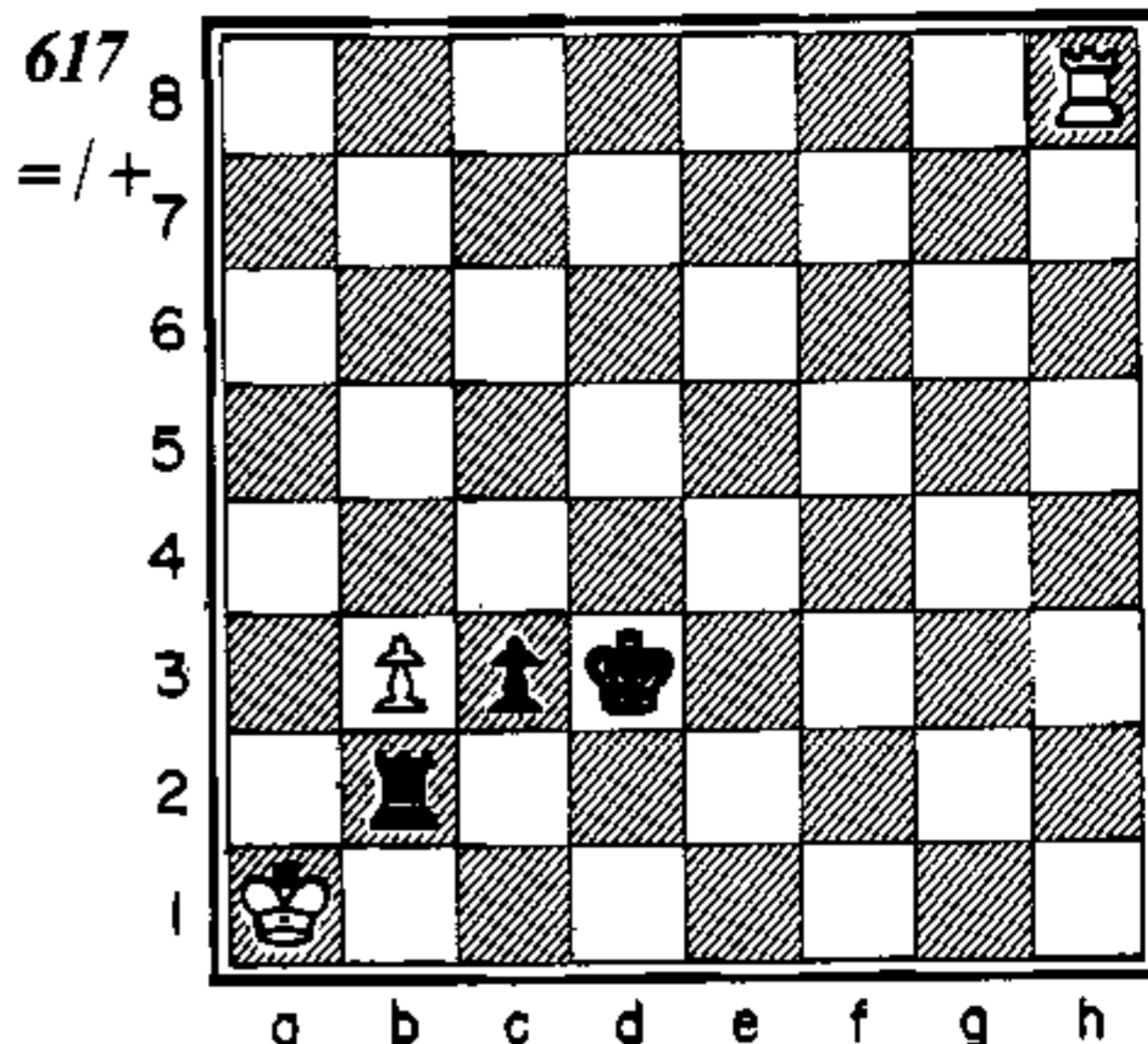


616. Here White's pawn is much the more dangerous, but to win he must support it with his king, and in reply to 1 Kh4 Black does not play 1 ... f5 2 Kh5 f4 3 Kh6 f3 4 Rf7 Rg3 5 Kh7 Rh3+ 6 Kg8 Rg3 7 Kf8, but 1 ... Rg5!, trying to prevent the king's approach and using his pawn as a support.

How is White to overcome this line of defence? It turns out that he can exploit the position of the enemy king: 2 Re7! The threat is 3 Re4+ and 4 Rg4, and if the king moves onto the 3rd rank, then 3 Re3+ and 4 Rg3. There only remains 2 ... Kc5, but then comes 3 Re5+!! Rxe5 4 g8=Q Kd6 5 Qf7, and White wins.

Had the black king been, for example, at b5, after 1 Kh4 Rg5 2 Re7 Kc6 all White's winning attempts would have produced no result.

617. If White begins, he draws, since he can force the opponent to take the pawn: 1 Rh3+ Kc2 2 Rh1! (the incautious check



would have lost: 2 Rh2+? Kxb3 3 Rh3 Rg2 4 Rh1 Ra2+ 5 Kb1 c2+ etc.) 2 ... Kxb3 3 Rb1! Kc2 4 Rc1+ and 5 Rxc3.

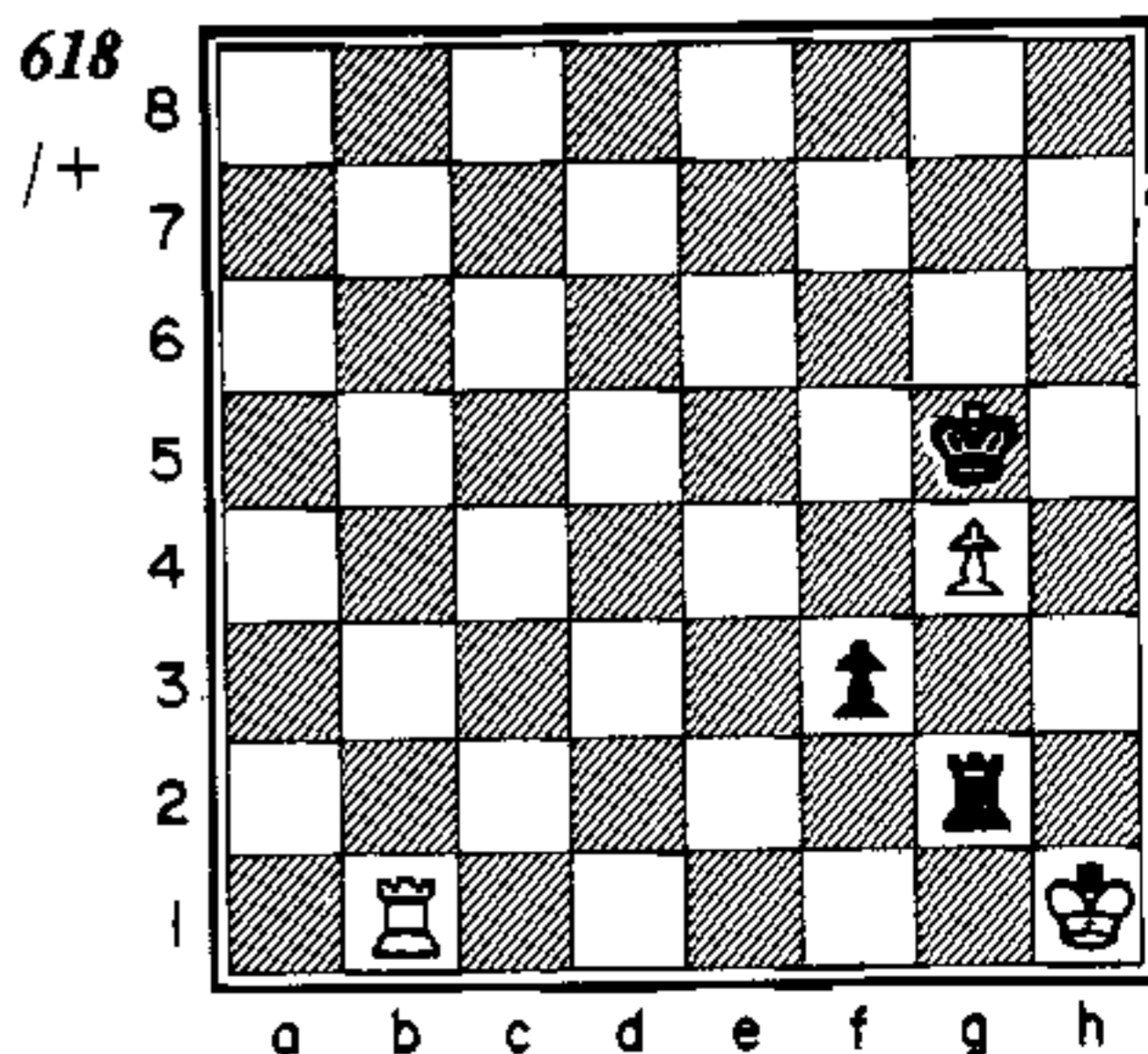
But if it is Black to move, he wins by improving the position of his rook: 1 ... Rd2! 2 Rh1 Kc2 3 Ka2 Rd1 4 Rh2+ Kc1 5 Ka3.

Here the white pawn plays a negative role, preventing the king from going to b3. No better is 5 Ka1 c2 6 b4 Re1 7 Ka2 Kd1 etc.

5 ... Kb1 6 b4 c2 7 Rxc2 Kxc2 8 Ka4 Kc3, and Black wins.

Schmidt-Plachetka

Decin, 1976



618. The only essential difference between this position and the previous one is that the

The Pawns are Passed

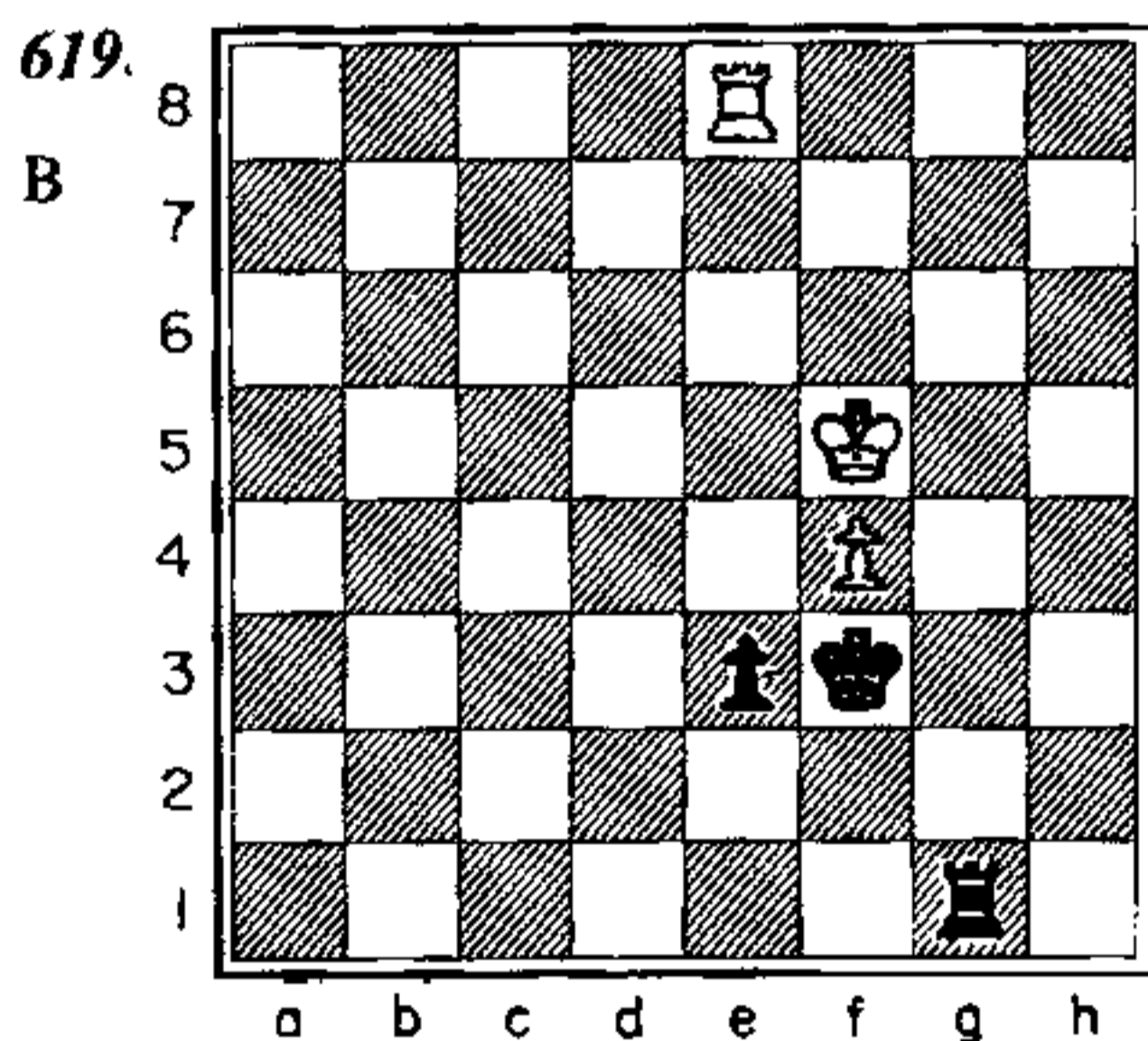
pawns are on the opposite wing: 1 ... Kh4 2 Rf1! Rg3.

If 2 ... Kg3, then 3 Rg1!, in analogy with the previous example, e.g. 3 ... Kf2 4 Ra1 R×g4 5 Ra2+ Kg3 6 Kg1 Rb4 7 Rg2+! with a draw.

3 g5! K×g5 4 Ra1 Kg4 5 Ra4+ Kg5 6 Ra5+ Kh4 7 Rf5 Rh3+ 8 Kg1 Kg3 9 Rf8 Rh4 10 Rg8+, and the game ended in a draw.

It was shown by Minev that 1 ... Kf4! would have won, e.g. 2 g5 Kg3 3 Rg1 Kf2 4 Ra1 Rg4! (this is the whole point: White's pawn deprives him of the possibility of playing for stalemate) 5 Ra2+ Kg3 6 Kg1 Rb4 7 Ra1 Rb2 etc.

Ravi Sekhar-Torre
Singapore, 1981



619. It is clear that the immediate win of the rook promises little, e.g. 1 ... e2 2 R×e2 K×e2 3 Ke6 Kf3 4 f5 Kg4 5 f6 Kg5 6 f7 Rf1 7 Ke7 etc.

Therefore Black played 1 ... Rg3!, setting White certain problems. Thus 2 Re5 loses to 2 ... Rg8!, and 2 R×e3+ is also bad: 2 ... K×e3 3 Ke5 Kf3 4 f5 Kg4 5 f6 Kg5.

2 Ke5! e2 (not 2 ... Rg4 3 Kd4! R×f4+ 4 Kd3) 3 Kd5!!

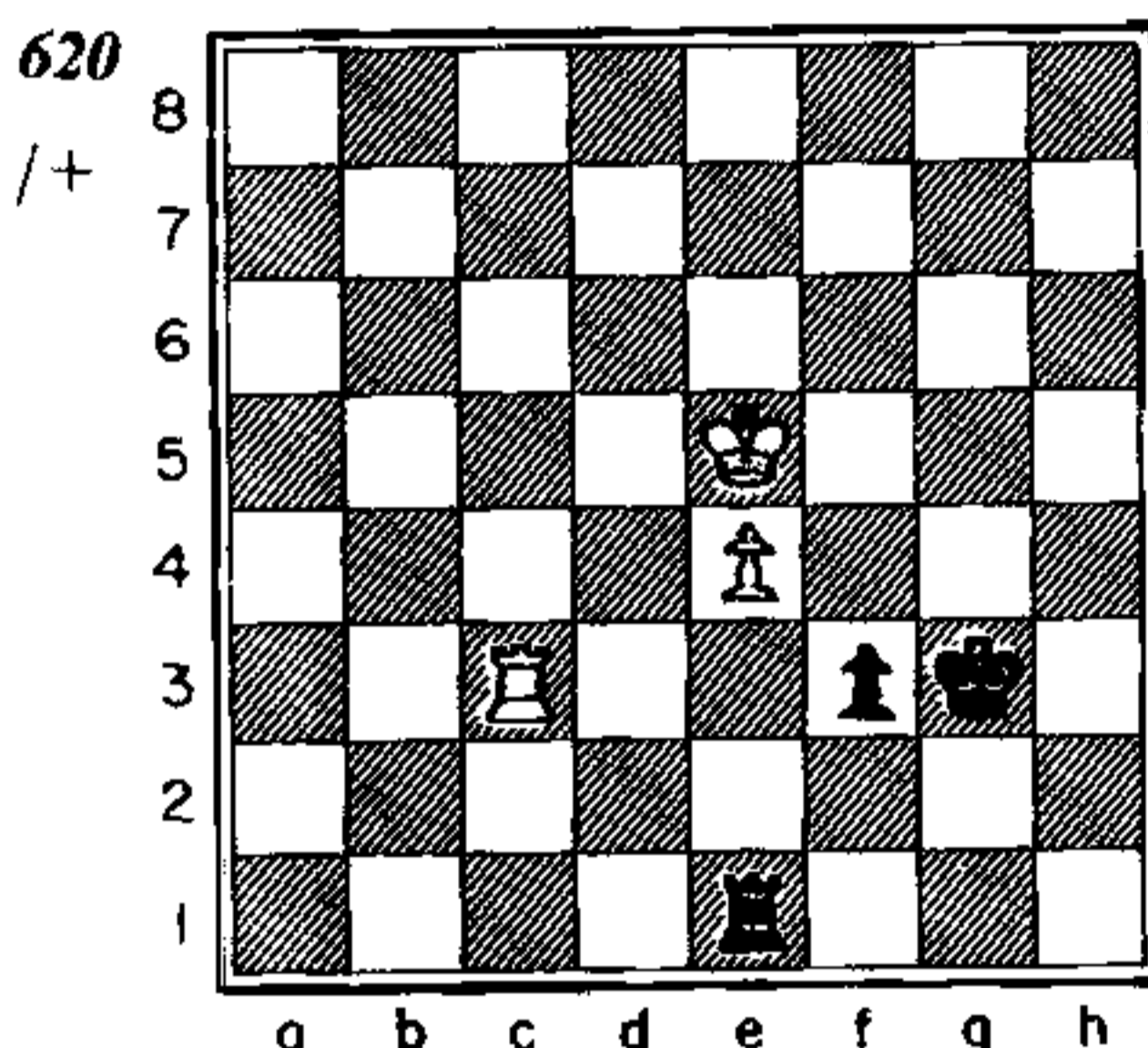
Only this move leads to a draw, whereas the game went 3 Kf6? Rg4! 4 R×e2 K×e2 5

f5 Kf3, and White resigned. Indeed, after 6 Ke7 Re4+! 7 Kd7 Rf4 8 Ke6 Kg4 9 f6 Kg5 10 f7 Kg6 it all becomes clear.

3 ... Rg1.

Black is also short of a tempo in the event of 3 ... Kf2 4 R×e2+ K×e2 5 f5 Kf3 6 f6 Kg4 7 f7 Rf3 8 Ke6 Kg5 9 Ke7 etc.

4 R×e2 (White loses after 4 f5 Rd1+ 5 Kc6 Kf2 6 f6 e1=Q 7 R×e1 K×e1 8 Kc7 Ke2 9 f7 Rf1, when the pawn is stopped) 4 ... K×e2 5 f5 Kf3 6 f6 Kg4 7 f7 Rf1 8 Ke6 Kg5 9 Ke7 with a draw.



620. The direct play for the advance of the pawn does not succeed: 1 ... Kg2 2 Kf4! f2 3 Rg3+ Kh2 (or 3 ... Kf1 4 e5 Ke2 5 Rf3 f1=Q 6 R×f1 K×f1 7 Kf5 Ke2 8 e6 Kd3 9 Kf6) 4 Rf3 f1=Q 5 R×f1 R×f1+ 6 Kg5 with a draw.

It is correct to move the king in the opposite direction: 1 ... Kg4! 2 Rc2 Ra1!

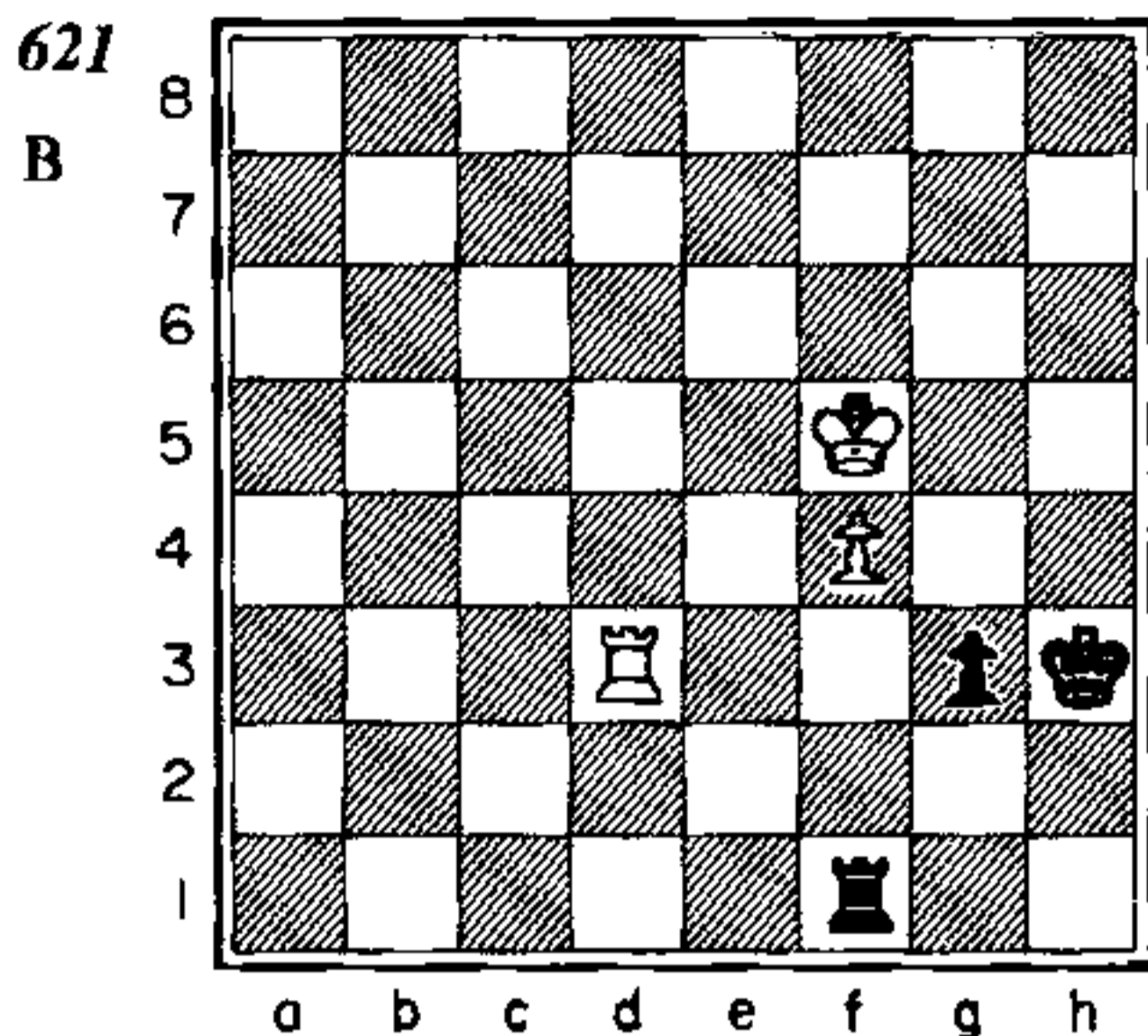
It now transpires that White has no useful move, e.g. 3 Kd5 Kf4! 4 e5 Ra5+, or 3 Kf6 Ra6+ 4 Ke5 Ra5+ 5 Kf6 Kf4, or 3 Rc8 f2 4 Rf8 f1=Q 5 R×f1 R×f1, and in each case Black wins.

But if the position is moved one file to the right, the influence of the edge of the board allows White to draw.

621. The game went 1 ... Kh4! 2 Rd2 Ra1 3 Ke5? Kg4 4 f5 Ra5+ White resigns.

Rook and Pawn against Rook and Pawn

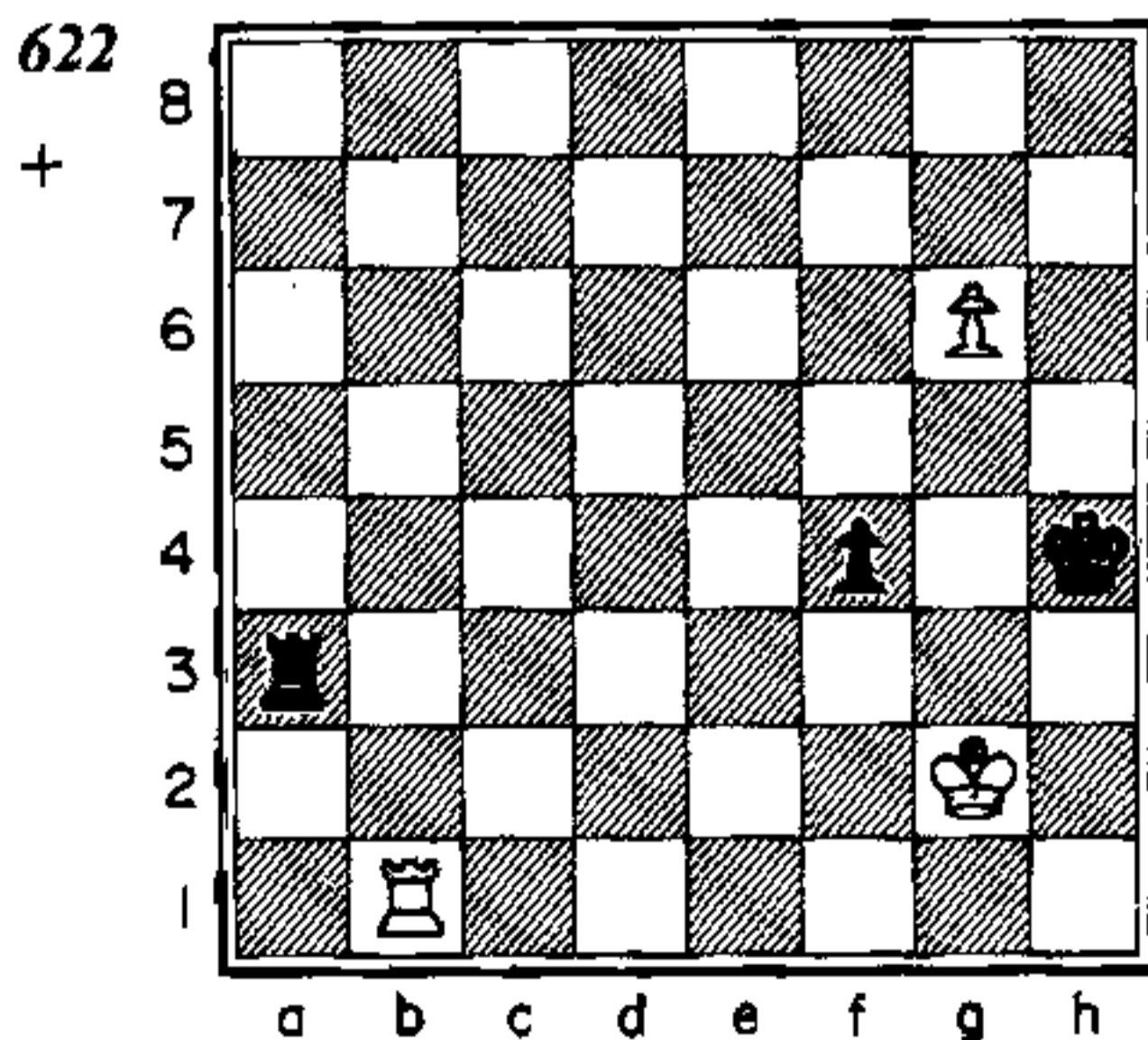
Geller-Fischer
Palma de Mallorca, 1970



Correct was 3 Rd8! g2 (3 ... Ra5+ 4 Ke4! Kg4 5 Rg8+ Kh3 6 f5) 4 Rh8+ Kg3 5 Rg8+ Kf3 6 Ke6! g1=Q 7 R×g1 R×g1 8 f5 Kf4 9 f6 Kg5 10 f7 with a draw.

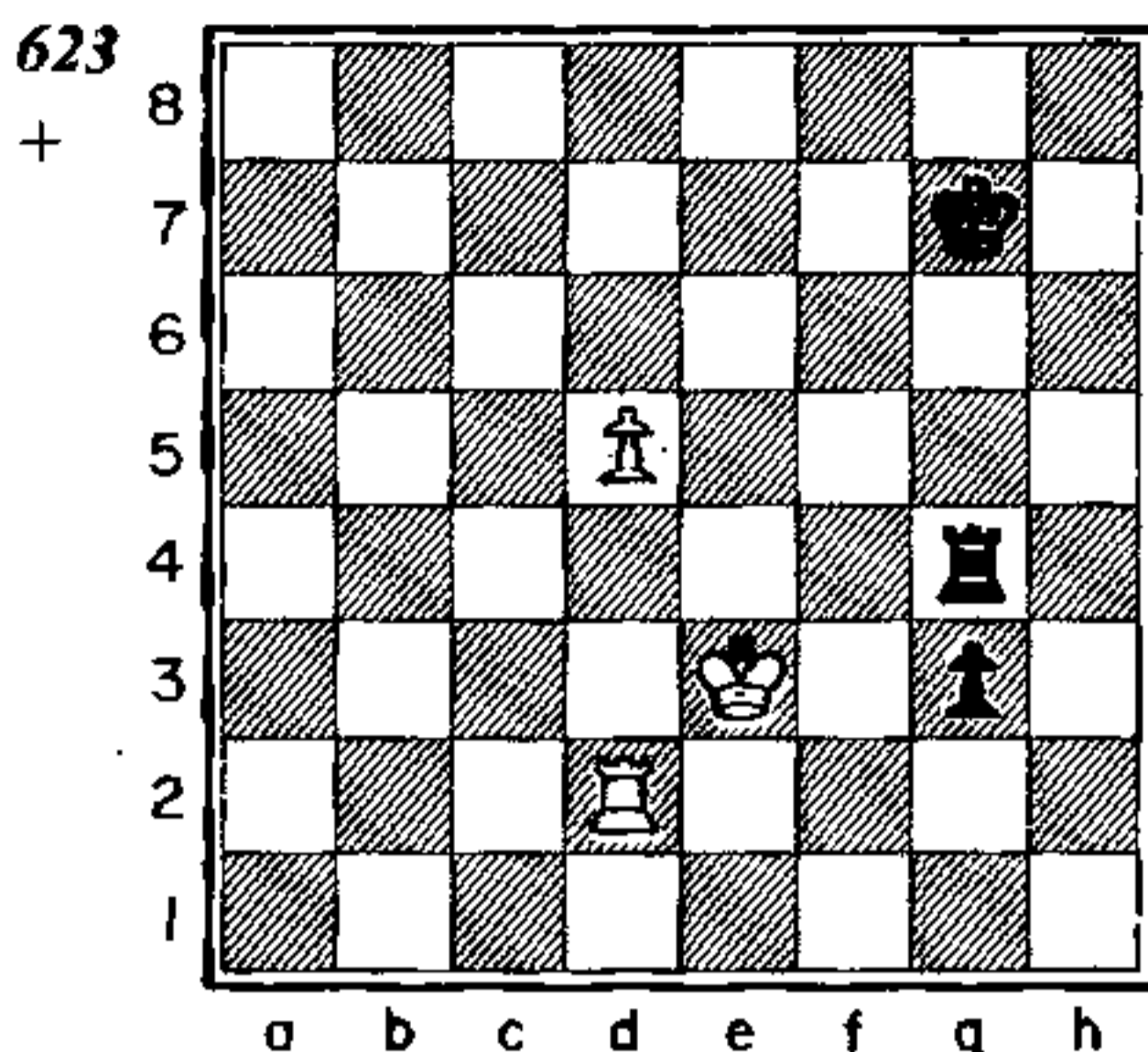
An unfortunate king position is the cause of defeat in the following two examples.

Horwitz, 1881



622. After 1 Rg1! Kh5 2 g7 Ra8 3 Kf3 Rg8 4 K×f4 Kh6 5 Kf5! it transpires that 5 ... R×g7 allows 6 Rh1 mate, while 5 ... Kh7 is met by 6 Kf6.

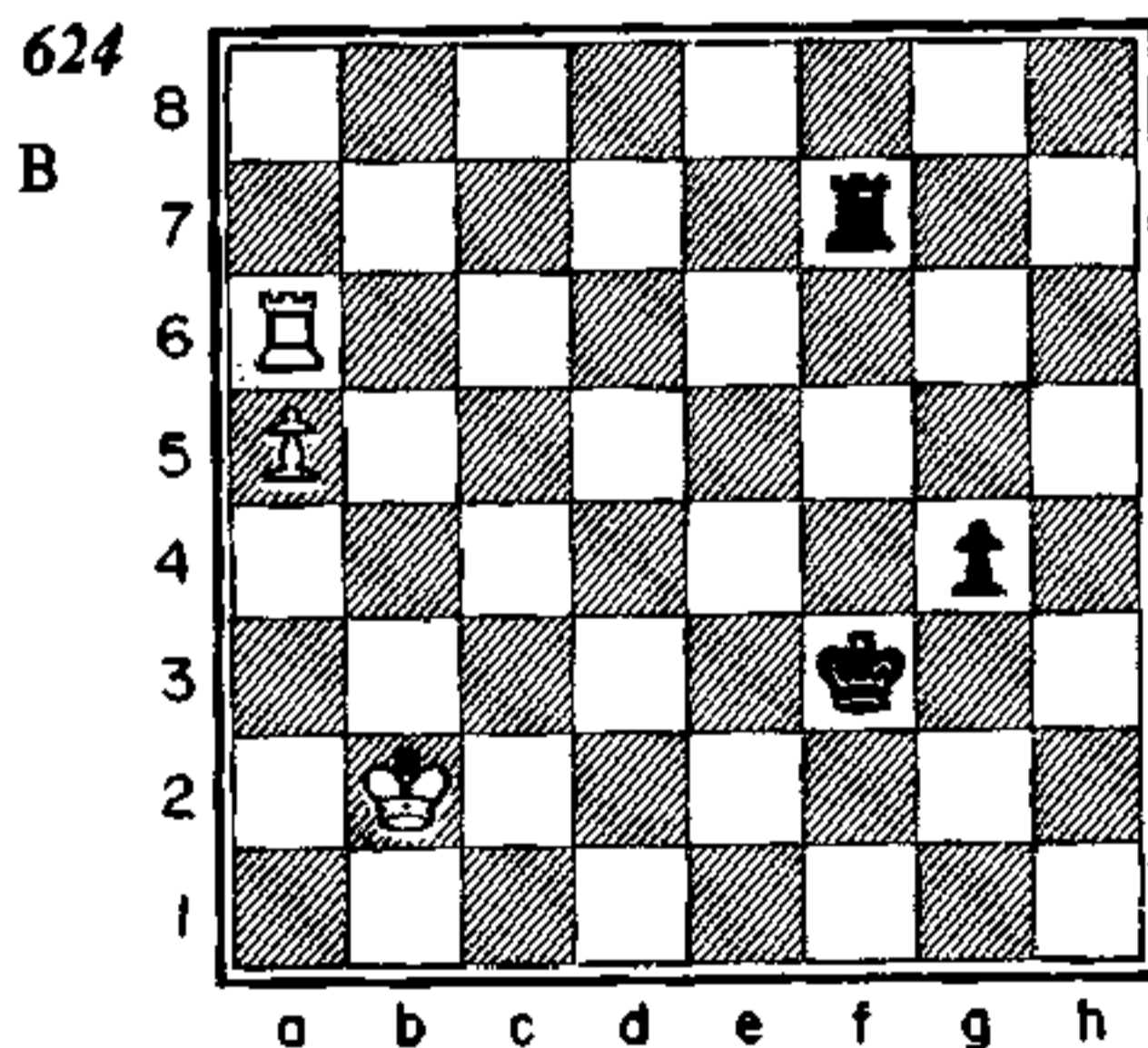
Kopayev, 1949



623. 1 d6 g2 2 R×g2! R×g2 3 d7, and Black's own king prevents his rook from moving onto the 8th or 7th rank. The rest is clear: 3 ... Rg3+ 4 Kd2! Rg2+ 5 Kc3 Rg3+ 6 Kc4 Rg4+ 7 Kc5 Rg5+ 8 Kc6 Rg6+ 9 Kc7, and White wins.

And now we will show how an unfortunate rook position can be exploited.

Belyavsky-Radulov
Leningrad, 1977



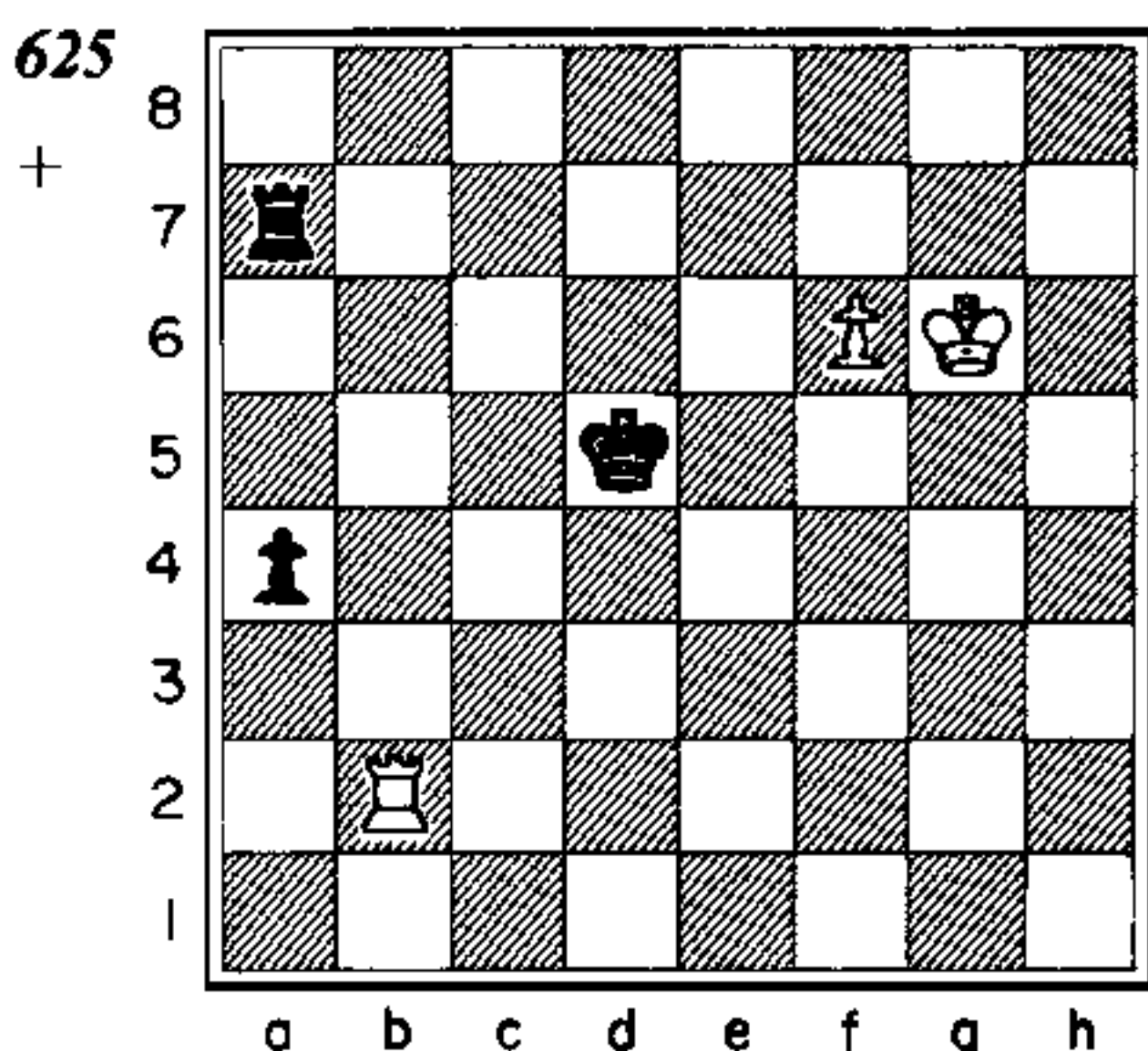
624. The direct 1 ... g3 2 Rg6 g2 3 Kb3 Kf2 4 Kb4 g1=Q 5 R×g1 K×g1 6 a6 leads only to a draw. To win, Black must exploit

the rook's position on the a-file, not allowing it to leave this file.

1 ... Rf5! 2 Ra8 (if 2 Kb3 g3 3 Kb4, then 3 ... g2 4 Rg6 Rf4+ and 5 ... Rg4) 2 ... g3 3 a6 Rf6! 4 a7 Rf7 White resigns.

In conclusion here are two examples showing the amazing subtleties in which this type of ending abounds.

Konstantinopolsky–Friedman
Lvov, 1940



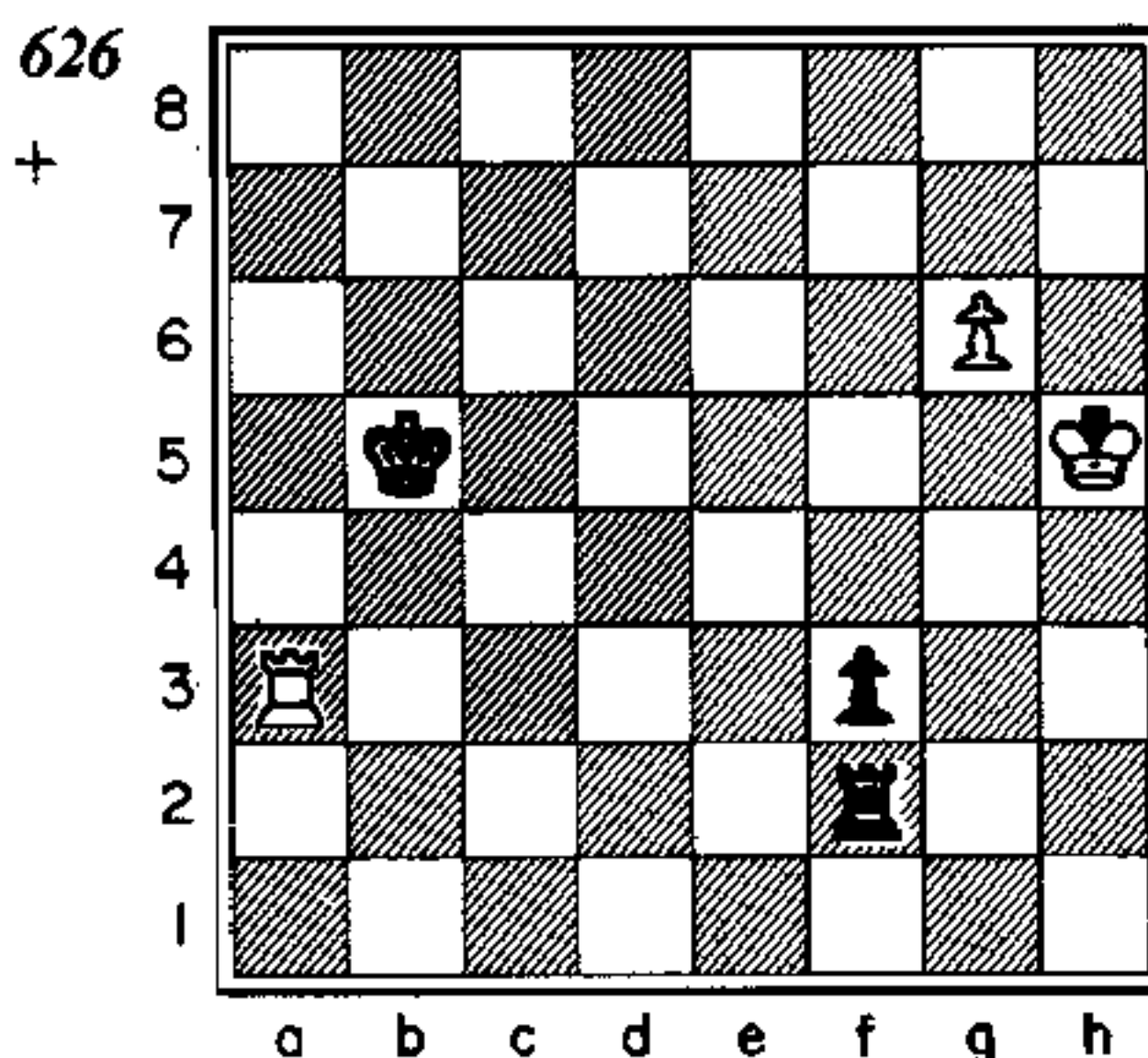
625. To draw it is sufficient for the black king to support its pawn, so White played 1 Rc2!, cutting off the king from the pawn.

1 ... Ke6 2 Rc3!

Very clever! 2 f7 R × f7 3 Re2+ Kd5 4 K × f7 Kc4 would have only led to a draw. White forces the pawn to advance, so that the king is unable to support it.

2 ... a3 3 f7 R × f7 4 Re3+ Kd5 5 K × f7 a2 6 Ra3, and White won.

Taku, 1958



626. 1 g7 Rg2 2 Kh6 Rg3 3 Rd3!!

A subtle move! It transpires that Black has little choice. White fails to win after 3 R × f3? R × f3 4 g8 = Q Rh3+ 5 Kg6 Rg3+, but now 3 ... Kc4 is not possible due to 4 R × f3 R × f3 5 g8 = Q+.

3 ... Kc5 4 Rd2 (if 4 Kh7 Rh3+ 5 Kg6 Rg3+ 6 Kf7, then 6 ... f2, but now 5 Kh7 is threatened) 4 ... Rg4 5 Kh7 Rh4+ 6 Kg6 Rg4+ 7 Kh6!

By 'triangulation' White puts his opponent in zugzwang. if now 7 ... Rg3 8 Kh7 Rh3+ 9 Kg6 Rg3+ 10 Kf7, while 7 ... Kc4 is met by 8 Rf2 Rg3 9 R × f3!

7 ... Kc6! (the most tenacious defence) 8 Rd4! (the rook switches to a stronger position) 8 ... Rg3 9 Kh7! Rh3+ (9 ... Kc5 10 Rf4 Kd5 11 g8 = Q) 10 Kg6 Rg3+ 11 Kf7 f2 12 Rf4, and White wins.

9. Rook and Two Pawns against Rook and Pawn

Endings of this type often occur in practice, but they have been relatively little studied.

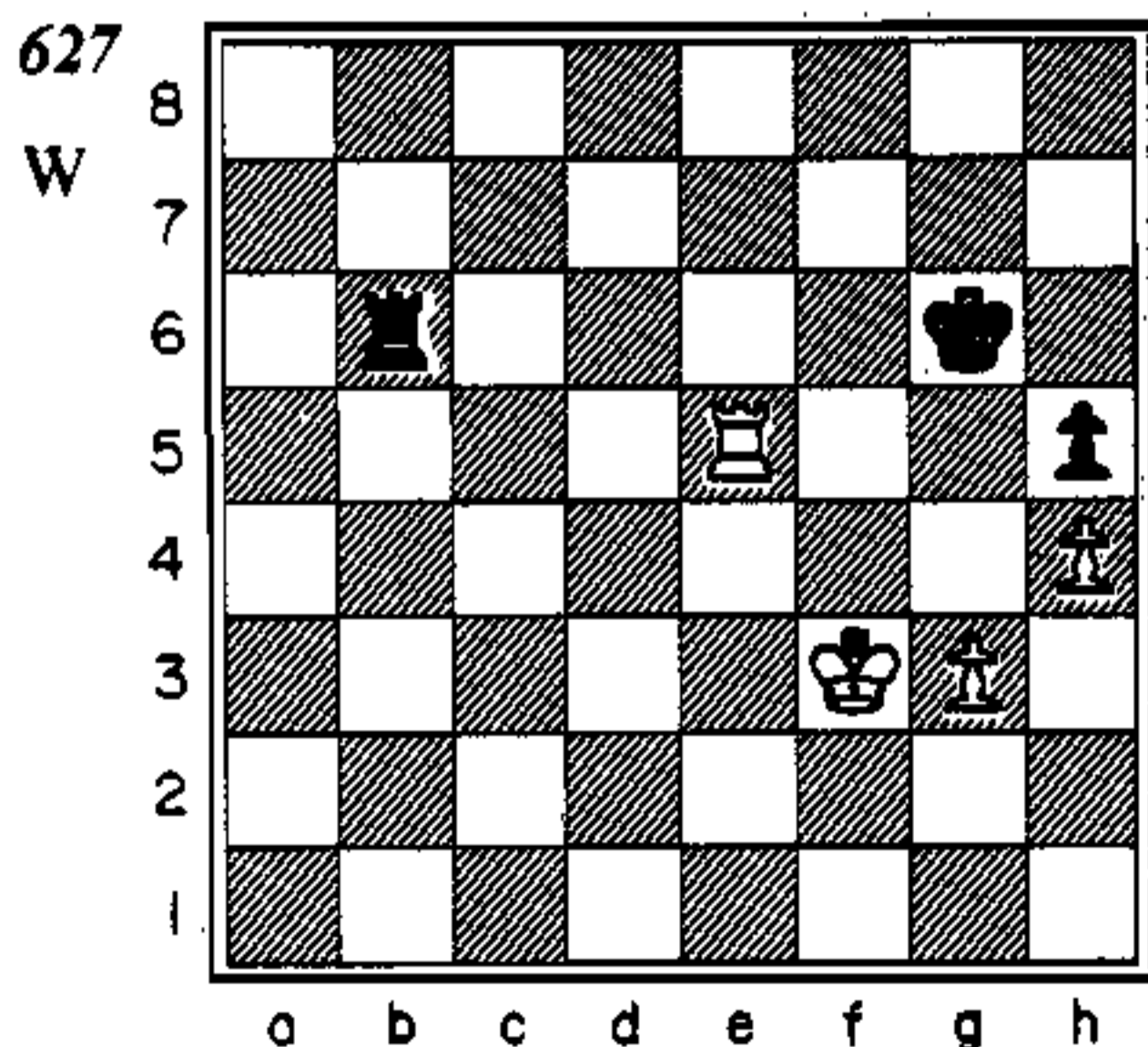
Depending on the stronger side's pawn formation, it will be expedient to divide the material into the following groups:

- 9.1 Connected pawns, no passed pawn.
- 9.2 Connected pawns, one passed.
- 9.3 Connected pawns, both passed.
- 9.4 Isolated pawns, no passed pawn.
- 9.5 Isolated pawns, one passed.
- 9.6 Isolated pawns, both passed.

9.1 CONNECTED PAWNS, NO PASSED PAWN

This ending normally results in a draw, provided only that the stronger side is unable to create a dangerous passed pawn.

Ragozin–Gligoric
Stockholm, 1948



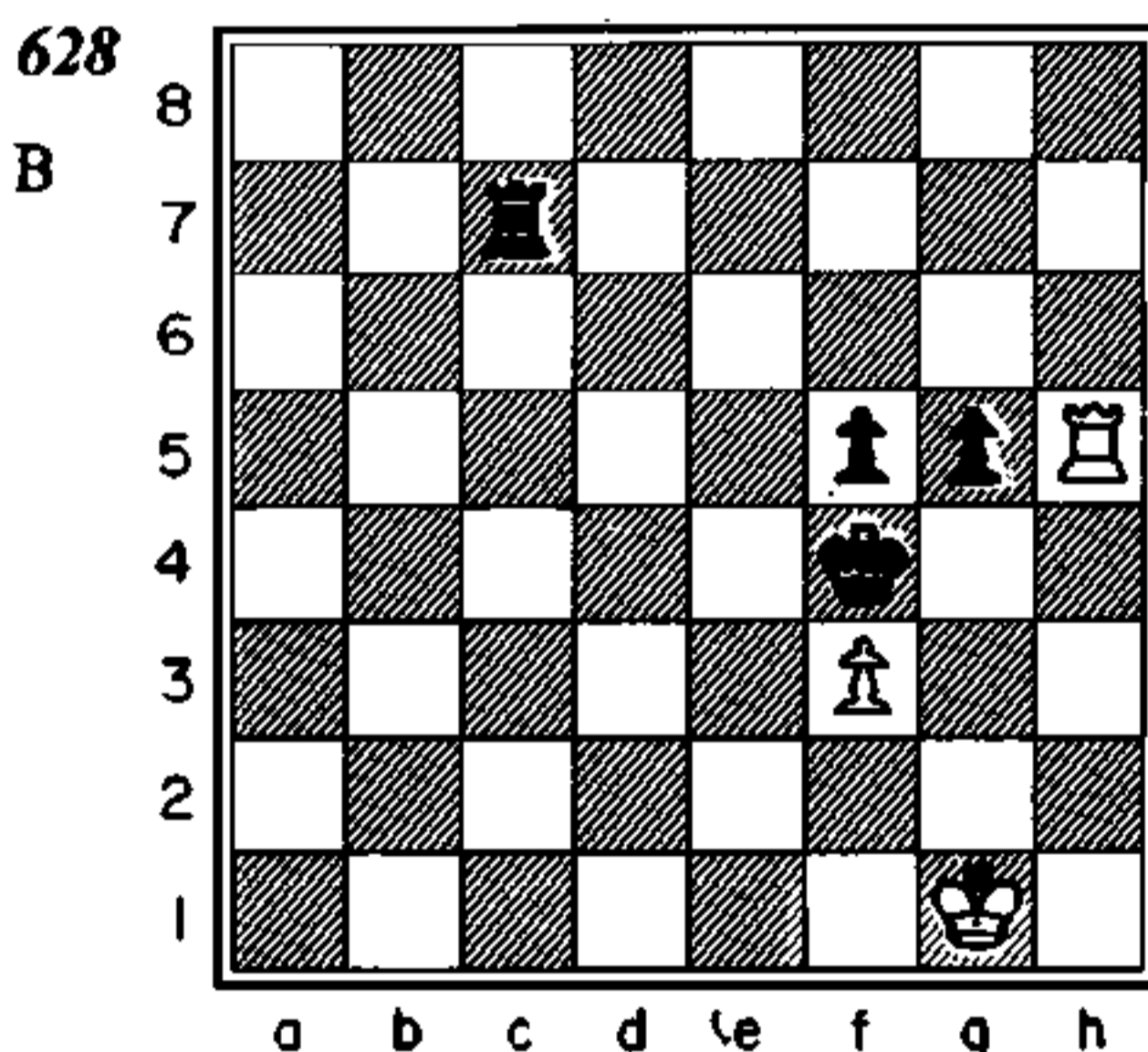
627. If a pair of pawns is exchanged, the

position becomes drawn. White's only hope is to drive the black king back into an inferior position and win the pawn, but he is unable to carry out this plan.

1 Kf4 Ra6 2 Re3 Kf6 3 Re4 Rb6 4 Rd4 Ra6 5 Rd5 Kg6 6 Ke5 Ra3 7 Rd6+ Kg7 8 Kf4 Ra4+ 9 Kf3 Rb4 10 Re6 Ra4 11 Re4 Ra6. Drawn.

The draw is achieved in a curious way in the following example.

Khasin–Lyublinsky
Moscow, 1949



628. White's position looks hopeless, since his pieces are badly placed, but he is nevertheless able to save the game.

1 ... Rc2 2 Rh3 Ra2 3 Rh5 (not fearing 3 ... K × f3 4 R × g5 f4 5 Rf5 with a draw) 3 ... Ra4 4 Kg2 Rb4 5 Rh3!

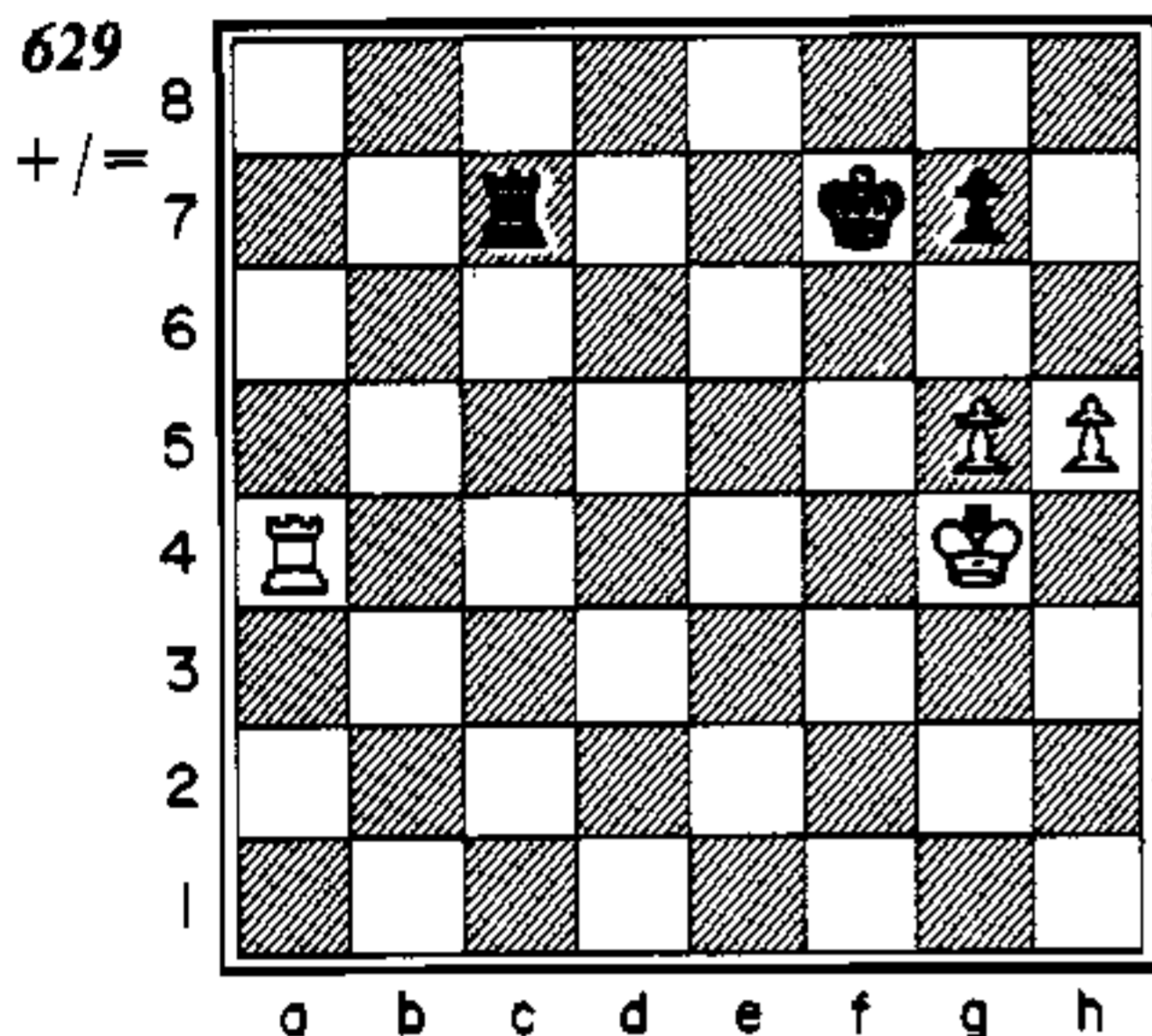
This is what should have been played. The game in fact went 5 Kg1? K × f3, and White resigned, since 6 R × g5 is met by 6 ... Rg4+.

5 ... Rb2+ 6 Kg1. Draw.

Connected Pawns, no Passed Pawn

If the stronger side's pawn have advanced to the 5th rank, the defence often proves unsuccessful.

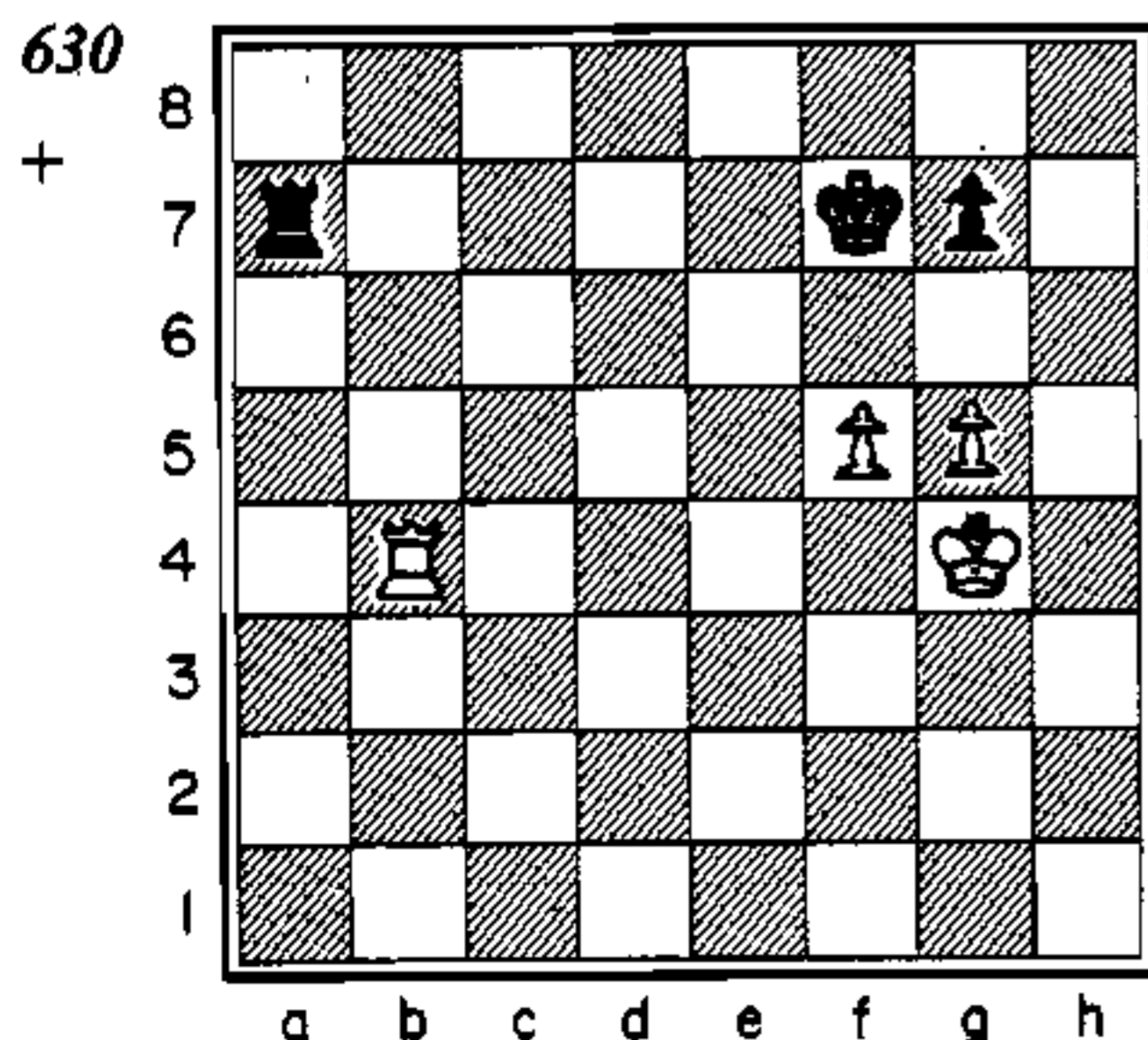
Kopayev, 1957



629. With White to move: 1 g6+ Kf8 2 Ra8+ Ke7 3 h6 g×h6 4 g7, or 1... Kf6 2 Rf4+ Ke6 3 h6 g×h6 4 Kh5 etc.

If it is Black to move, he can draw: 1... Rc1, and if 2 g6+, then 2... Kf6. A draw is possible here only because White's king has no shelter from the checks. Had this not been so, he would have been able to win.

Chekhover-Kazakevich
Odessa, 1949



630. Compared with the previous position, here the white king can improve its position: 1 Kh5 Rc7.

If 1... g6+, then 2 Kh6! (2 f×g6+ Kg7 with a draw) 2... g×f5 3 g6+ Kf6 (3... Kf8 4 Rb8+ Ke7 5 g7 etc.) 4 Rb6+.

White fails to win with 4 g7? Ra1! 5 Rb6+ Kf7! 6 Rb7+ Kf6 7 Kh7 Rh1+ 8 Kg8 f4! 9 Rf7+ Ke5 10 Kf8 Rg1 11 g8=Q R×g8+ 12 K×g8 Ke4, when he is short of one tempo to win the pawn, or 5 Kh7 Ra7 6 Rb6+ Kg5 7 Rg6+ Kh4 8 Kh6 R×g7 9 K×g7 f4 10 Kf6 f3 11 Ke5 f2.

4... Ke5 5 g7 Ra8 6 Rg6 Rg8 7 Kh7 Ra8 8 g8=Q R×g8 9 R×g8 f4 10 Kg6 f3 11 Rf8 Ke4 12 Kg5 Ke3 13 Kg4, and White wins.

Other attempts also fail to save the game, e.g. 1... Ra1 2 Rb7+ Kf8 3 Kg6 Ra6+ 4 f6 g×f6 5 g×f6 Ra8 6 Rh7 etc. If the black rook takes control of g6, even then White wins: 1... Ra6 2 Rb7+ Kf8 3 Rb8+ (not 3 g6 due to 3... Ra1! 4 Rb8+ Ke7 5 Rb7+ Kf8 with a draw) 3... Kf7 (if 3... Ke7, then 4 f6+ g×f6 5 g6 Ra1 6 g7 Rh1+ 7 Kg6 Rg1+ 8 Kh7 Rh1+ 9 Kg8 f5 10 Rb7+ Ke6 11 Kf8 Rg1 12 g8=Q+ R×g8+ 13 K×g8 f4 14 Rf7, and White's king manages to prevent the appearance of a black queen) 4 g6+ Ke7 5 Rg8 Kf6 6 Rf8+ Ke5 7 f6 (this move, and especially the following one, pointed out by Chekhover, are splendid) 7... R×f6 8 Rf7!! Rf5+ 9 Kg4 Rf6 10 Kg5 Ra6 11 R×g7 and wins.

2 Rb8 Ra7 3 g6+ Kf6 4 Rf8+ Ke5 5 f6 (if 5 Rf7?, then 5... Ra1! with a draw, since 6 R×g7 is not possible due to 6... Kf4, when White even loses) 5... g×f6 6 Kh6 Ra1 7 g7 Rh1+ 8 Kg6 Rg1+ 9 Kf7, and Black resigned in view of the variation 9... f5 10 g8=Q R×g8 11 K×g8 f4 12 Kg7, when White catches the pawn.

A highly interesting and instructive ending! If the king and the pawns are moved one or two files to the left, the result and the method of play do not change.

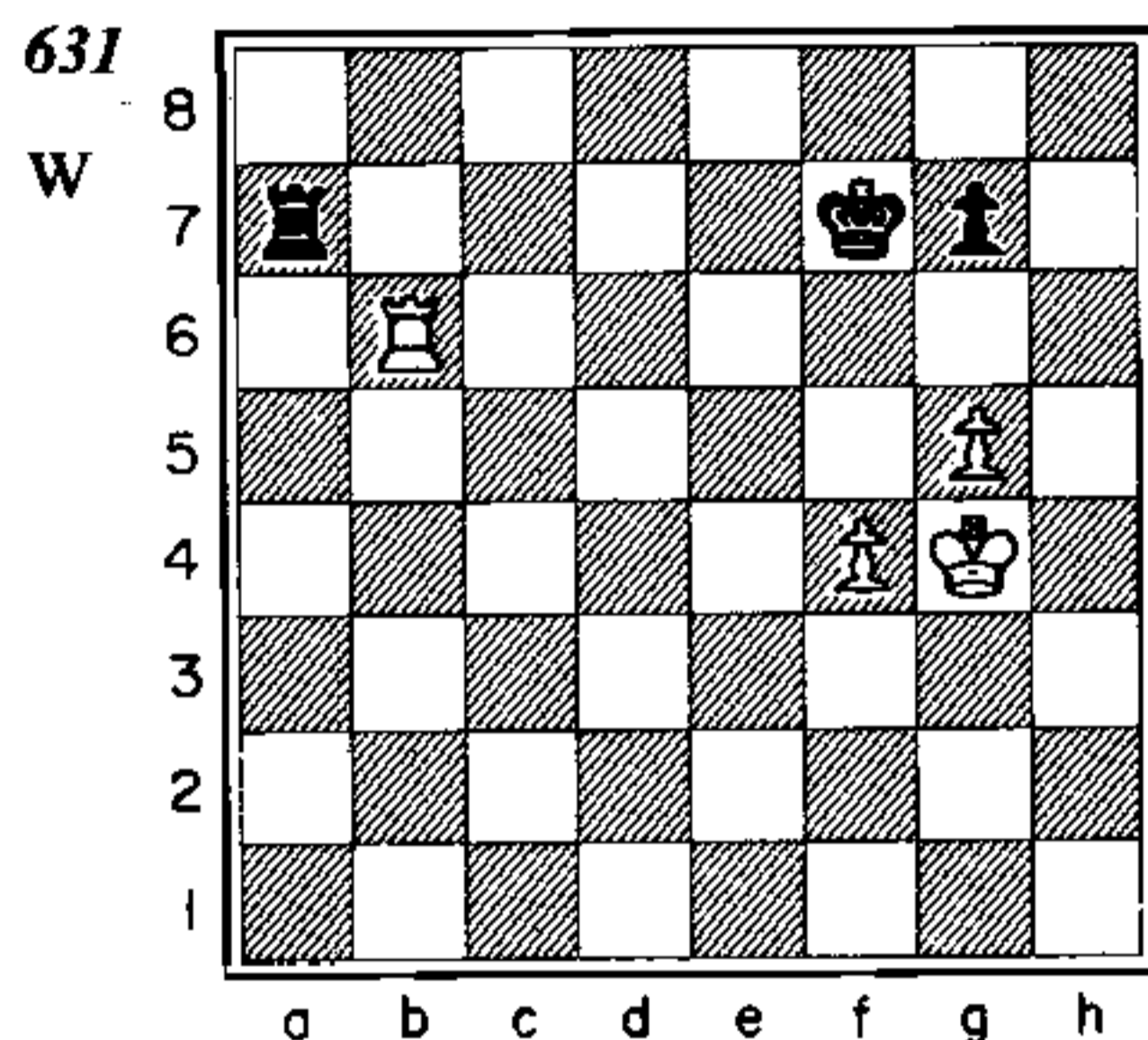
Having the move also fails to save Black,

Rook and Two Pawns against Rook and Pawn

e.g. 1... Ra1 2 Rb7+ Kf8 3 Kh5, and then as shown in the notes to Black's 1st move.

In positions where only one of the pawns has advanced to the 5th rank, the result depends on the possibility of advancing or halting the rear pawn.

Khasin-Aronin
Moscow, 1957



631. By 1 f5 White could have transposed into position 630, but he wrongly played 1 Kh5?, after which Black was able to prevent the advance of the rear pawn to the 5th rank and gain a draw.

1... Ra5 2 Rb7+ Kg8!

2... Kf8? would have lost to 3 f5! R×f5 4 Kg6 Ra5 5 Rb8+ Ke7 6 Rg8 Rb5 7 R×g7+ Kf8 10 Kh7.

3 Kg6 (3 f5 does not achieve anything due to 3... R×f5 4 Kg6 Rf8 5 R×g7+ Kh8) 3... Ra6+ 4 Kh5 Ra5 5 Re7 Kh7 6 Rd7 Rb5 7 Kg4 Rb4.

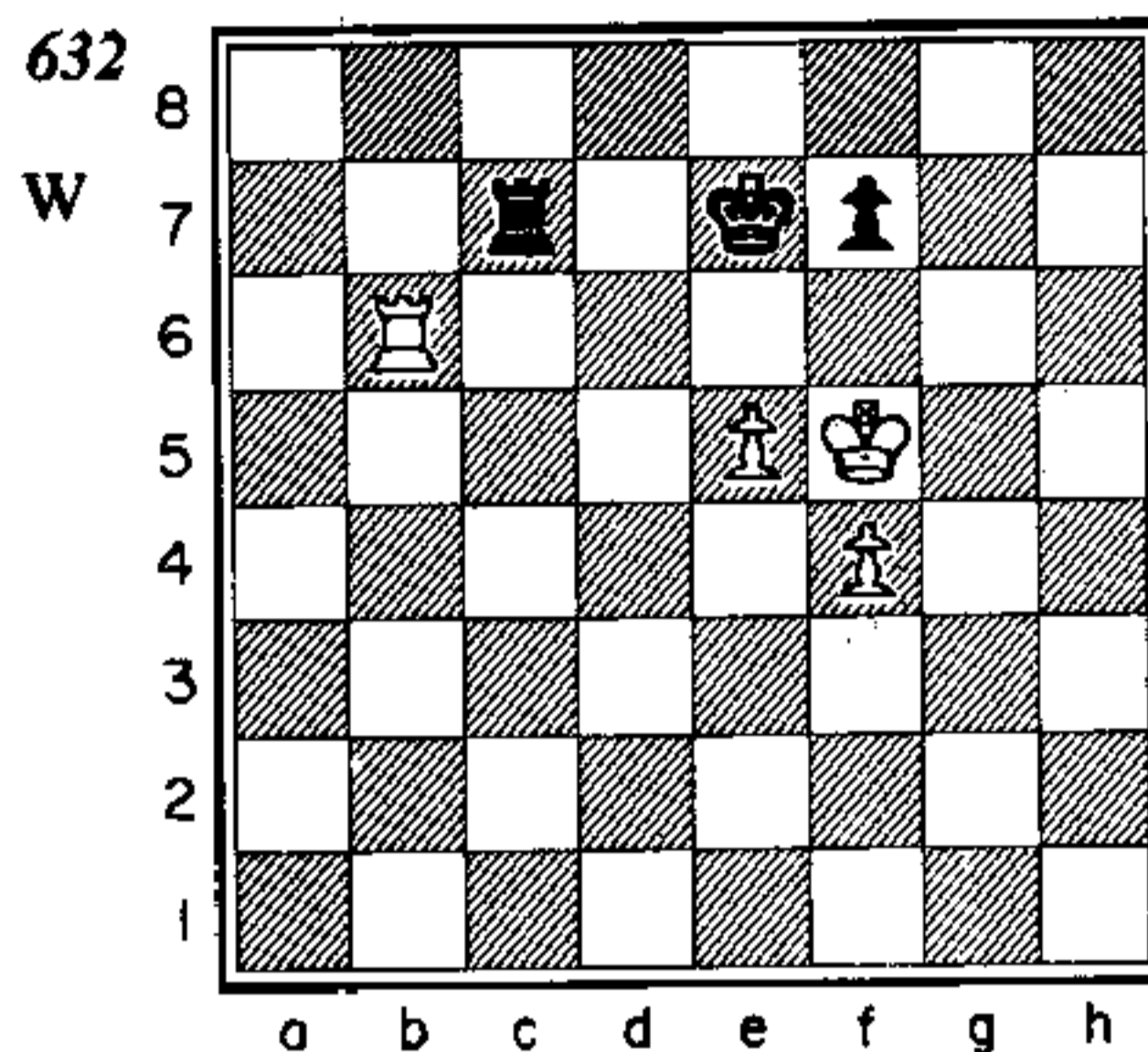
All the time the black rook prevents the advance of the f-pawn to the 5th rank.

8 Kf5 Rb5+ 9 Ke4 Kg6 10 Rd6+ Kh5 11 Rd5 Rb4+ 12 Kf5 g6+. Depriving White of his only winning possibility, that of advancing his f-pawn to the 5th rank. Within a few moves a draw was agreed.

In the next example Black cannot prevent the advance of the second pawn to the 5th

rank, but, by cutting off the white king from the pawns, he gains a draw.

from a practical game
Moscow, 1956



632. This position was adjudicated as a win for White, but Levenfish showed that Black can draw by a method which is typical in such endings.

1 Kg5 Rc5!

First the advance of the f-pawn must be prevented. Bad is 1... Rc1? 2 Rb7+ Kf8 3 f5 (the goal is achieved) 3... Rh1 4 Ra7! Rh2 5 Ra8+ Ke7 6 f6+ Kd7 7 Rf8 Rh7 (7... Rg2+ 8 Kf4) 8 Kg4 Kc7 9 Re8 followed by 10 Re7 and 11 e6.

2 Kh6 (2 Rb7+ Kf8 3 f5 R×e5 4 Kf6 Re1 5 R×f7+ Kg8 6 Ra7 Rf1 with a draw) 2... Rc1! (defending against 3 Kg7) 3 Rb7+ Kf8 4 f5 Rg1.

Only by isolating the king from the pawns can Black draw! Other moves lose.

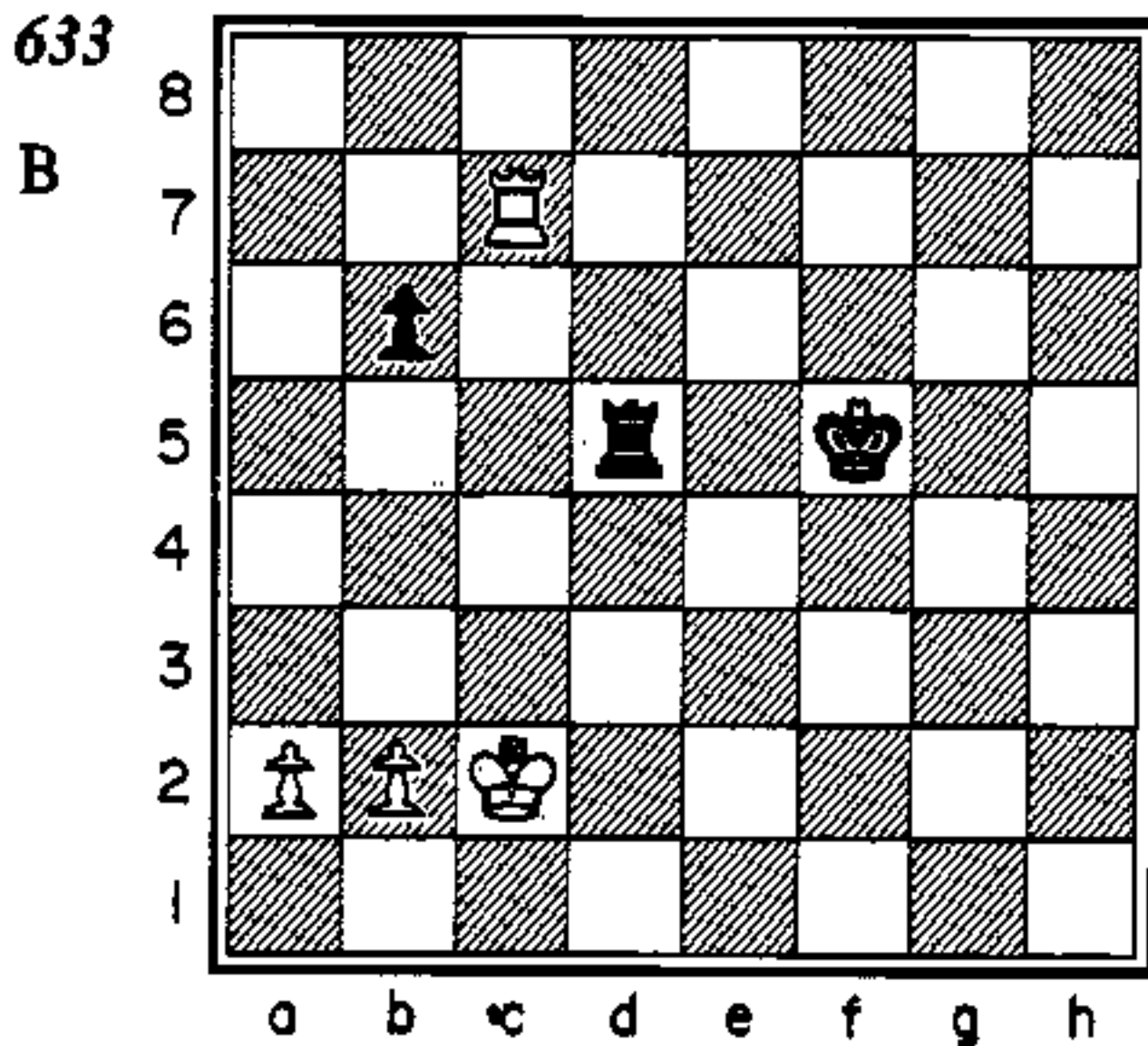
5 Rb8+ Ke7 6 f6+ Ke6 7 Re8+ Kf5 8 Kh7 Rg2 9 Re7 Rg5! (but not 9... Rg1? 10 R×f7 K×e5 11 Rg7) 10 R×f7 K×e5 11 Rg7 K×f6. Drawn.

The defence is more difficult if the weaker side's king is cut off from the pawns.

633. The black king is a long way from its pawn, and by the combined efforts of his

Connected Pawns, no Passed Pawn

Flohr-Szabo
Budapest, 1950



forces White overcomes his opponent's resistance.

1 ... Ra5 2 a3 Ke5 (of course, not **2 ... Ke6** due to **3 Rc6+** and **4 R × b6**) **3 Rd7!**

The king is cut off along the d-file. Now White's task is to advance his pawns with the support of the king, and after the exchange of one of them to obtain a won ending with rook and pawn against rook.

3 ... Ke6 4 Rd2 Rh5 5 Kb3 (White begins carrying out his plan) **5 ... Rh4 6 Rd8 Ke7 7 Rd5.**

White has further reduced Black's defensive possibilities: his king cannot stand on the 6th rank due to **Rb5**, winning the pawn.

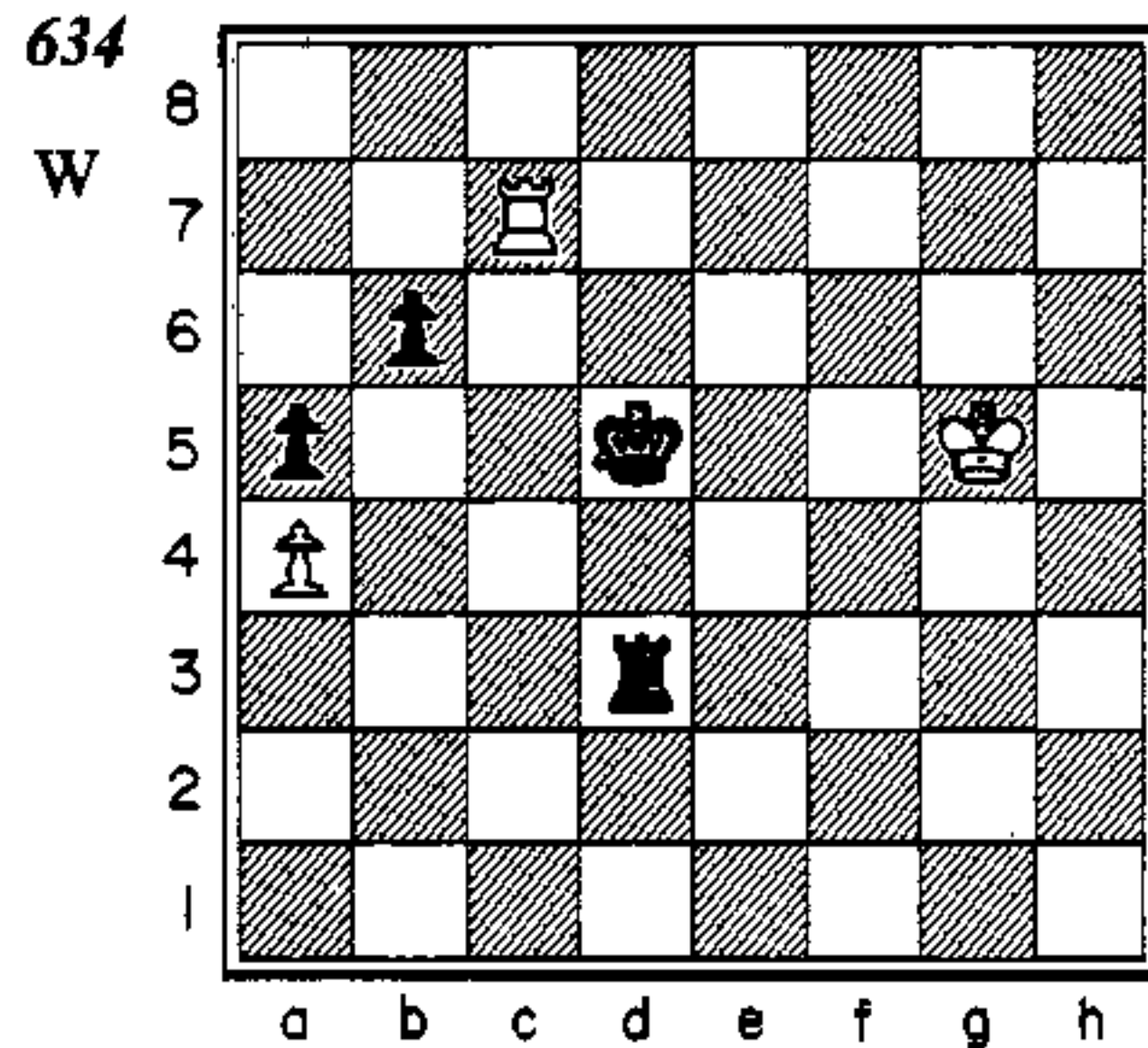
7 ... Rg4 8 Kc3 Rh4 9 b3 Rg4 10 Rd4 Rg3+ 11 Kc4 Rg5 12 Rd5 Rg4+ 13 Kb5 Rg3 14 b4 Rg6 (14 ... **R × a3** 15 **K × b6** **Ra8** 16 **b5** is hopeless) **15 Ka6 Rh6 16 b5.** Black resigned, since after **a3-a4-a5** the ending is lost.

We will now consider an example which shows the subtleties of the defence with the king cut off.

634. 1 Rd7+ Kc4 2 Rc7+ Kd4.

Here the white king is far enough away from the Q-side, and Black could have won easily by taking his king up to the white pawn, e.g. **2 ... Kb4 3 Rc6 b5 4 a × b5 K × b5 5 Rc8** (even worse is **5 Rc1 a4 6 Kf4 a3 7 Ke4 Rd8**, when the advance of the pawn is as-

Tipary-Bronstein
Moscow v. Budapest, 1949



sured, or **5 Rh6 a4 6 Kf4 a3 7 Ke4 Rd8** etc.) **5 ... a4 6 Kf4 a3 7 Ke4 Rd6** etc.

It is true that the move played does not throw away the win, but on the other hand it makes it much more difficult.

3 Kf5 Rb3 5 Ke6 Rc3.

Black plays without a definite plan. It does not require particularly subtle calculation to choose **4 ... Rb4 5 Rh7** (**5 Rc6 R × a4 6 R × b6 Rb4 7 Ra6 a4 8 Kd6 Kc4 9 Kc6 Kb3 10 Kc5 a3 11 Ra8 Ra4 12 Rb8+ Kc2 13 Rh8 a2 14 Rh2+ Kd3**, and by approaching the rook, Black wins) **5 ... Kc4 6 Kd6 R × a4 7 Kc6 Rb4**, and after overcoming a few tactical tricks by the opponent, Black wins.

5 Rh7 Rc4 6 Rh3 Kc5 7 Ra3 Kb4.

Black could have won by **7 ... b5 8 a × b5 K × b5 9 Kd5 a4 10 Ra1 Rh4 11 Rb1+ Ka5 12 Kc5 a3** etc., but for some reason he avoids this variation.

8 Ra1 Kc3 9 Rc1+ Kd3 10 Ra1 Kc2 11 Kd5 (Black has not yet achieved anything, and White has managed to transfer his king from **g5** to **d5**; but the win is still there) **11 ... Rb4 12 Rh1 Kb3** (not **12 ... R × a4 13 Rh2+ Kb3 14 Rh3+ Kb4 15 Kc6** with a draw) **13 Ra1 R × a4 14 Rb1+ Kc2 15 R × b6 Rh4 16 Rg6 Kc3?**

The decisive mistake, leading to a draw. **16 ... a4** was correct, e.g. **17 Rg2+ Kb3 18**

Rook and Two Pawns against Rook and Pawn

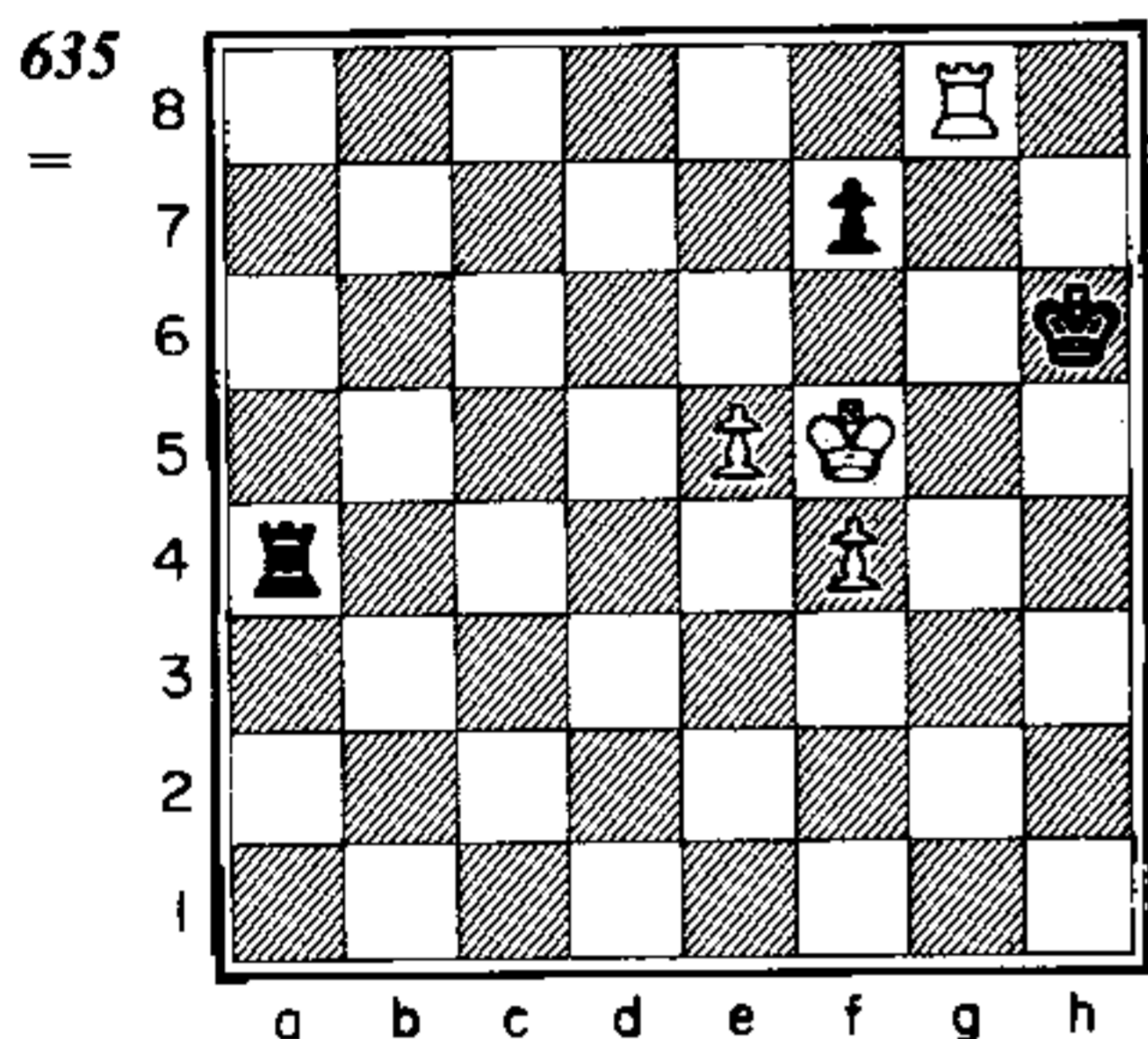
Rg3+ Kb4, or 18 Kc5 a3! 19 Rg3+ Ka4 20 Rg2 Rh1 21 Kc4 Rc1+ 22 Kd3 Kb3 23 Rg8 Rc3+! (but not 23 ... a2 24 Rb8+ Ka3 25 Ra8+ Kb2 26 Rb8+ Ka1 27 Ra8!) 24 Kd2 Kb2 and wins.

17 Kc5 Rb4.

Now 17 ... a4 does not help due to 18 Rg3+, when Black has to agree to perpetual check after 18 ... Kb2 19 Rg2+ Kc3 20 Rg3+, or lose his pawn after approaching the rook with his king.

18 Rg3+ Kb2 19 Rg2+ Ka3 20 Rg1 Ka2.
Drawn.

It is only extremely rarely that a draw is possible with the king cut off.



635. Black appears to be in a bad way: his king is cut off from the f7 pawn, and the white pieces are very active.

1 Rg4 Rb4 2 Kf6 Kh5! 3 Rg5+ Kh6 (3 ... Kh4? loses to 4 Kx f7 Rxf4+ 5 Kg6 etc.) 4 Rf5 Rb7 5 Rg5 Rb4 6 f5 Rb6+ 7 e6 fxe6 8 fxe6 Rxe6+ 9 Kxe6 Kxg5. Draw.

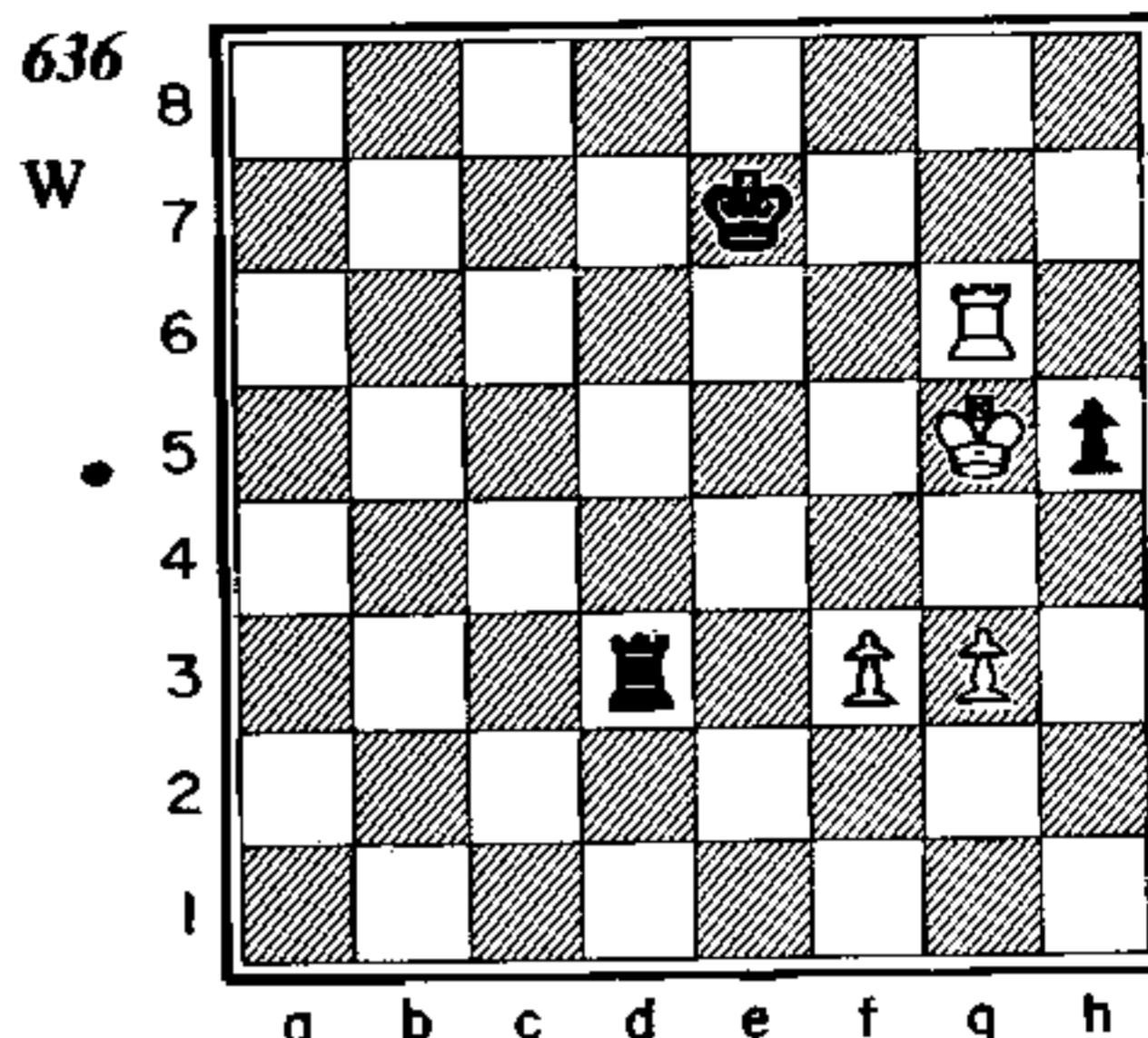
9.2 CONNECTED PAWNS, ONE PASSED

The presence of a passed pawn does of course give the stronger side certain winning chances, but in the majority of cases the game ends in a draw, and a win is more of an exception.

The defence is easiest if the connected

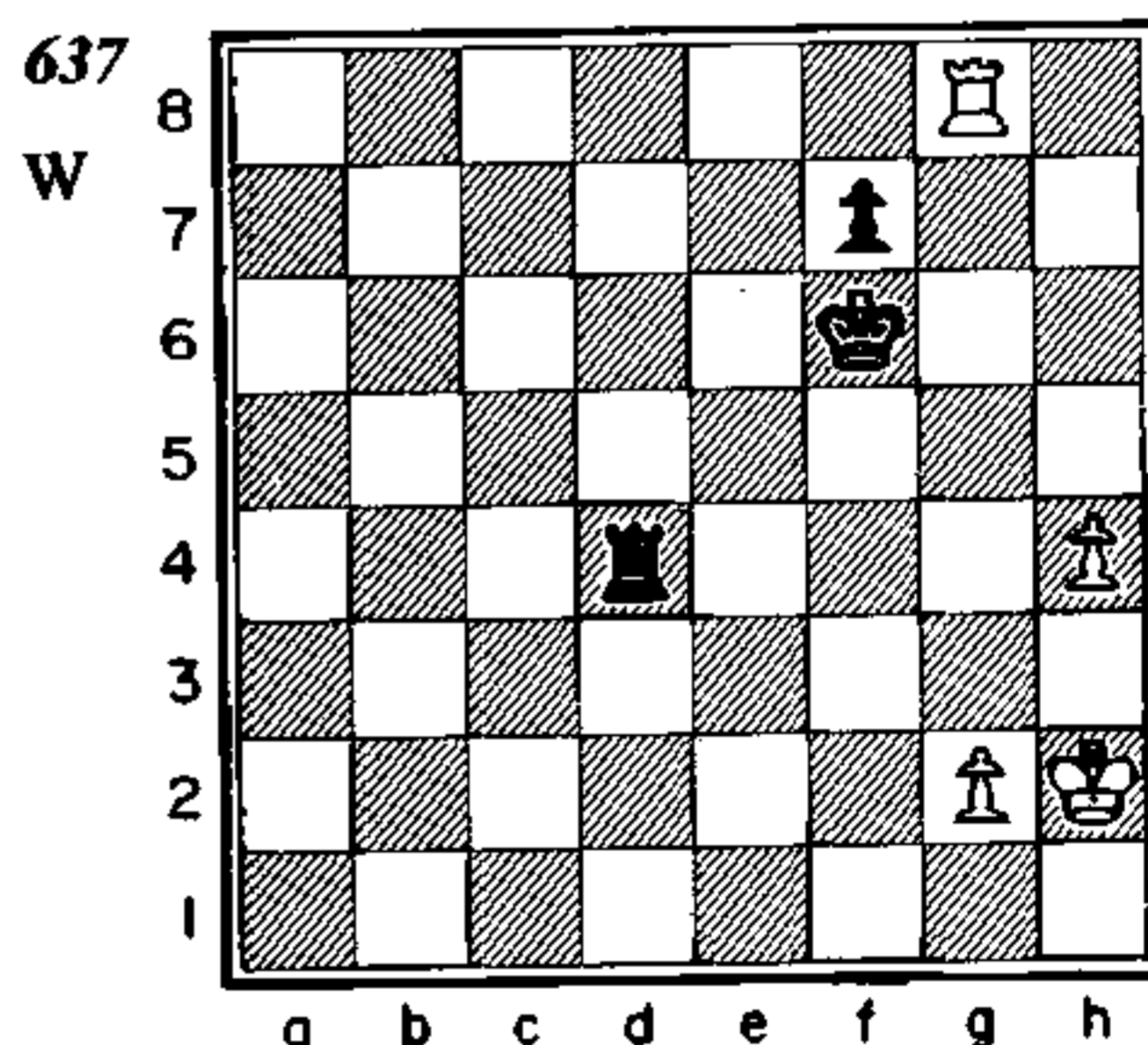
pawns are on the bishop's file and knight's file, or knight's file and rook's file.

Gligoric-Smyslov Moscow, 1947



636. Black saves the game by sacrificing a pawn, to go into a drawn ending with f- and h-pawns: **1 Kf4 Ra3 2 Rg5 Ra4+ 3 Ke3 Ra3+ 4 Kf2 Ra2+ 5 Kg1 h4 6 gxh4 Kf6** with a draw (557).

Lilienthal-Katyetov Moscow v. Prague, 1946



637. Here White was unable to realize his extra passed pawn, due to the closeness of Black's king and his active rook: **1g3**.

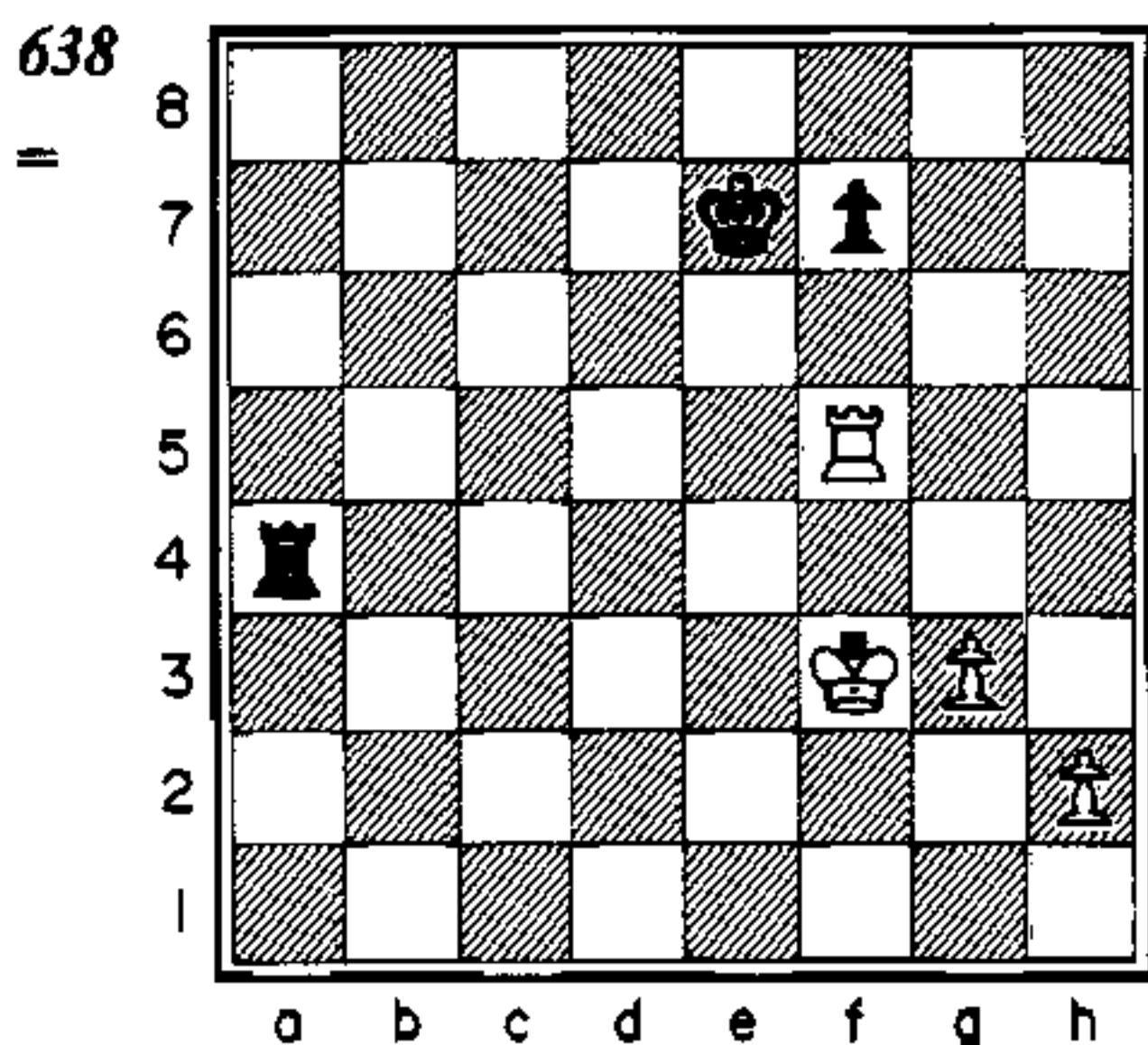
1 g4 is possibly stronger, but even then after **1 ... Ra4 2 h5 Ra2+ 3 Kg3 Ra3+ 4**

Connected Pawns, one Passed

Kh4 Ra1 5 h6 Rh1+ 6 Kg3 Ke6 7 g5 Kf5 followed by ... f6 Black gains a draw.

1 ... Ke7 2 h5 f5 3 Kh3 Kf7 4 Rg5 Kf6 5 Rg6+ Kf7 6 Rb6 Kg7 7 Kg2 Rg4 8 Kf3 Ra4 9 h6+ Kh7 10 Rf6 Rb4 11 R x f5 K x h6 12 Rf4 Rb3+ 13 Kg4 Kg6. Drawn.

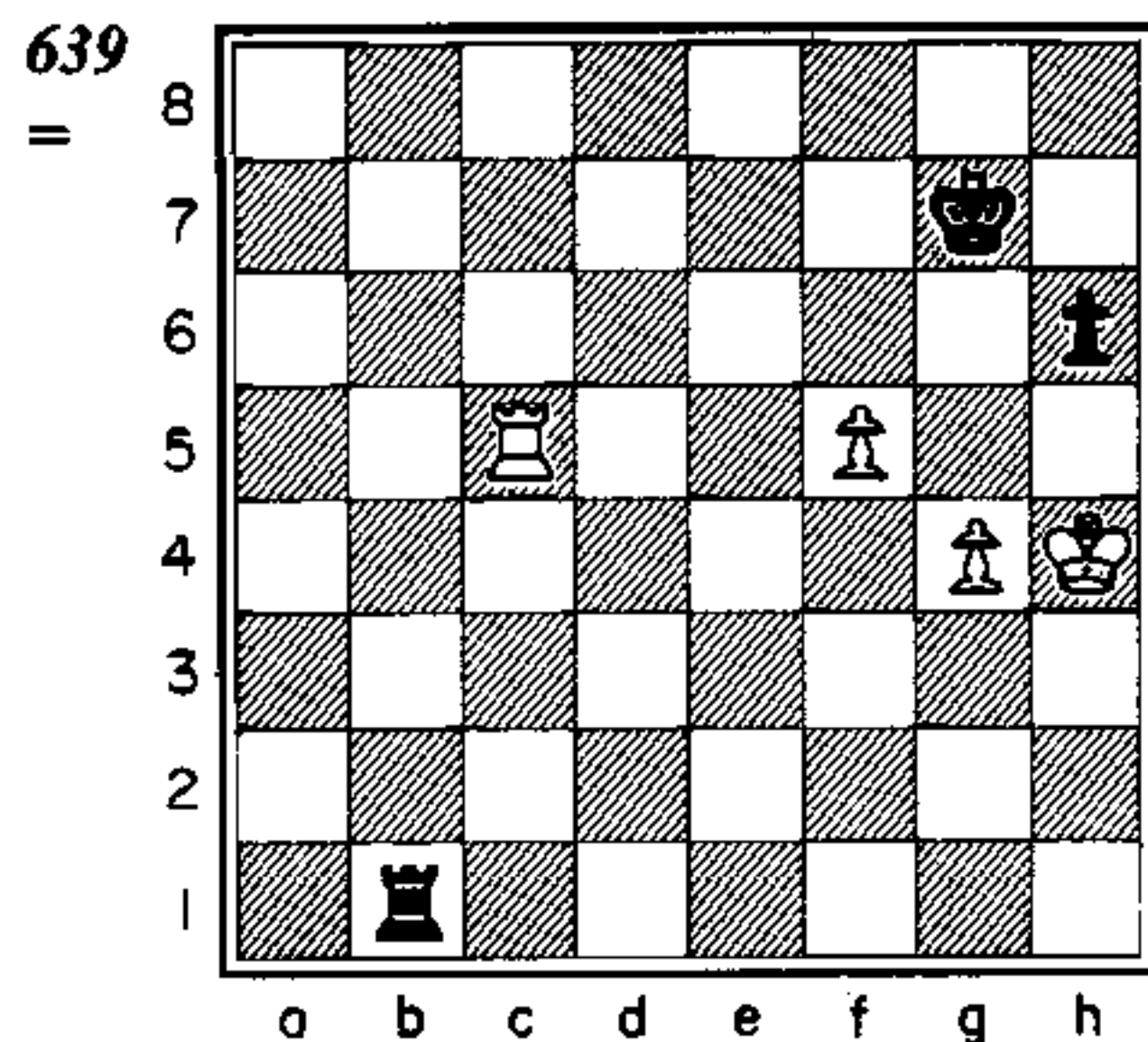
Reti-Breyer
Baden, 1914



638. 1 Rf4 Ra2 2 h4 Ra5 3 Kg4 Kf8 4 Rf5 Ra4+ 5 Kg5 Ra3 6 g4 Kg7! 7 h5 Ra6 8 Rd5 Rb6 9 Kf5 Rb1 10 g5 Rf1+ 11 Ke4 Rh1 12 h6+ Kg6. Drawn, since the undermining of the pawn chain by 13 ... f6 cannot be prevented

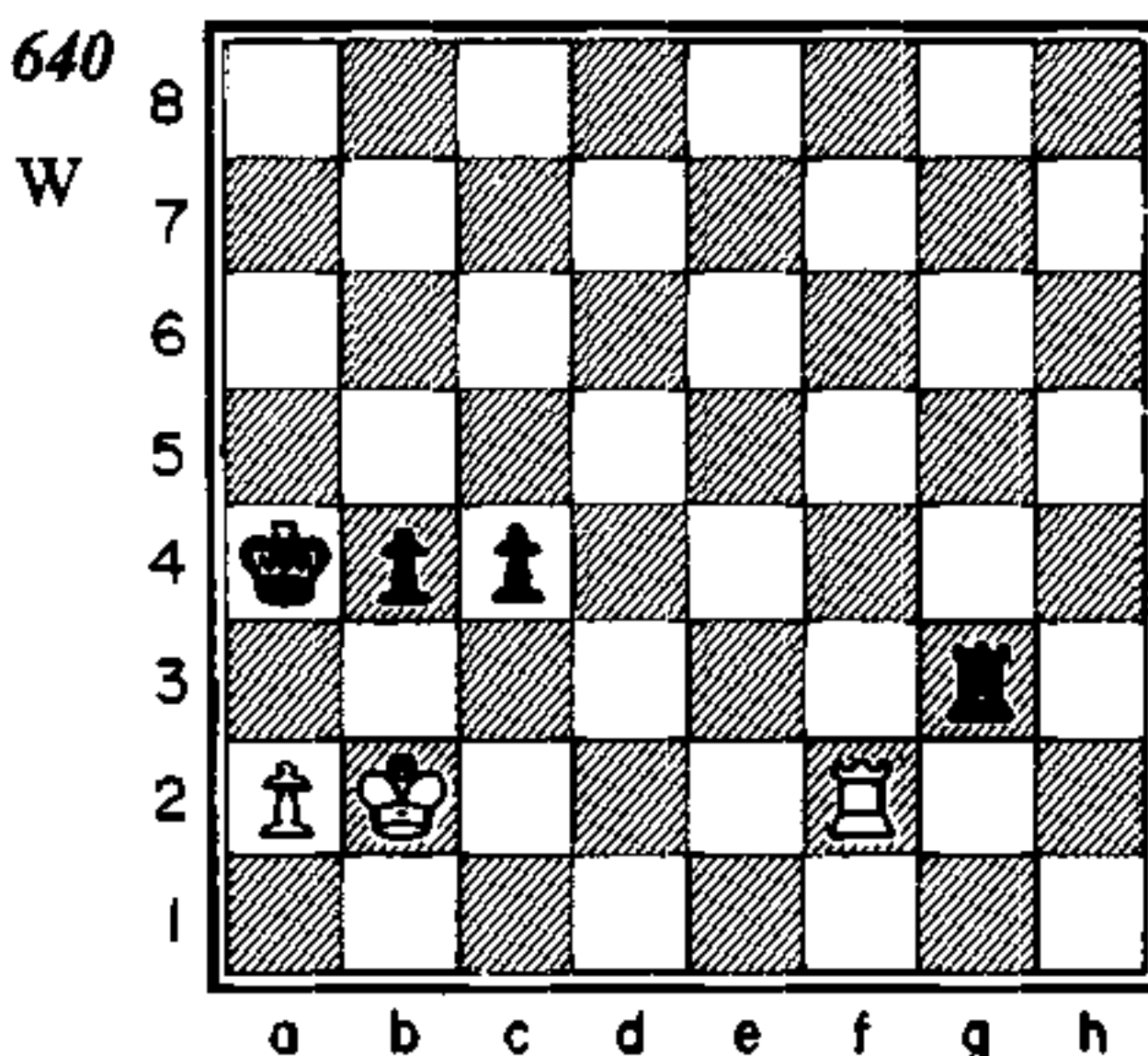
The following is an interesting example.

Keres-Smyslov
Moscow, 1949
(with colours reversed)



639. Black has sufficient resources to save the game: 1 Rc7+ Kf6 2 Rc6+ (or 2 Rh7 Rh1+ 3 Kg3 Rg1+ 4 Kf3 Rh1 with a draw) 2 ... Kg7 3 Rg6+ Kh7 4 Re6 Kg7 5 Kg3 Rf1 6 Re7+ Kf6 7 Rh7 Rh1 8 Kg2 Rh4 9 Kf3 Rh1 10 Rh8 Kg7 11 Rd8 Rf1+ 12 Kg2 Rf4 13 Rd7+ Kf6 14 Rd6+ Kg7 15 Kg3. Drawn.

from a practical game
Kiev, 1964



640. 1 ... c3+ and 2 ... Ka3 is threatened, so White must try to save the game by a counter-attack.

1 Rf8! c3+ 2 Kb1 Rg1+ 3 Kc2 Rg2+ 4 Kb1 Rb2+ 5 Ka1 b3 (there is simply no other attacking possibility) 6 Ra8+.

This obvious check does not yet lose, but 6 a x b3+ was more natural: 6 ... K x b3 7 Rb8+ Kc2 8 Rh8 Rb4 (8 ... Rb1+ 9 Ka2 Rd1 10 Rh2+ Rd2 11 Rh1! with a draw) 9 Rh2+ Kb3 10 Kb1! Rg4 11 Rb2+! (only this typical rook sacrifice saves the game) 11 ... Kc4 12 Rb8 etc.

If Black does not take the pawn, but plays 6 ... Ka3, a possible continuation is 7 Ra8+ Kb4 8 Rb8+ Kc5 9 Rd8, and if 9 ... R x b3 10 Ka2 Rb7 11 Rh8 with a draw.

6 ... Kb4 7 Rb8+?

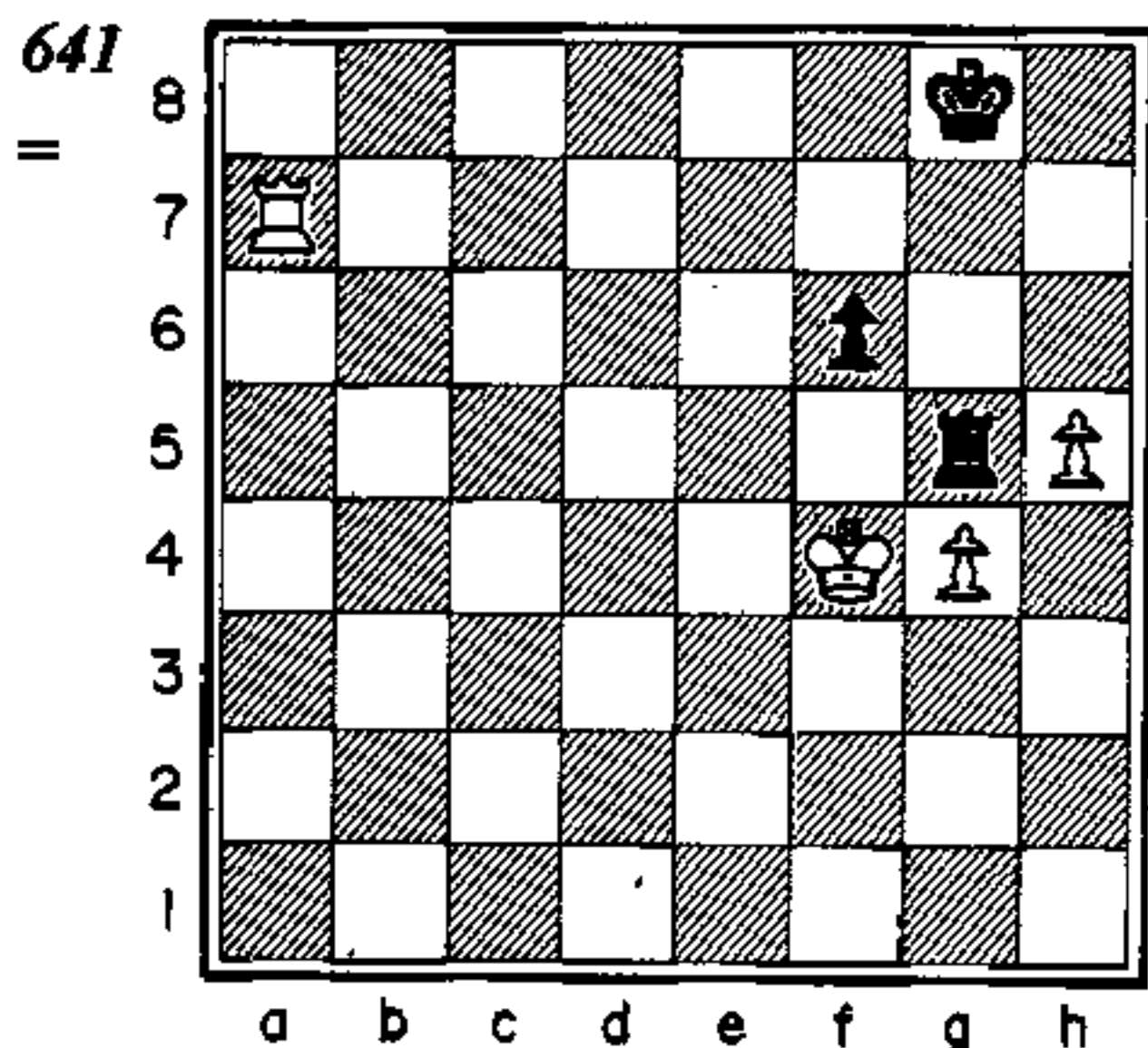
The decisive mistake. 7 a x b3! was correct, transposing into the previous variation.

7 ... Kc4 8 a x b3+ Kd3! This is the whole

Rook and Two Pawns against Rook and Pawn

point! As follows from the analysis of example 617, White does not now have time to begin an attack from the rear by 9 Rh8, since Black replies 9 ... Rd2! and wins.

Positions of interest are those where the weaker side's king has been pushed onto the back rank, but his rook is active and is preventing the approach of the opponent's king.



641. The defence here does not cause any great difficulty, for example:

(a) 1 Ra6 Kg7 2 h6+ Kg6! (2 ... Kxh6 3 Rxf6+ Rg6 4 Kf5 and wins) 3 Rxf6+ Kxf6 4 h7 Rg4+ with a draw.

(b) 1 h6 Rb5.

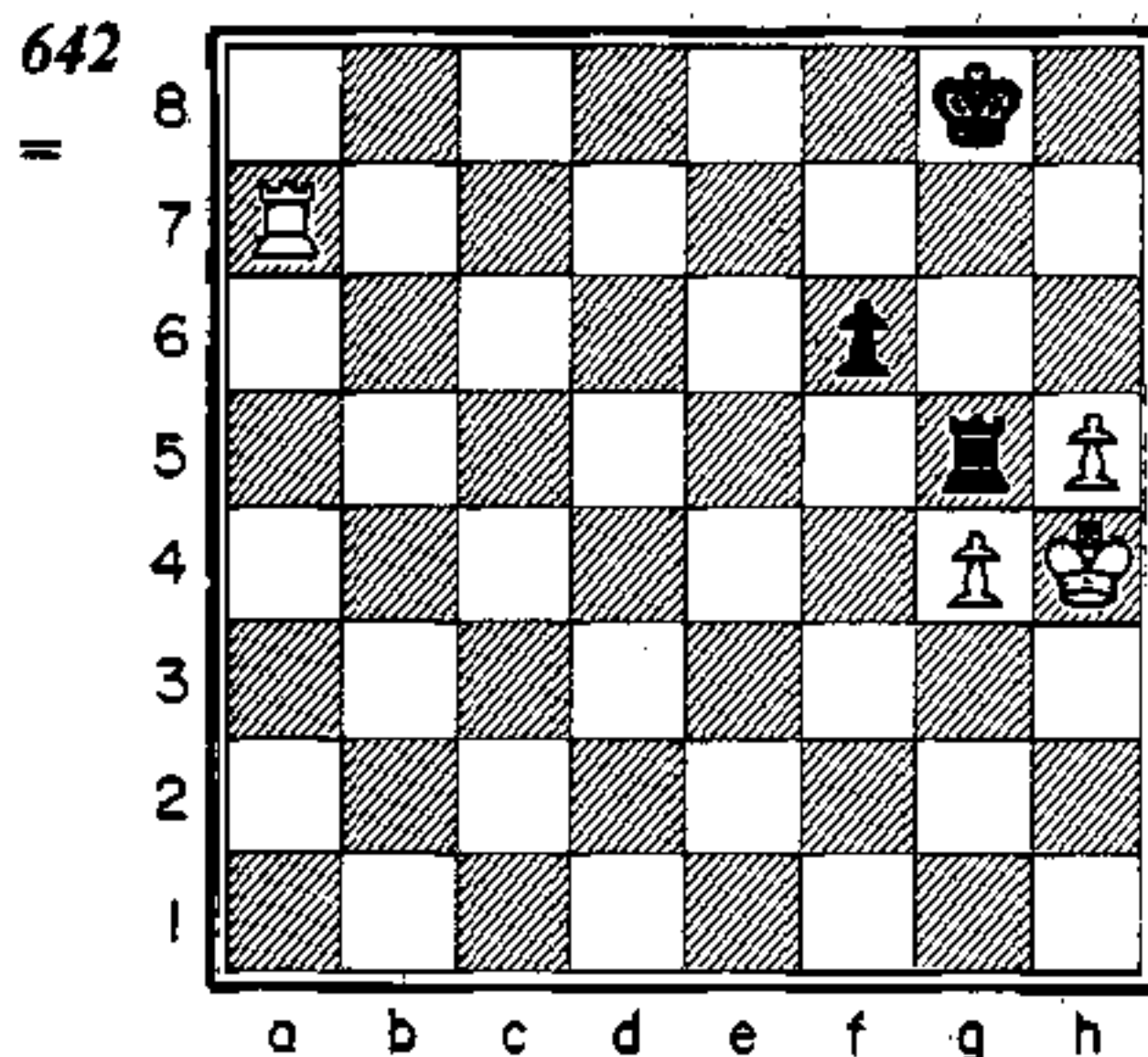
1 ... Rg6 is also possible: 2 h7+ Kh8 3 Rf7 Rg5! (3 ... Rh6 4 Kf5 Rh4 5 Ra7 Rh6 6 Rb7! Rh4 7 g5! fxg5 8 Kg6 and wins) 4 Rxf6 Ra5 5 Rh6 (5 Rf7 leads to a 'desperado' rook) 5 ... Ra4+ 6 Kg5 Ra5+ 7 Kh4 Ra1 with a draw.

2 Rg7+ Kf8! (not 2 ... Kh8? 3 Rf7 Rb6 4 Kf5) 3 Rg6 (if 3 Kg3 Rb1) 3 ... Kf7 4 h7 Rb8 5 Rh6 Kg7 6 Rh1 Ra8 with a draw.

642. On 1 h6 Black loses after 1 ... Rg6? 2 h7+ Kh8 3 Kh5 Rg5+ (3 ... Rg7 4 Rxf6 Kxf6 5 h8=Q+!) 4 Kh6, and there is no defence against the mate.

It is correct to move the rook along the 5th rank: 1 ... Rb5 2 Rg7+ Kh8!

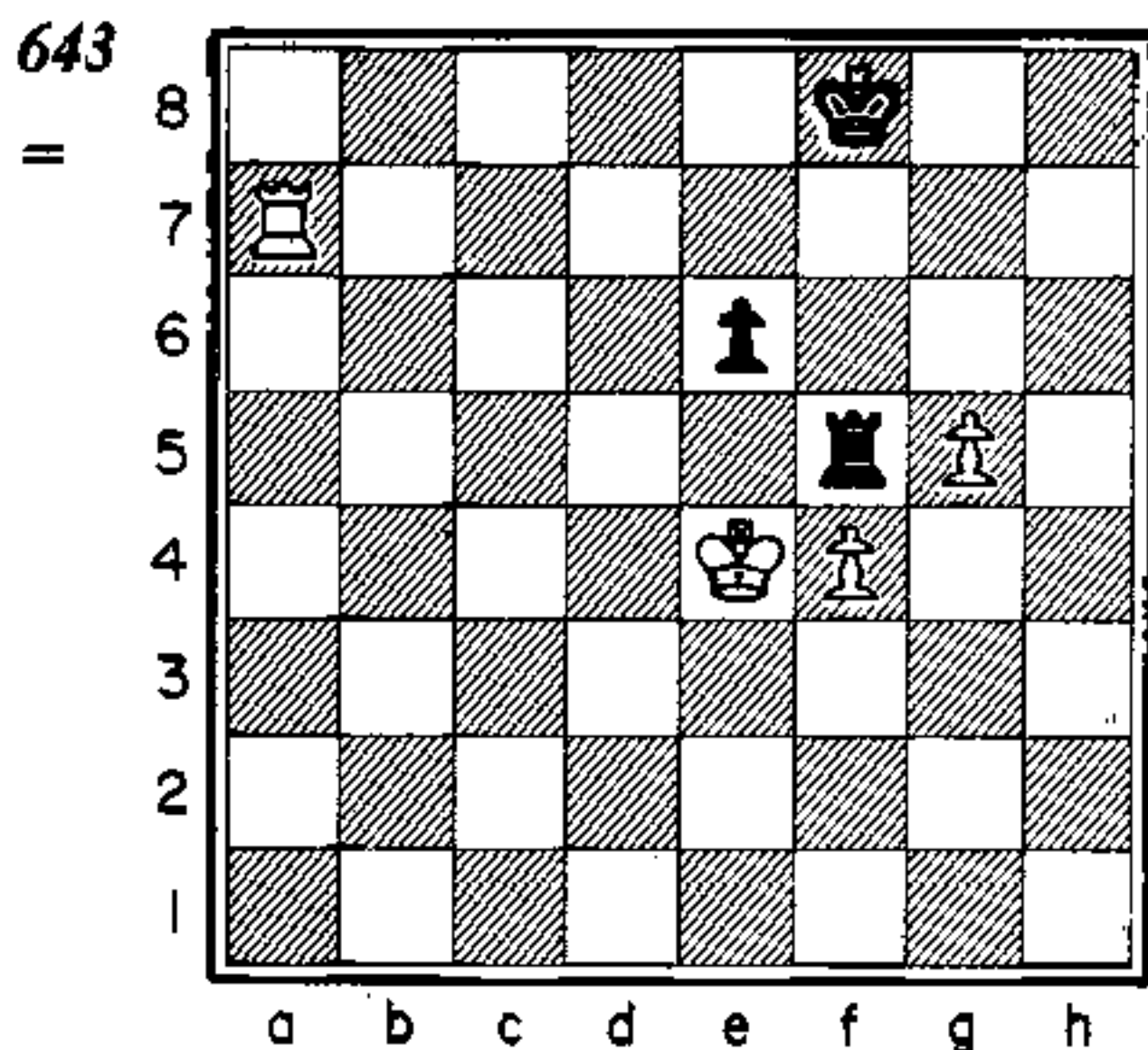
As shown by Levenfish and Smyslov, 2 ...



Kf8 3 Rg6 Kf7 4 h7 Rb1! 5 h8=N+ Kf8 6 Rxf6+ Kg7 etc. is also possible.

3 Rf7 Rb6 4 Kg3 (4 Kh5 Kg8 5 Rg7+ Kh8) 4 ... Kg8 5 Rg7+ Kh8 6 Kf4 (if 6 Ra7 Kg8 7 Kf4 Rb5) 6 ... Rb4+ 7 Kf5 Rb5+ 8 Kg6! Rb6! with a draw.

The following two examples, with the pawns moved one file to the left, are of theoretical interest.



643. 1 g6 Rf6!

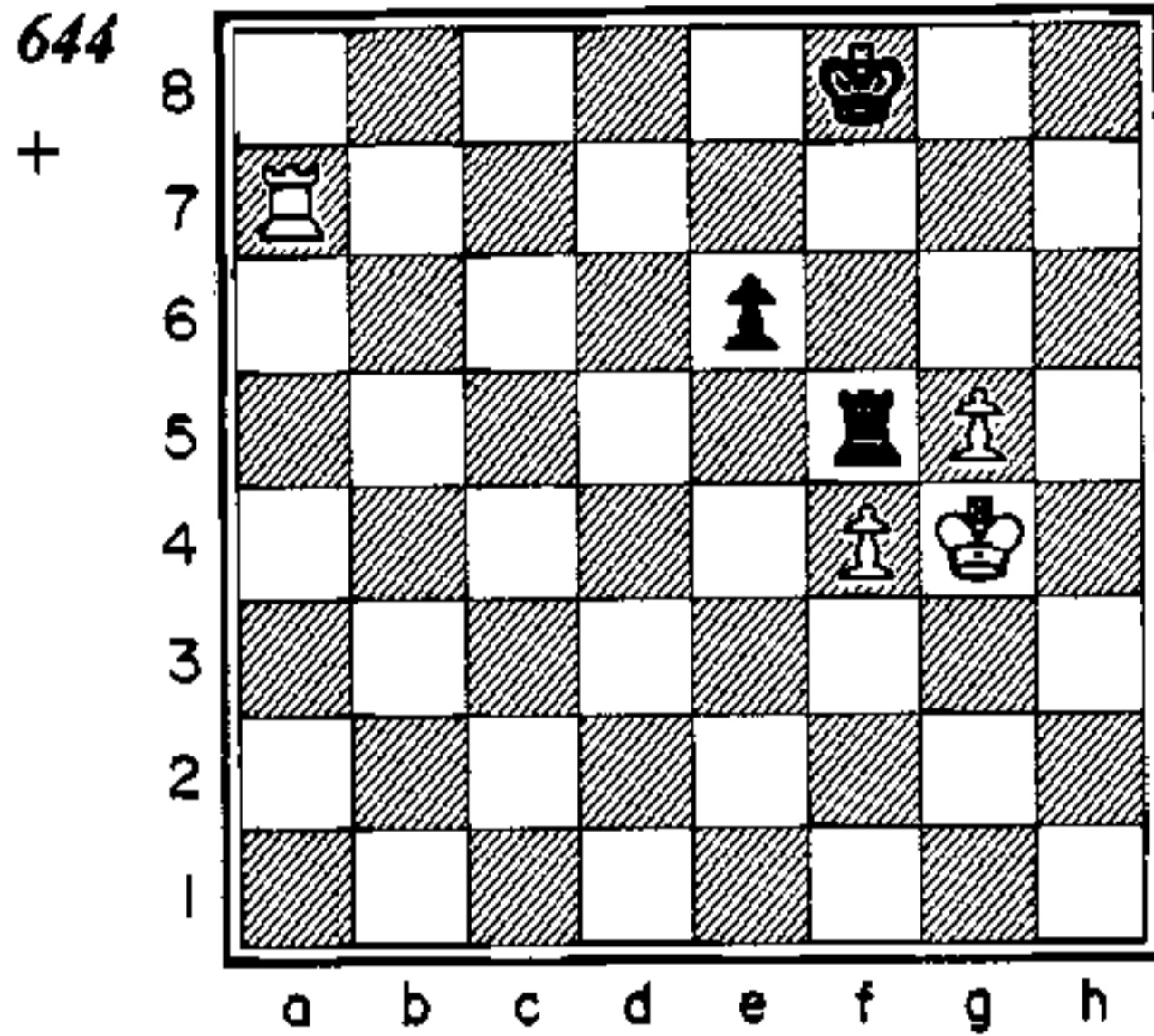
Moving the rook along the 5th rank may lose after 2 Kf3 Rf5 3 Kg4.

2 g7+ Kg8 3 Re7 Rh6! 4 Ke5 Rg6 5 Ra7 Kh7 6 Rf7 Kg8 7 Rf6 Rxf6 8 Kxe6 Rg1, with a draw.

The attempt to transfer the king to g4 also fails: 1 Ra1 Kf7 2 Re1 Kg6 3 Kf3 e5! 4 Rxe5

$R \times e5$ 5 $f \times e5$ $Kf5!$, or 3 $Re2$ $Ra5$ 4 $Kf3$ $Kf5$, and White has no way of improving his position.

Averbakh, 1984



644. With the king at g4 this pawn formation is much more dangerous, since the king threatens to invade decisively into the opponent's position.

1 $g6$ $Rf6$ 2 $g7+$ $Kg8$ 3 $Kg5$, and White wins. No better is 1 ... $Kg8$ 2 $Re7$ $Rf6$ 3 $Kg5$ $Rf5+$ 4 $Kh6$, or 1 ... $Rb5$ 2 $Rf7+$ $Ke8$ (2 ... $Kg8$ 3 $Rf6$ $Rb6$ 4 $Kg5$ etc.) 3 $f5!$ (this wins most simply, but 3 $Rf6$ $Ke7$ 4 $g7$ $Rb1$ 5 $g8=N$ $Ke8$ 6 $Nh6$ etc. is also possible) 3 ... $e \times f5+$ 4 $R \times f5$ $R \times f5$ 5 $K \times f5$ $Kf8$ 6 $Kf6$.

Against a central passed pawn the defence is normally more difficult and often proves unsuccessful, if the stronger side's king manages to invade the opponent's position.

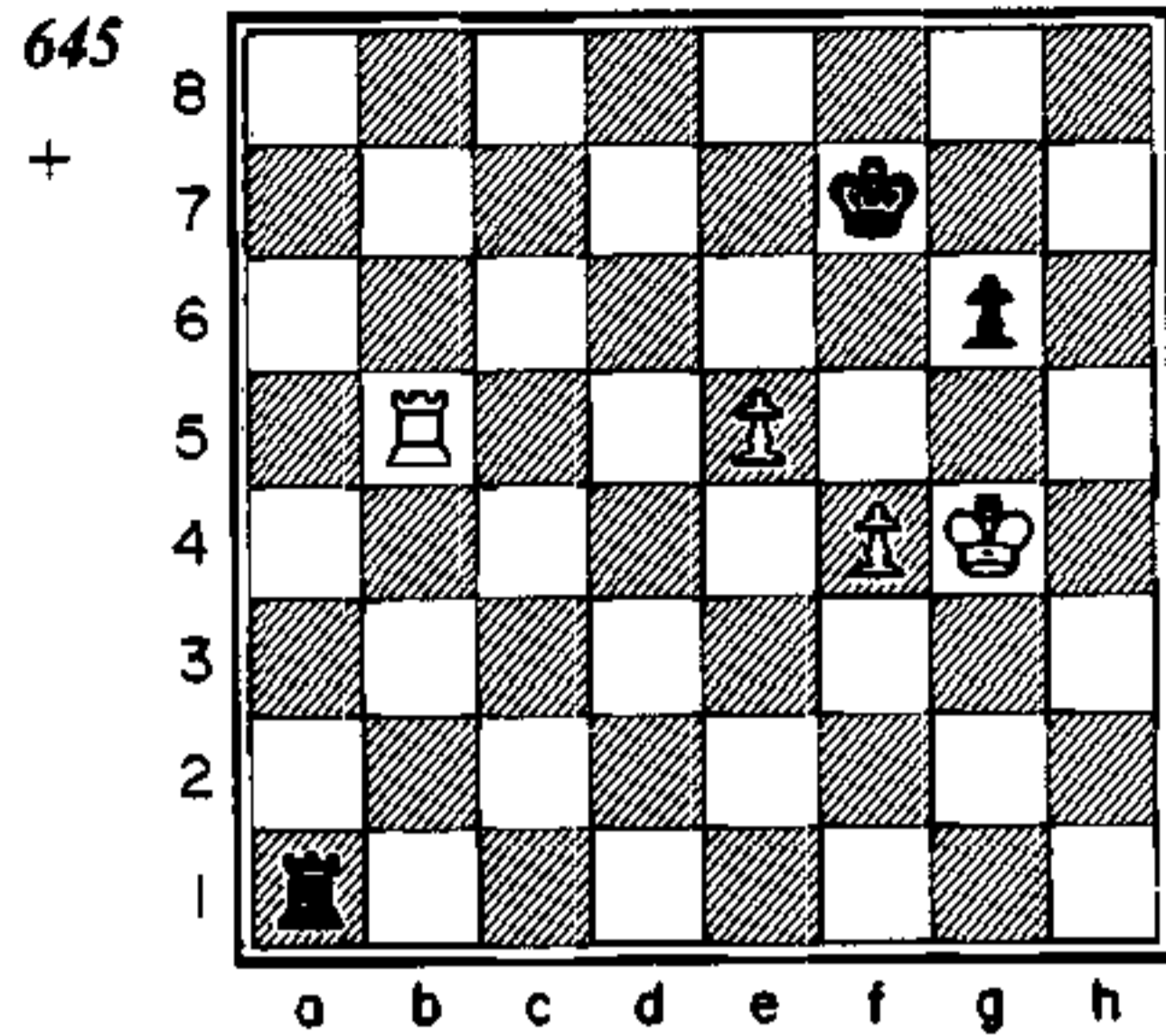
645. This position is obtained by moving diagram 639 one file to the left. Here White is able to realize his passed pawn, since the black king is gradually pushed away from it.

1 $Rb7+$ $Ke6$.

White wins more simply if the king retreats to the 8th rank, e.g. 1 ... $Kf8$ 2 $Rg5$ $Ra6$ 3 $Rd7$, and there is no defence against 4 $Rd6$.

2 $Kg5$ $Rg1+$ 3 $Kh6$ $Rg4$ 4 $Rb6+$ $Ke7$ 5 $Rf6$ $Kd7$ 6 $Kh7$ $Ke8$ 7 $Kg8!$ (standing in opposition to the enemy king; as will be seen later, this is

Kopayev, 1958

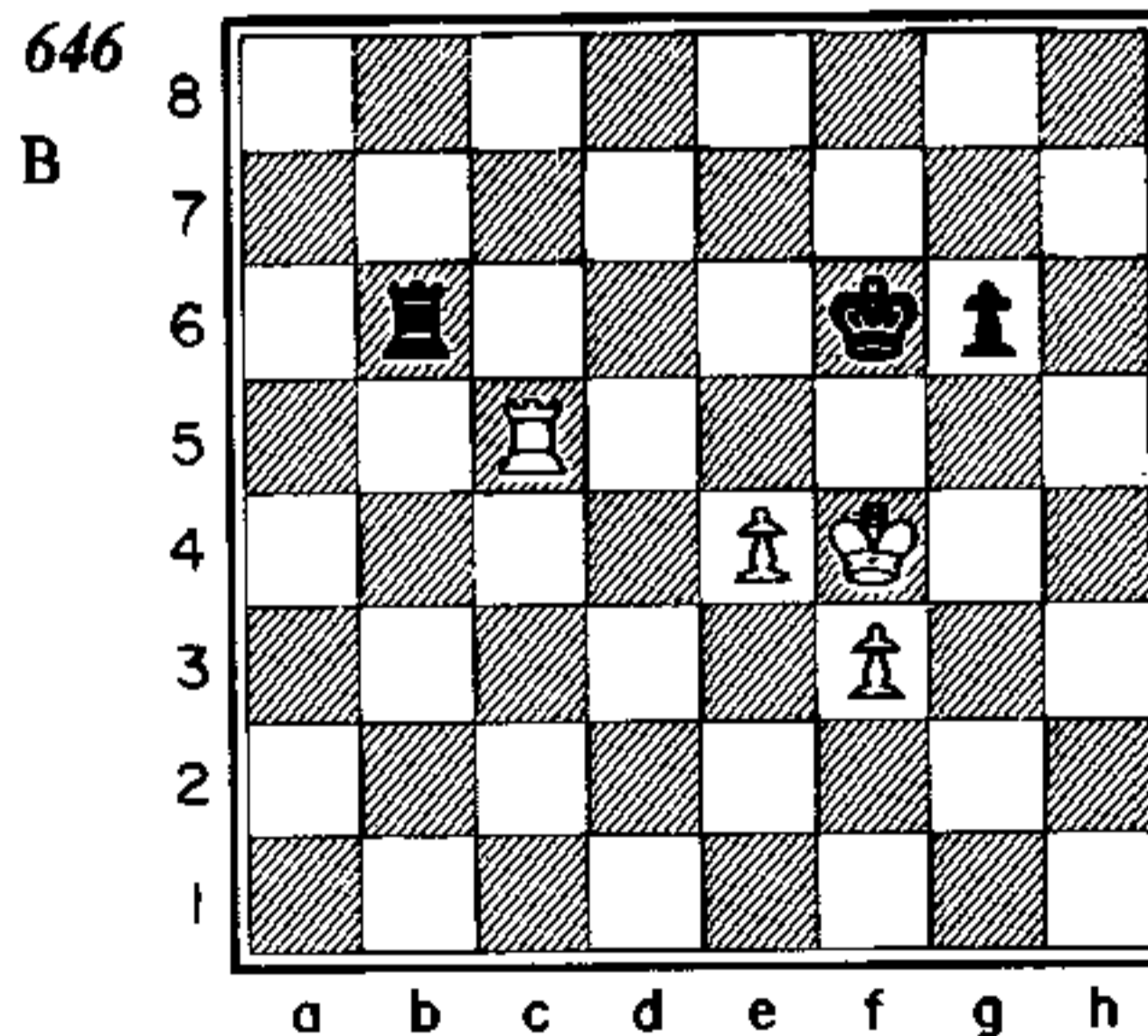


essential) 7 ... $Ke7$ 8 $Kg7$ $Ke8$ 9 $Rf7$ $Kd8$ 10 $Kf8$ $Rh4$ 11 $e6$ $Rh8+$ 12 $Kg7$ $Rh4$ 13 $K \times g6$ and wins.

It is worth noting that, had Black's rook been at f5, as, for example, in position 643, he would have been able to maintain the balance.

With his pawns less far advanced, the stronger side again has chances of success.

Aronin-Konstantinopolsky
Moscow, 1944



646. 1 ... $Rb3$.

No better is 1 ... $Ra6$ 2 $e5+$ $Kf7$ 3 $Kg5$ $Ra3$ 4 $Rc7+$ $Ke6$ 5 $Rc6+$ $K \times e5$ 6 $f4+$ $Ke4$ 7 $Re6+$ $Kd5$ 8 $R \times g6$ and wins.

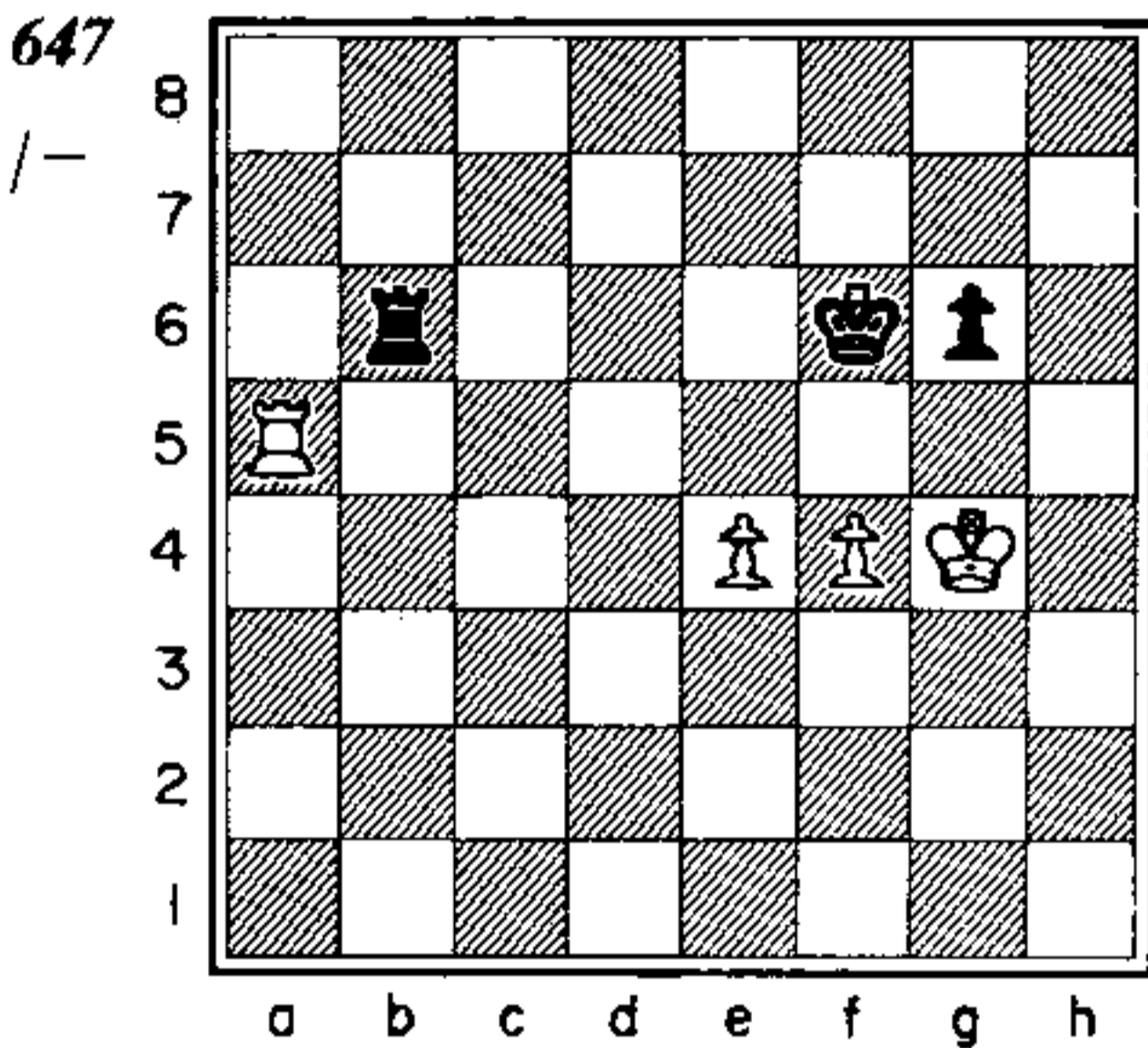
Rook and Two Pawns against Rook and Pawn

2 e5+ Ke6 3 Rc6+ Kf7 4 Rf6+ Kg7 5 Kg5 Re3 6 R×g6+ Kh7 7 Rh6+ Kg7 8 f4 Rg3+ 9 Kh4 Rh2 10 Rh5 Kf7 11 Rg5 Re2 12 Kg4, and White soon won.

But Black could have saved the game by switching his rook to the rear of the pawns: 1 ... Rb1! 2 Rc6+ Kf7 3 e5 Re1 4 Rc7+ Ke6 5 Rg7 Rg1!

The following position is of great theoretical importance.

Lyskov–Selezniev
Moscow, 1956
(with colours reversed)



647. 1 ... Rb1 (if 1 ... Rc6, then 2 e5+ Ke6 3 Kg5, winning) 2 Ra6+?

This leads to a draw. Correct is 2 e5+ Ke6 3 Ra6+ (645), or 2 ... Kg7 3 Ra7+ Kh6 4 e6, and then as in the main variation.

2 ... Kg7 3 e5 Rf1? (this loses; 3 ... Rg1+ 4 Kf3 Re1 would have drawn) 4 Ra7+ Kh6 5 e6! (now 5 ... Re1 is decisively met by 6 e7 Re6 7 Kf3 Re1 8 Rb7 Re6 9 f5 g×f5 10 Rb6) 5 ... g5 6 Kf5!

This is what should have been played. The game went 6 f×g5+ Kg6 7 Re7 Re1 8 Re8 Re4+ 9 Kf3 Re1 10 Kf4 Re2 11 Kf3 Re1 12 Kf4 Re2 13 Rg8+ Kh7 14 Rf8 Rf2+ 15 Ke5 R×f8 16 e7 Ra8 17 Ke6 Kg7 18 Kd7. Drawn.

6 ... R×f4+ (6 ... g×f4 7 e7 Re1 8 Kf6 f3 9 Ra3) 7 Ke5 Rf1 8 e7 Re1+ 9 Kf6 Rf1+ 10

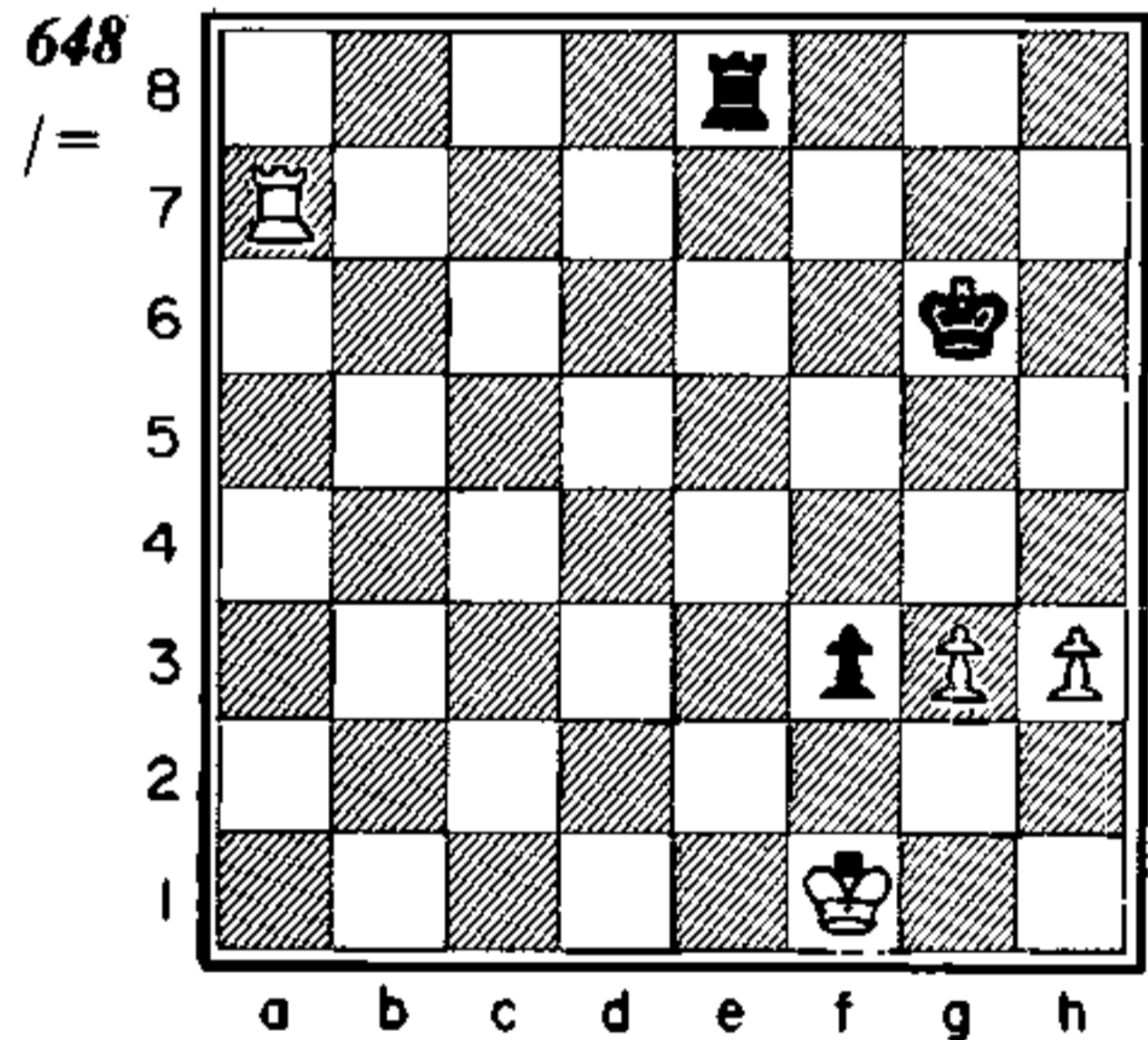
Ke6 Re1+ 11 Kf7 Rf1+ 12 Kg8 Re1 13 Ra6+ Kh5 14 Kf7 R×e7+ 15 K×e7 g4 16 Kf6 g3 17 Kf5 Kh4 18 Rh6 mate, or 17 ... g2 18 Rg6 and wins.

9.3 CONNECTED PAWNS, BOTH PASSED

Two connected passed pawns are a great force, and the result normally goes in their favour. Of course, this depends to a considerable extent on how far advanced both sides' pawns are, and on the relative placing of the pieces.

In certain cases the presence of a passed pawn may allow the weaker side to draw.

Kärner–Renter
Estonian Championship, 1955



648. 1 ... Re2 2 Ra3 Kg5!

But not 2 ... Rh2, as in the game, in view of 3 h4 Kh5 4 Ra5+ Kg4 5 Rg6+ Kh3 6 h5 Ra2 7 h6 Ra6 8 h7, and Black resigned.

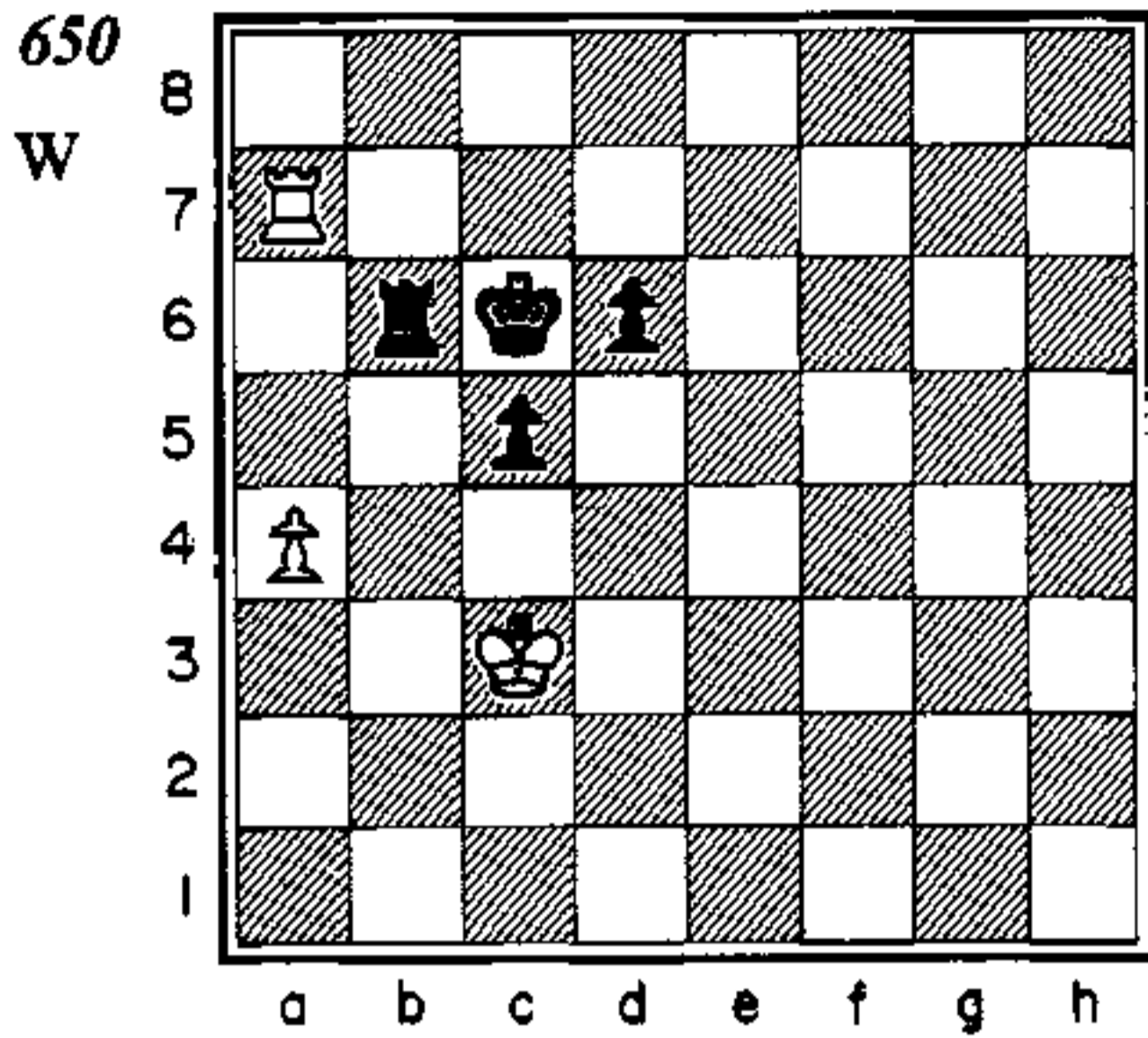
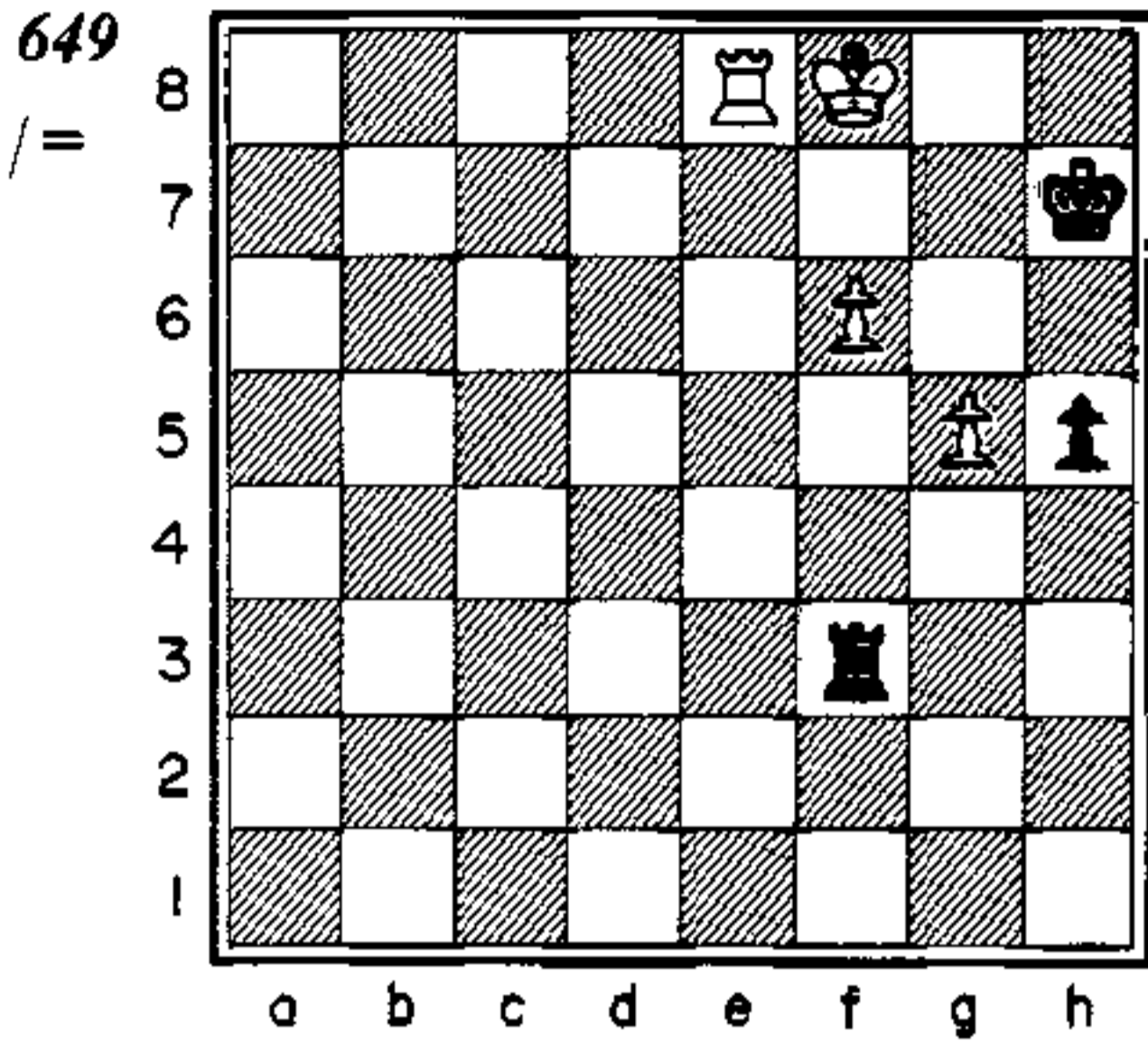
3 R×f3 (although White is now two pawns up, there is still no win) 3 ... Rh2 4 Kg1 (4 h4+ Kg4) 4 ... R×h3, with a draw.

Note also that 2 ... Kh5 is a mistake: 3 R×f3 Rh2 4 Kg1 R×h3 5 Kg2 Kg4 6 Rf4+ and 7 K×h3.

Connected Pawns, both Passed

Aratovsky-Kosyenko
RSFSR, 1954

Tolush-Zagoryansky
Vilnius, 1947



649. Black's plan is to win the g-pawn and then give up his rook for the f-pawn, so as to gain a draw with pawn against rook.

1 ... Kg6! 2 Ke7 Re3+?

Black deviates from the correct path. 2 ... Kxg5! would have led to a straightforward draw, e.g. 3 Rg8+ Kh6! (3 ... Kh4? loses to 4 f7 Kh3 5 f8=Q Rxf8 6 Kxf8 h4 7 Kf7 Kh2 8 Kf6 h3 9 Kf5 Kh1 10 Kf4 h2 11 Kg3 Kg1 12 Kh3+ Kh1 13 Ra8 Kg1 14 Ra1+) 4 f7 h4 5 f8=Q+ Rxf8 6 Kxf8 Kh5 7 Kf7 h3 8 Kf6 Kh4 9 Kf5 h2 10 Kf4 Kh3 with a draw. After the mistake in the game, the ending cannot be saved.

3 Kd7 Rd3+ 4 Kc6 h4 5 Rg8+ Kf7 6 Rg7+ Kf8 7 Rh7 Rg3 8 Kd6 Kg8 9 f7+ Kxh7 10 f8=Q, and White won.

Here is another practical example.

650. 1 a5 Rb7 2 Ra8 Rd7 3 a6 d5?

3 ... Kb6! would have won, e.g. 4 Rb8+ Kxa6 5 Kc4 Rb7! 6 Rd8 Rb4+ 7 Kc3 (7 Kd5 Rd4+ 8 Kc6 Ka5 9 Rb8 c4) 7 ... Rd4 8 Rb8 d5 9 Rb1 Rc4+ 10 Kd3 Rb4.

4 Rb8 Rg7 5 Rc8+?

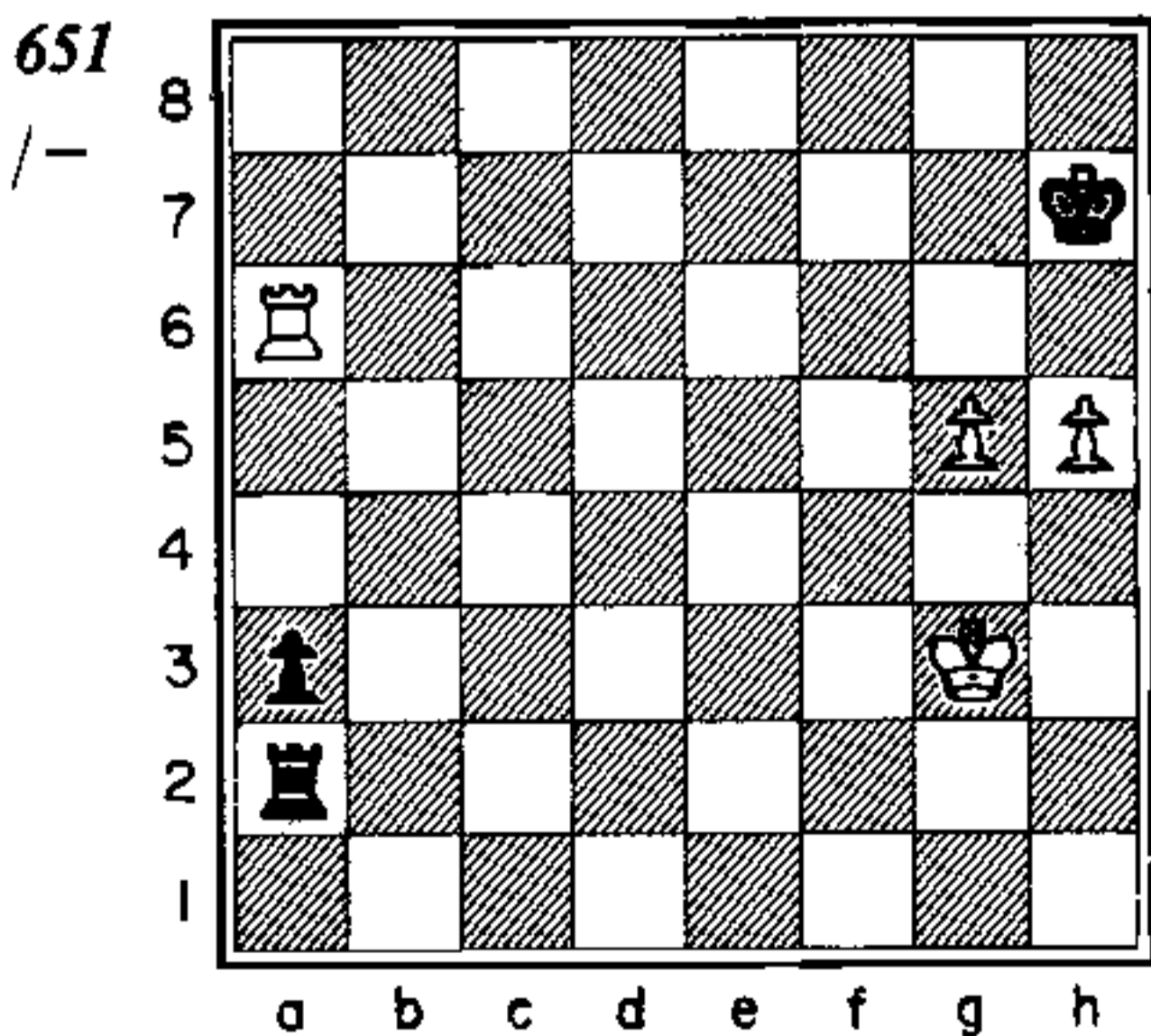
White drives the king to where it wants to go. He should have played 5 Rd8!, e.g. 5 ... d4+ 6 Kc4 Rg3 7 Rc8+ Kb6 8 Rb8+ Ka7 9 Rc8 Rc3+ 10 Kb5 Rb3+ 11 Kc4 Rc3+, or 5 ... Rh7 6 Rb8 Rd7 7 Kd3 Rh7 8 Kc3, and Black cannot strengthen his position, or 5 ...

Ra7 6 Rc8+ Kb6 (6 ... Kb5 7 Rb8+ Kxa6 8 Rd8 d4+ 9 Kc4 Rc7 10 Rd6+ Kb7) 7 Rd8 (not 7 Rb8+? Kc7 8 Rb5 Kc6 9 Ra5 Kb6!) 7 ... d4+ 8 Kc4 Rxa6 9 Rd6+ Kb7 10 Rd5 Rc6 11 Rd7+ etc.

5 ... Kb5 6 Rd8 d4+ 7 Kd3 Rg3+ 8 Ke4 Kxa6 9 Rb8 Ka5 10 Rb7 Ka4 11 Kd5 (a little trap: 11 ... d3? allows 12 Kc4, when White saves the game, but Black is on the alert) 11 ... Rc3! White resigns.

We will now turn to positions where the pawns are on opposite wings, as before the stronger side's pawns being connected.

Bernstein-Zuckerman
Paris, 1929



Rook and Two Pawns against Rook and Pawn

651. As a rule, positions of this type are favourable to the stronger side.

1 ... **Ra1** 2 **Ra7+** **Kg8** 3 **g6** **a2** 4 **Kg2** **Rb1!** 5 **R×a2** **Rb5** 6 **Ra8+** **Kg7** 7 **Ra7+** **Kg8** 8 **Rh7** **Rg5+**, and Black went on to lose.

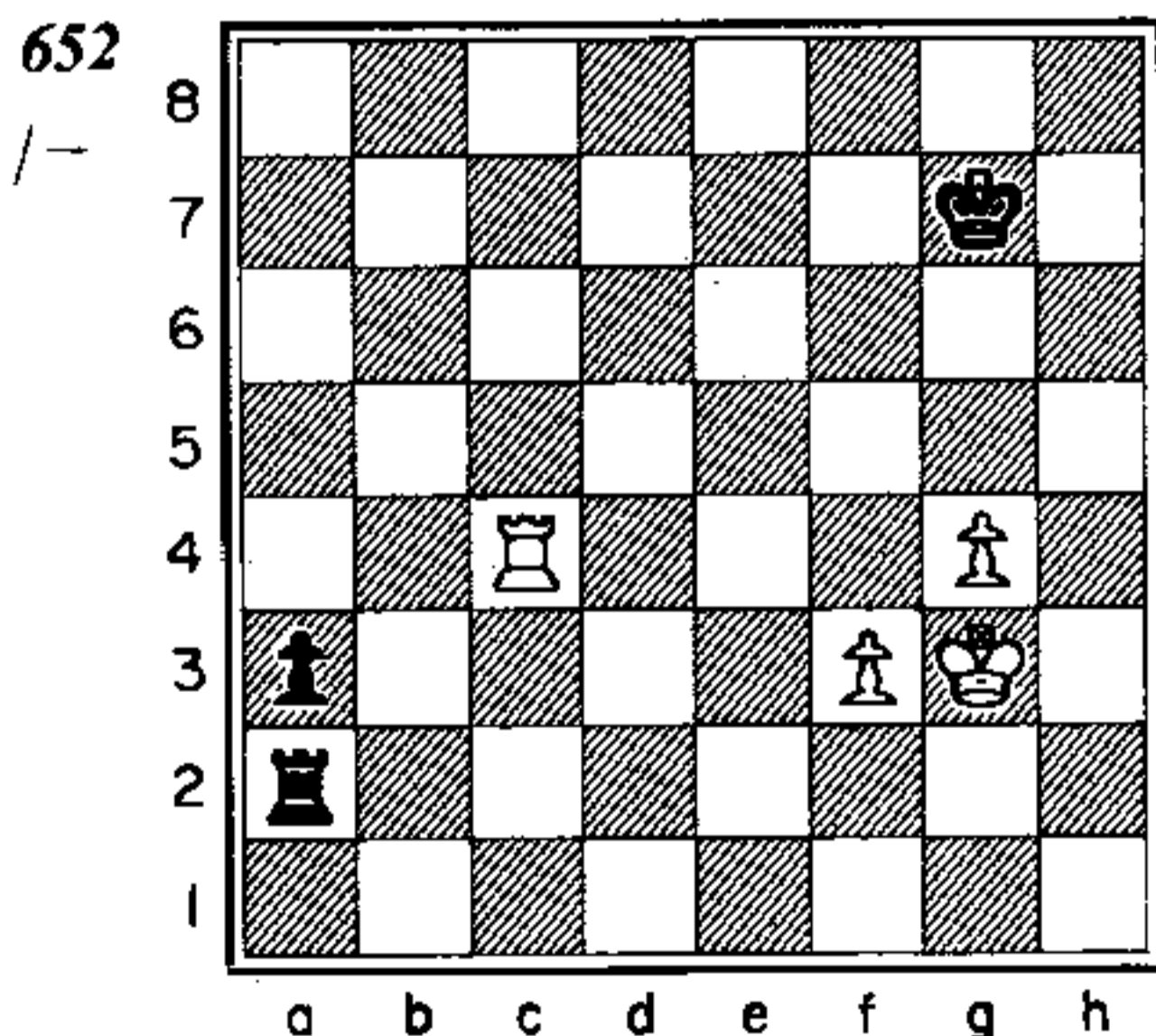
It was later shown by Kasparian that by 8 ... **Rb3!** Black could have gained a draw (464).

White should have played 3 **h6!** (only this move leads to a win; now Black cannot play either 3 ... **Kf8** 4 **Ra8+** and 5 **h7**, or 3 ... **Kh8** 4 **Kg2** **Ra2+** 5 **Kf3!** **Ra1** 6 **g6**) 3 ... **a2** 4 **Kh2!!**

The natural 4 **Kg2** throws away the win, since after 4 ... **Rb1** 5 **R×a2** **Rb5** a draw is inevitable. By leaving the **g2** square free, White can later occupy it with his rook, in order to defend his pawns.

4 ... **Rb1** 5 **R×a2** **Rb5** 6 **Rg2** **Kh7** (hoping after 7 **Kh3?** **Kg6** and 8 ... **Rb6** to obtain a theoretically drawn position) 7 **g6+**! **Kg8** 8 **Rg3!** **Rh5+** (all the same White will provoke this, after, for example, the waiting move 8 ... **Ra5** 9 **Rb3** etc.) 9 **Rh3** **Rg5** 10 **h7+** **Kh8** 11 **Rg3** **Rh5+** 12 **Kg2** **Kg7** 13 **Rh3** **Rg5+** 14 **Kf3** **Rf5+** 15 **Kg4** **Rf8** 16 **Kg5**, and White wins.

The stronger side also wins if the connected pawns are less far advanced.



652. Black can defend his pawn in two ways, but neither saves the game:

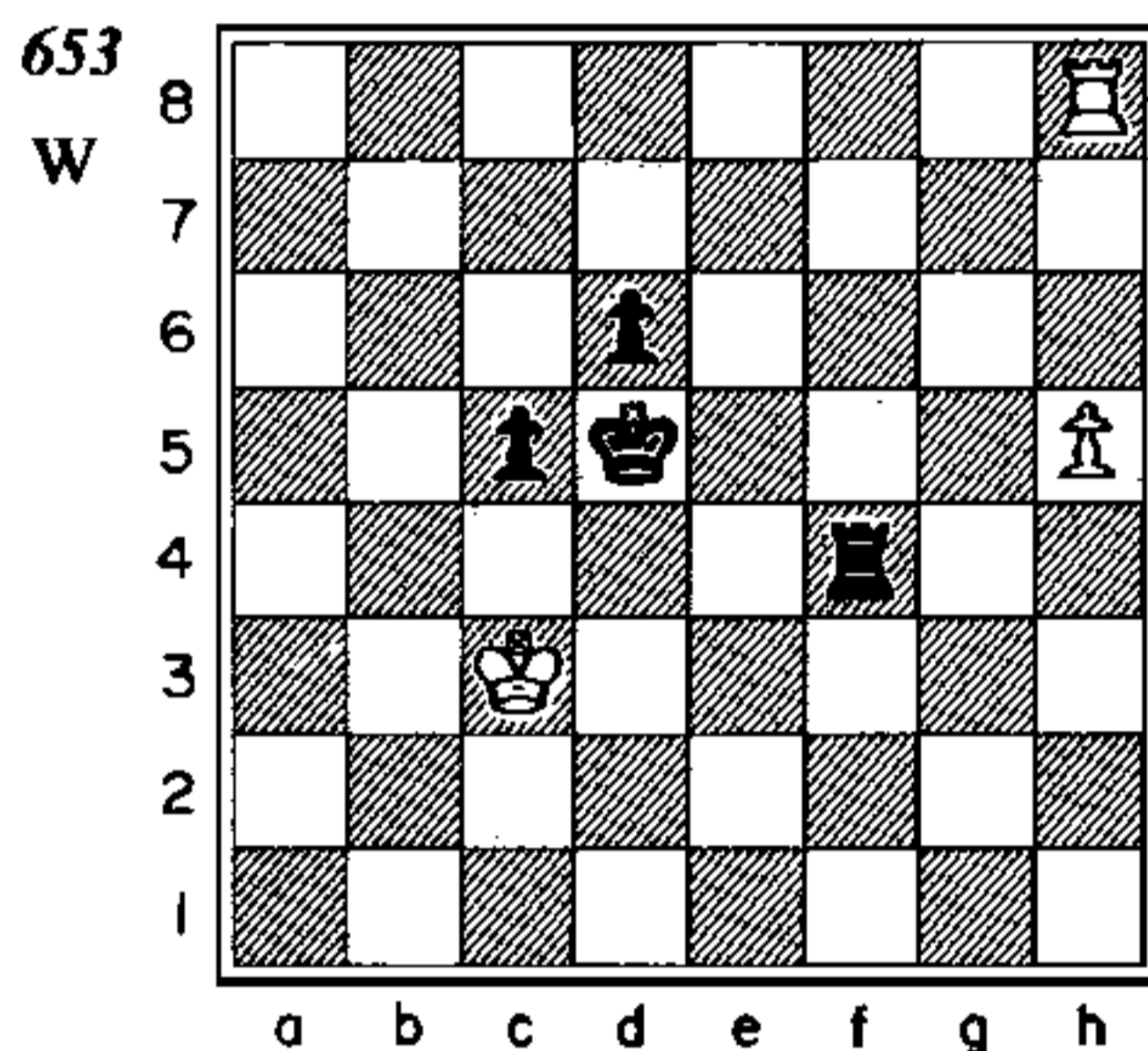
(a) 1 ... **Re2** 2 **Ra4** **a2** 3 **Ra6** **Kf7** 4 **g5** **Kg7** 5 **Kg4** **Kf7** 6 **f4** **Rb2** 7 **f5** **Rg2+** 8 **Kf4** **Rf2+** 9

Ke4 **Re2+** 10 **Kf3** **Rb2** 11 **Ra7+** **Kf8** 12 **g6** **Ke8** 13 **Kf4** **Rd2** 14 **f6** etc.

(b) 1 ... **Ra1** 2 **Ra4** **a2** 3 **Kg2!** **Kf6** 4 **f4** **Ke6** 5 **Ra5** **Kf7** 6 **Ra6** **Kg7** 7 **f5** **Kf7** 8 **g5** **Kg8** 9 **Ra7** **Kf8** 10 **g6**, and White wins.

Note that in variation (b) 3 **Kg2!** was the only move leading to a win. After the 'natural' 3 **Kf4** Black would have drawn, e.g. 3 ... **Kf7** 4 **g5** **Kg7** 5 **Kf5** **Rf1** 6 **Ra7+** **Kg8** 7 **R×a2** **R×f3+** 8 **Kg6** **Rf8** etc. White saved the draw in similar fashion in the following game:

Neat-Kraidman
Manchester, 1979



653. 1 **h6** **Rf3+** 2 **Kb2** **c4** 3 **h7** **Rf7**.

No better was 3 ... **Rh3** 4 **Kc2** **Kd4** 5 **Rd8** **Rh2+** 6 **Kb1** **R×h7** 7 **R×d6+** **Kc3** 8 **Rc6**, with a theoretical draw.

4 **Kc3** **Rd7** 5 **Rg8**.

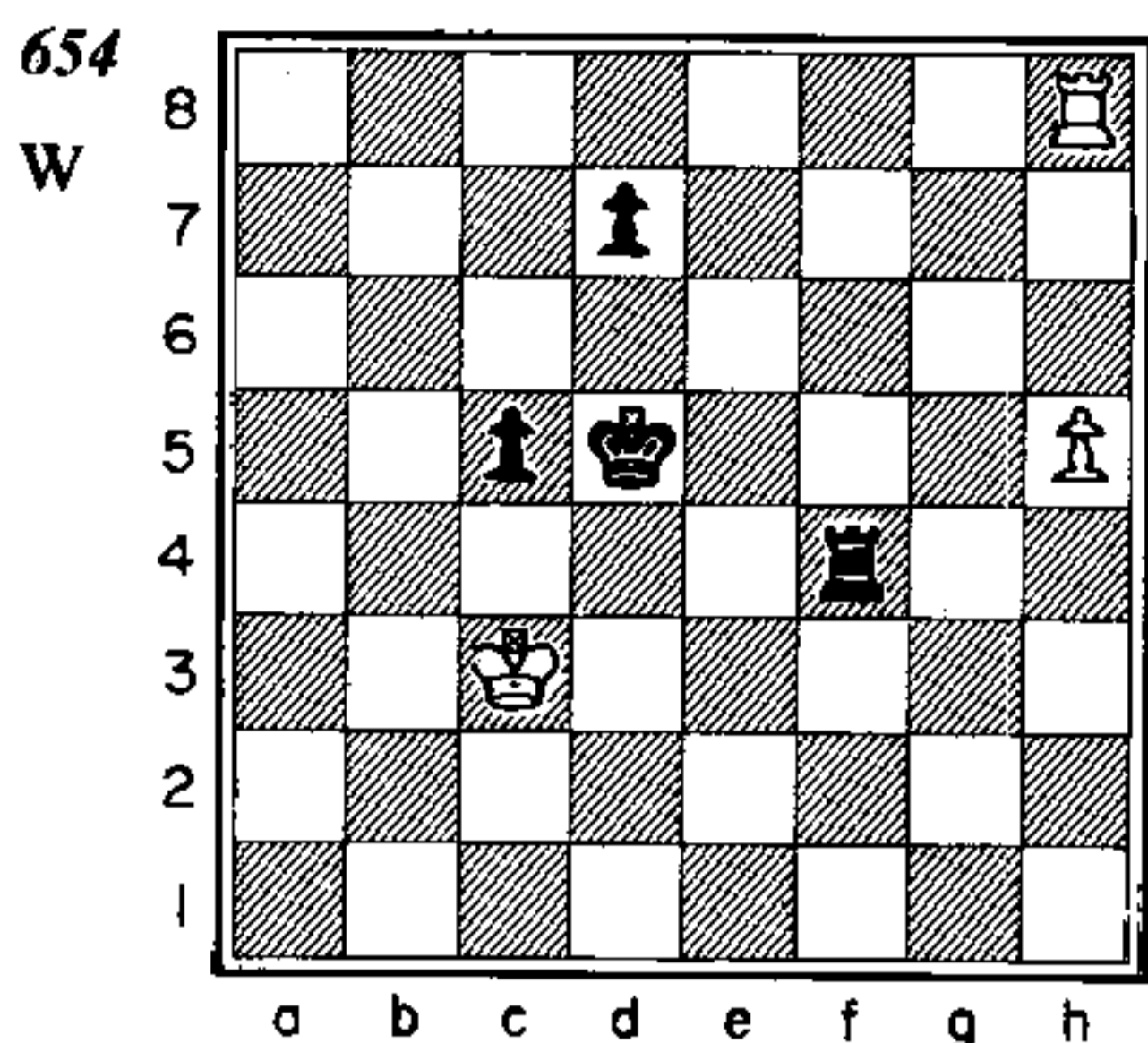
Of course, 5 **Kb4** **Kd4** 6 **Rc8** would have lost to 6 ... **Rb7+** and 7 ... **R×h7**. 5 **Kc2** was also bad because of 5 ... **Kd4**.

5 ... **R×h7** 6 **Rg5+** **Ke4** 7 **Rg4+** with a draw.

It should be noted that, if in the initial position Black's pawn had been not at **d6**, but at **d7**, he would have been able to win.

654. 1 **h6** **Rf3+** 2 **Kb2** **Rh3** 3 **h7** **Kd4** etc. White does not have time to regroup, if he

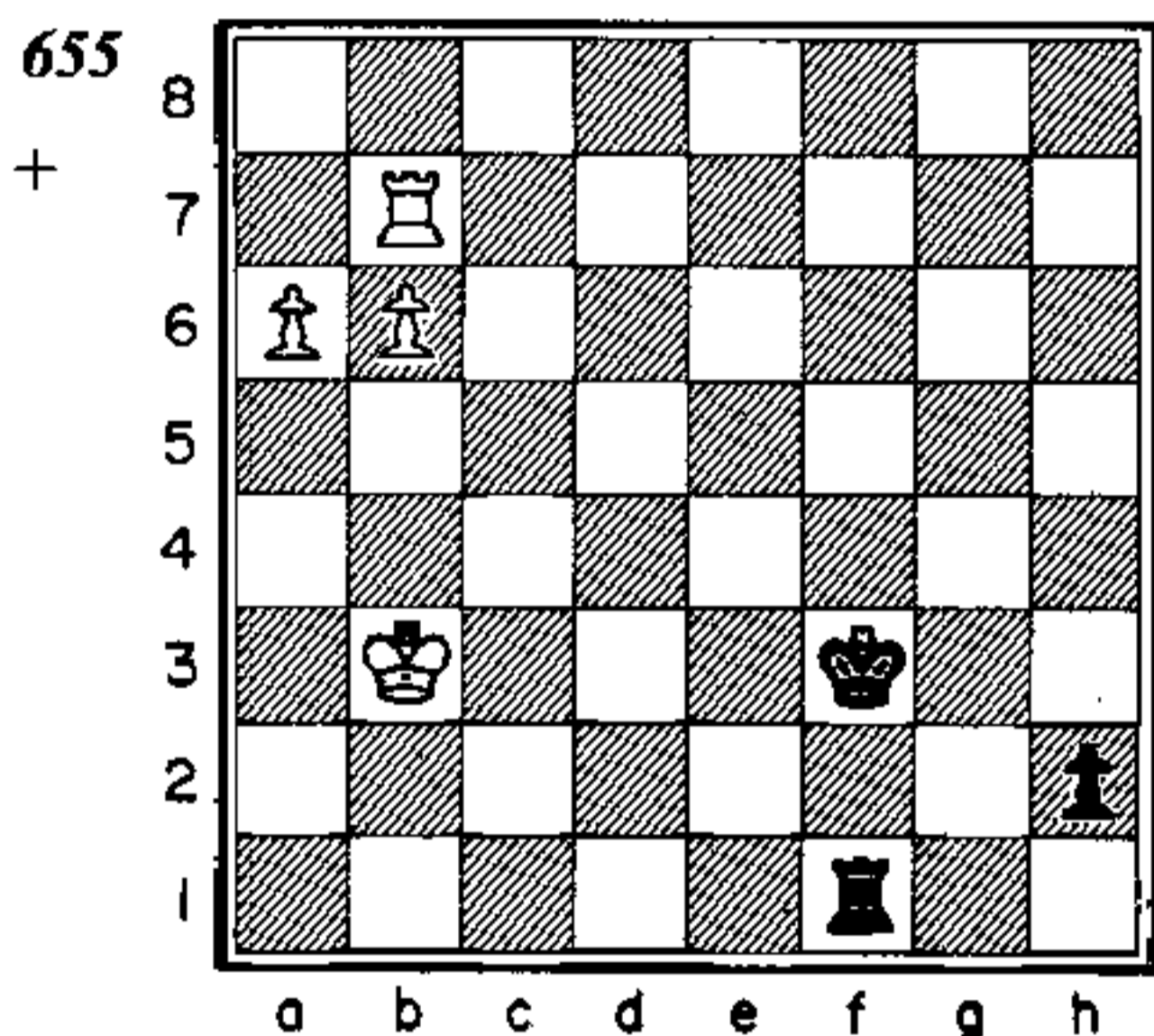
Connected Pawns, both Passed



forces Black to play ... d6, e.g. 1 Rh7 Rf3+ 2 Kb2 d6 3 h6 Rh3 4 Rh8 Kc4 etc.

There is an interesting winning method in the following example.

Kramer, 1950



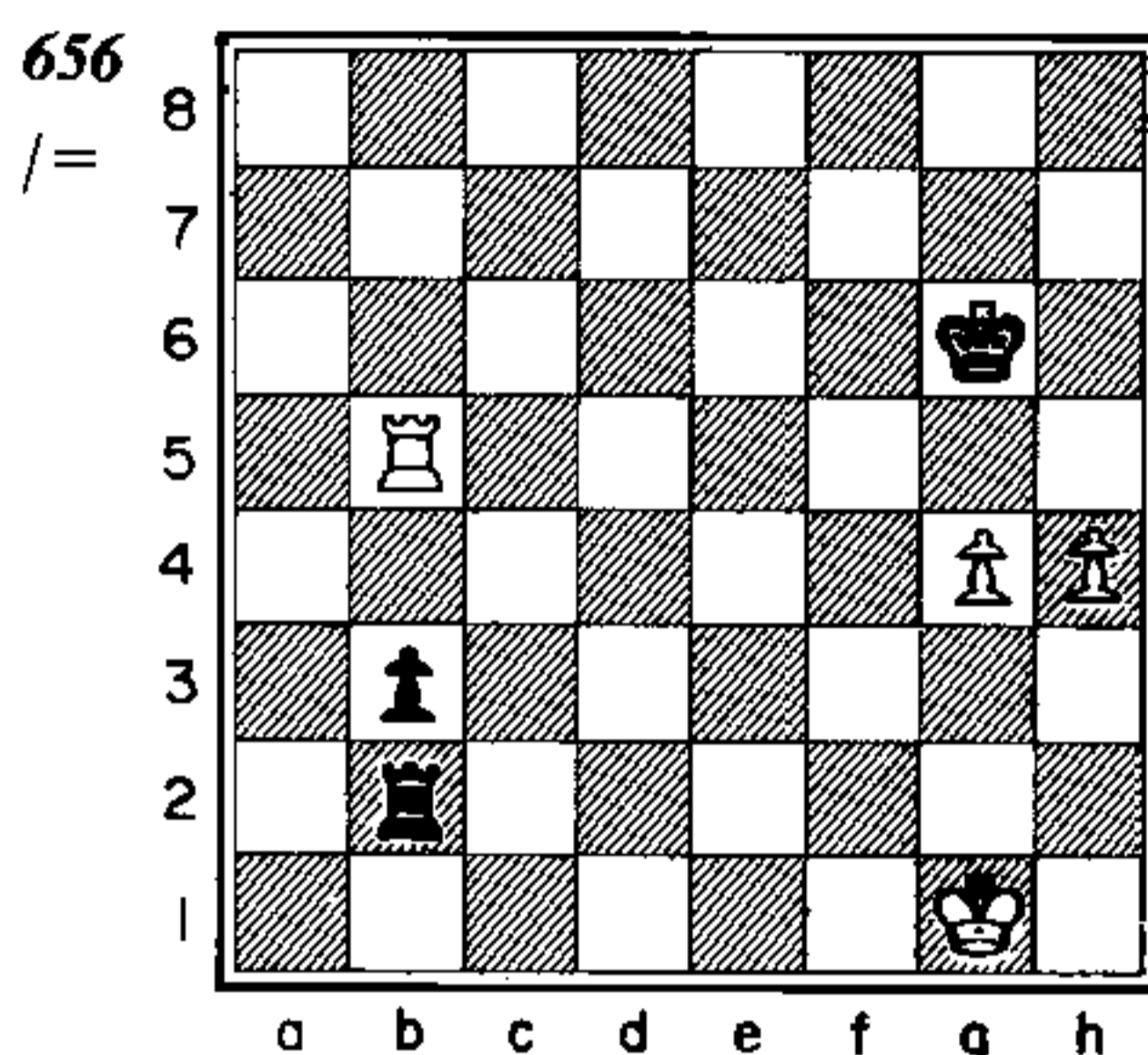
655. 1 Rf7+ Kg2! 2 Rg7+ Kh1! 3 a7 Rf3+ (Black is aiming to obtain a 'desperado' rook) 4 Kc4 Rf4+ 5 Kd5 Rf5+ 6 Ke6 Rf6+ 7 Ke7 Re6+ 8 Kf7 Rf6+ 9 Kg8 Rf8+ 10 Kh7 Rh8+ 11 Kg6 Rh6+ 12 Kg5! (12 Kf7 Rf6+ 13 Ke7 Re6+ would have been a loss of time) 12 ... Rh5+ 13 Kf6 Rf5+ 14 Ke7 Re5+ 15 Kd7 Rd5+ 16 Kc7 Rc5+ 17 Kb7, and White wins.

The weaker side can hope to save the game, if he can:

(a) cut off the opponent's king on the 1st rank;

(b) support the advance of his own passed pawn with his king.

Rudakovsky-Tolush
Moscow, 1945



656. On its own the black king cannot hold out against the opponent's superior forces. At the appropriate moment the rook must come to its aid. It does not matter that after this the b3 pawn is lost. As a result of the tempo which White has to waste on capturing this pawn (and its capture is obligatory), Black gains time to attack one of the passed pawns with his rook. This forces the white rook to occupy an unfavourable position to the rear of the attacked pawn. Then the black king occupies the square in front of the rear pawn, and the ending with rook and two pawns against rook is drawn.

This plan can be carried out, only if one of the pawns steps onto the 5th rank without giving check to the black king. In view of this, the king must step back onto one of three squares: f7, g7 or h7.

1 ... Kg7!

1 ... Kf7 or 1 ... Kh7 is also possible, but not 1 ... Rb1+ 2 Kh2 b2 3 Rb6+ Kg7 4 g5 Kh7 5 h5 etc.

2 Rb6 Kh7 3 h5.

Rook and Two Pawns against Rook and Pawn

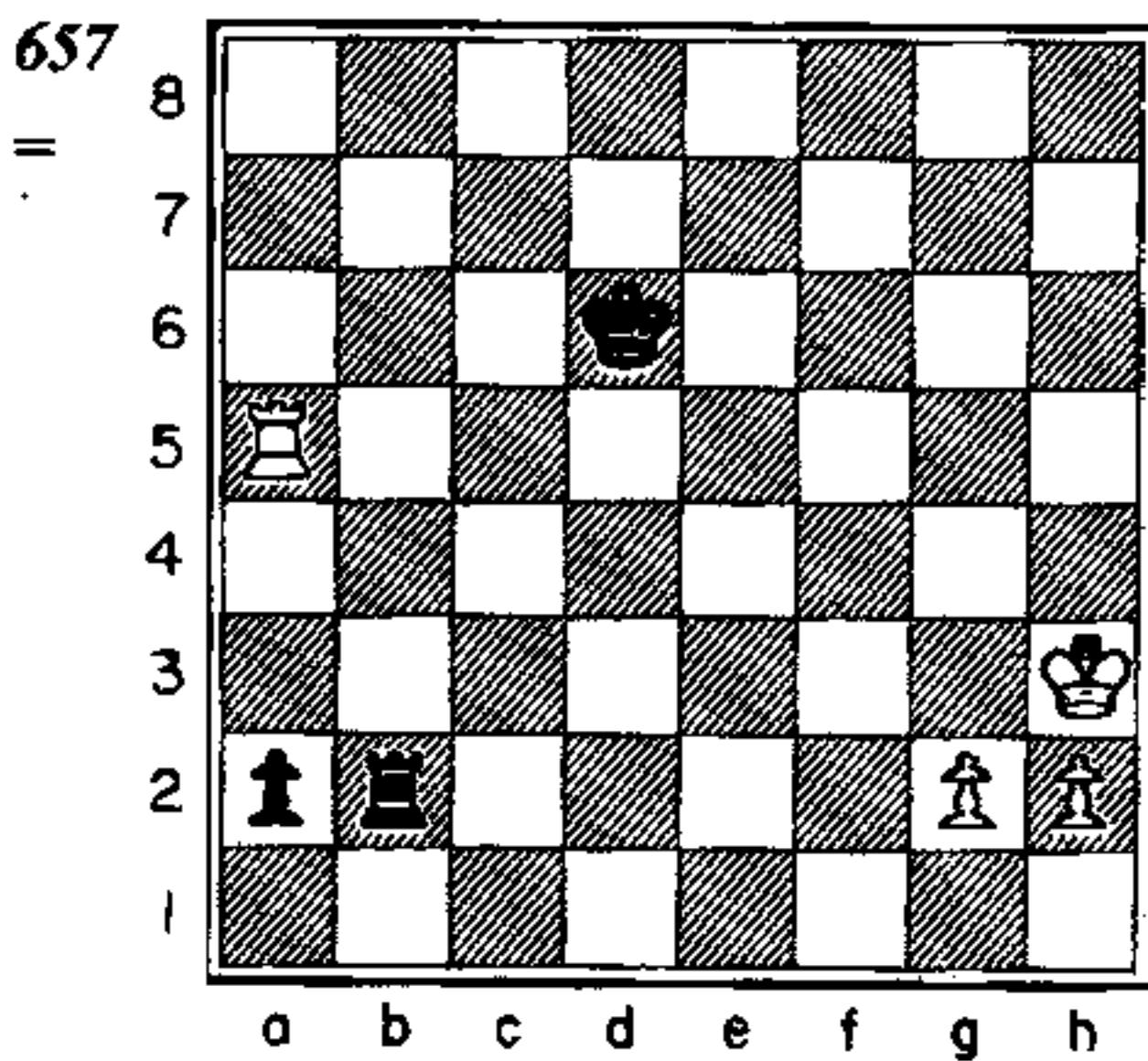
Now White is forced to advance a pawn, since he has no other way of strengthening his position. He can of course play 3 g5, but the idea of the defence remains the same as after the text move: 3 ... Rc2 4 R × b3 Rc4! 5 Rh3 (5 Rb7 + Kh8 6 Rb8 + Kh7 7 h5 Rg4 + and 8 ... R × g5) 5 ... Kg6! 6 Kg2 Kh5! with a draw.

3 ... Rc2! 4 R × b3 Rc4! 5 Rg3 Kh6! 6 Kg2 Kg5! Draw.

The result and the method of play do not change if the position is moved one file to the left.

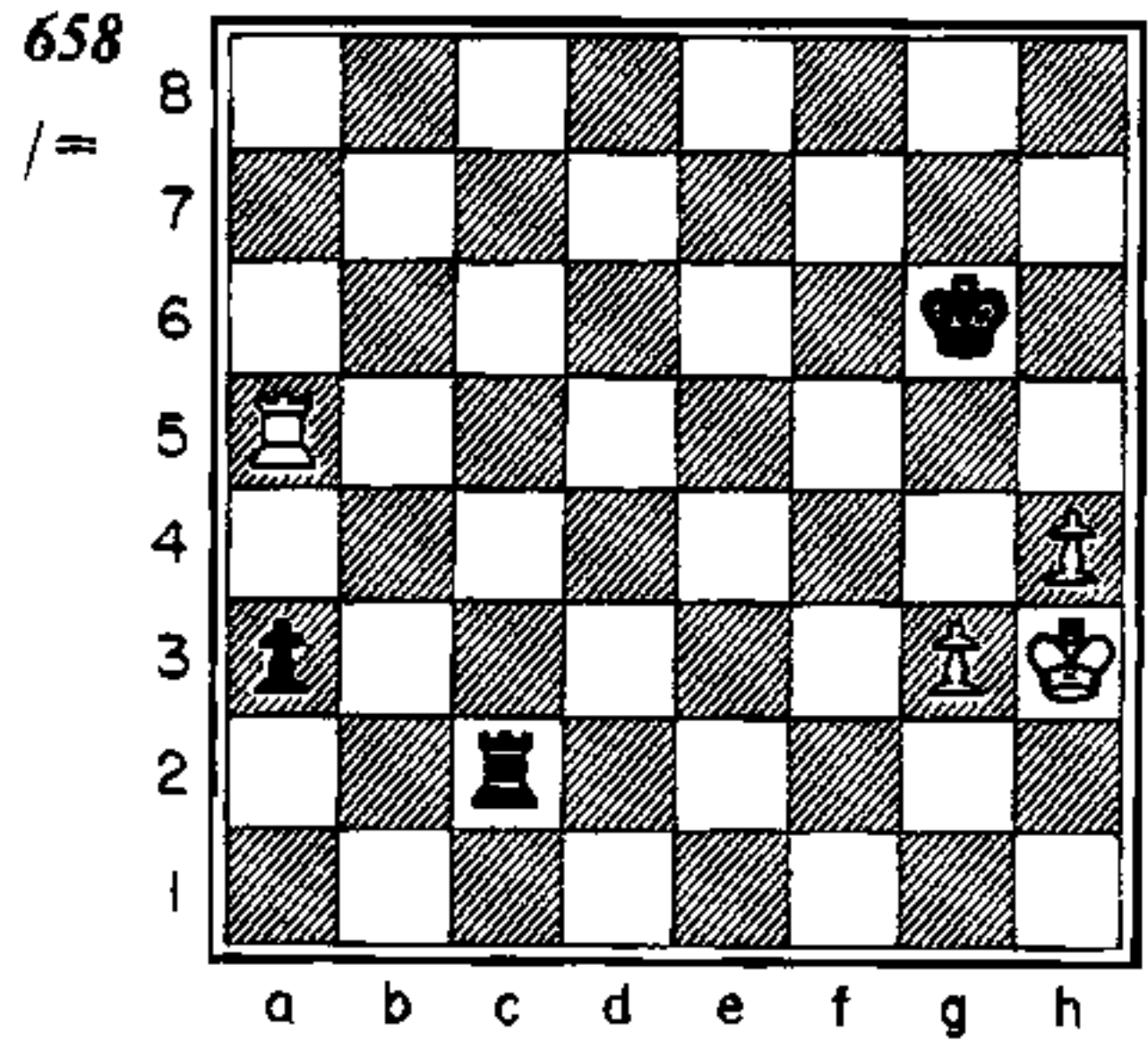
In the game Black did not find this defence and played 1 ... Kf6?, when there followed: 2 h5 Ke6 3 g5 Rb1 + 4 Kg2 Rb2 + 5 Kg3 Rb1 6 Kg2 Rb2 + 7 Kh3! Rb1 8 g6 Kf6 9 Rb6 + Kg7 10 Rb7 + Kg8 11 Kg2! Rb2 + 12 Kf3! Rh2 13 Kg4 b2 14 Kg5 Rg2 + 15 Kh6 Rf2 16 Rb8 + Rf8 17 R × b2 Ra8 18 Rb5 Rc8 19 Ra5 Resigns.

Reshevsky–Alekhine
Amsterdam, 1938



657. The black king approaches its pawn in time, and this gives a draw: 1 g4 Kc6! 2 Kg3 (2 g5 Rb5 3 Ra6 + Kb7 4 R × a2 R × g5 5 Rc2 Rg8 with a draw) 2 ... Kb6 3 Ra8 Kb5 4 h4 Kb4 (threatening to win by 5 ... Rb3 + and ... Ra3) 5 Kf4 Rc2 6 Rb8 + Kc3 7 Ra8 Kb4. Drawn.

Tarrasch–Chigorin
Match, 1893



658. Here Black's 1st move is of decisive importance. Chigorin lost after 1 ... Ra2? 2 Kg4 Ra1 3 Ra6 + Kf7 4 Kg5 a2 5 g4 Ke7 6 Ra7 + Ke8 7 h5 Kf8 8 h6 Rb1 (8 ... Kg8 9 Kg6) 9 R × a2.

After the incorrect 1 ... Ra2? White also had another way to win: 2 g4 Ra1 3 Ra6 + Kg7 4 h5 a2 5 Kh2 Kh7 6 g5 Kg7 7 Ra7 + Kg8 8 h6! etc.

It was later shown by Maizelis that the diagram position is drawn. Black should have played 1 ... a2! 2 h5 + Kf6 (2 ... Kh6 does not affect the result) 3 Kh4 (or 3 g4 Rc5! 4 R × a2 Kg5 with a draw) 3 ... Rh2 + 4 Kg4 Rb2 5 Ra6 + Kg7 6 Kg5 Rb5 + 7 Kh4 Rb2 8 g4 Kf7! 9 h6 Rb6!, or 9 Ra4 Kg7 10 Ra6 Kf7, or 9 Ra7 + Kf6! 10 g5 + Kf5 11 h6 Rh2 + 12 Kg3 Rh1 13 R × a2 K × g5, winning the last pawn.

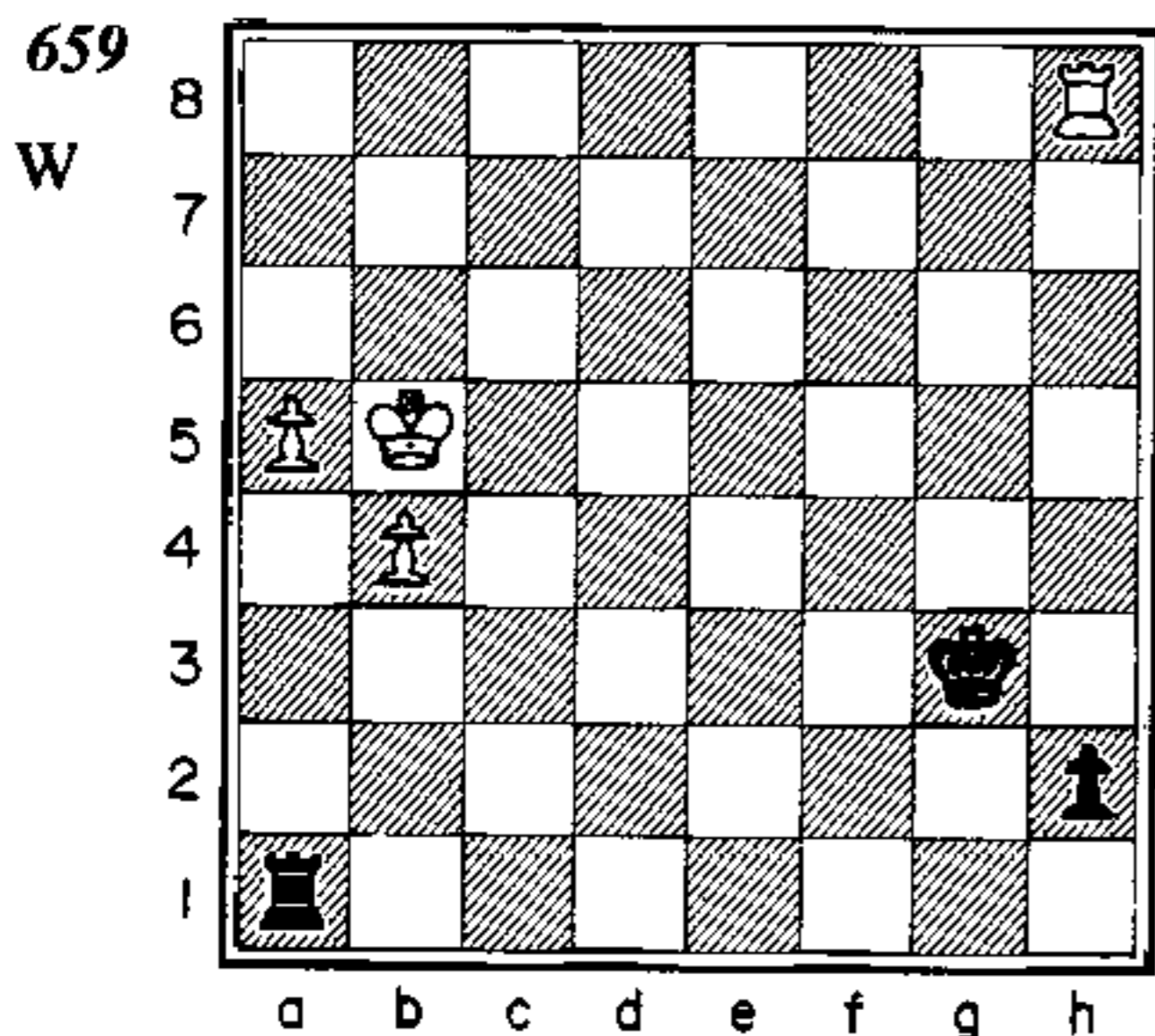
Sometimes the stronger side can win after sacrificing his rook for the opponent's passed pawn.

659. White could have won by 1 R × h2! K × h2 2 Ka6! Kg3 3 b5 Kf4 4 b6 Ke5 5 b7 Rb1 6 Ka7 Kd6 7 b8 = Q + R × b8 8 K × b8 etc.

Instead of this the game went 1 Kc6?

Connected Pawns, both Passed

Maroczy-Tarrasch
San Sebastian, 1911



Rc1+ 2 Kb6? Rc4! 3 R×h2 R×b4+ 4 Kc5 Ra4 with a draw.

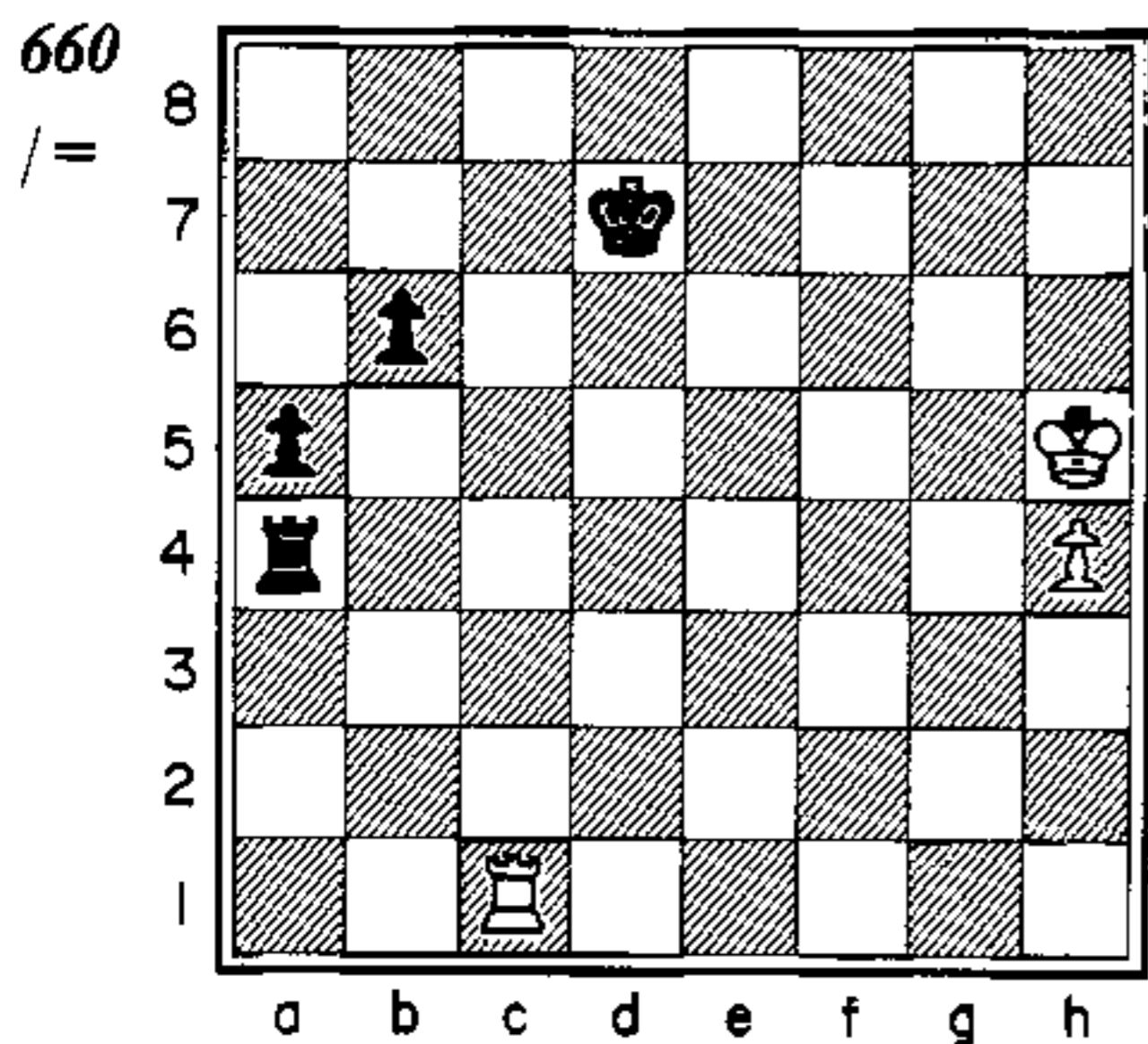
6... Rh8.

Since Black will have to sacrifice his rook for the h-pawn, this move, allowing White to gain a tempo, should not have been played. 6... Kc5 was stronger, although even then White can draw by 7 Kh6! Kb4 8 Rg1 Rh8 9 Rg4+ Ka5 (9... Kc3 is pointless, since White gives a series of checks and then attacks the b-pawn) 10 Rg8 R×h7+ 11 K×h7 b4 12 Kg6 a3 (12... b3 13 Rb8!, and Black has to force a draw) 13 Ra8+ Kb5 14 Kf5 Kc4 15 Ke4 Kb3 16 Kd3 Ka2 17 Kc4 b3 18 Kb4. Draw.

7 Kg6 Kc5 8 Kg7 Ra8 (8... Rb8 9 h8=Q R×h8 10 K×h8 Kb4 also fails to win—101) 9 Rf1. Drawn, since after 9... a3 10 Rf8 Ra7+ 11 Rf7 Ra8 12 Rf8 White is forced to repeat moves.

The following examples show some of the curious tactical subtleties which can arise in this ending.

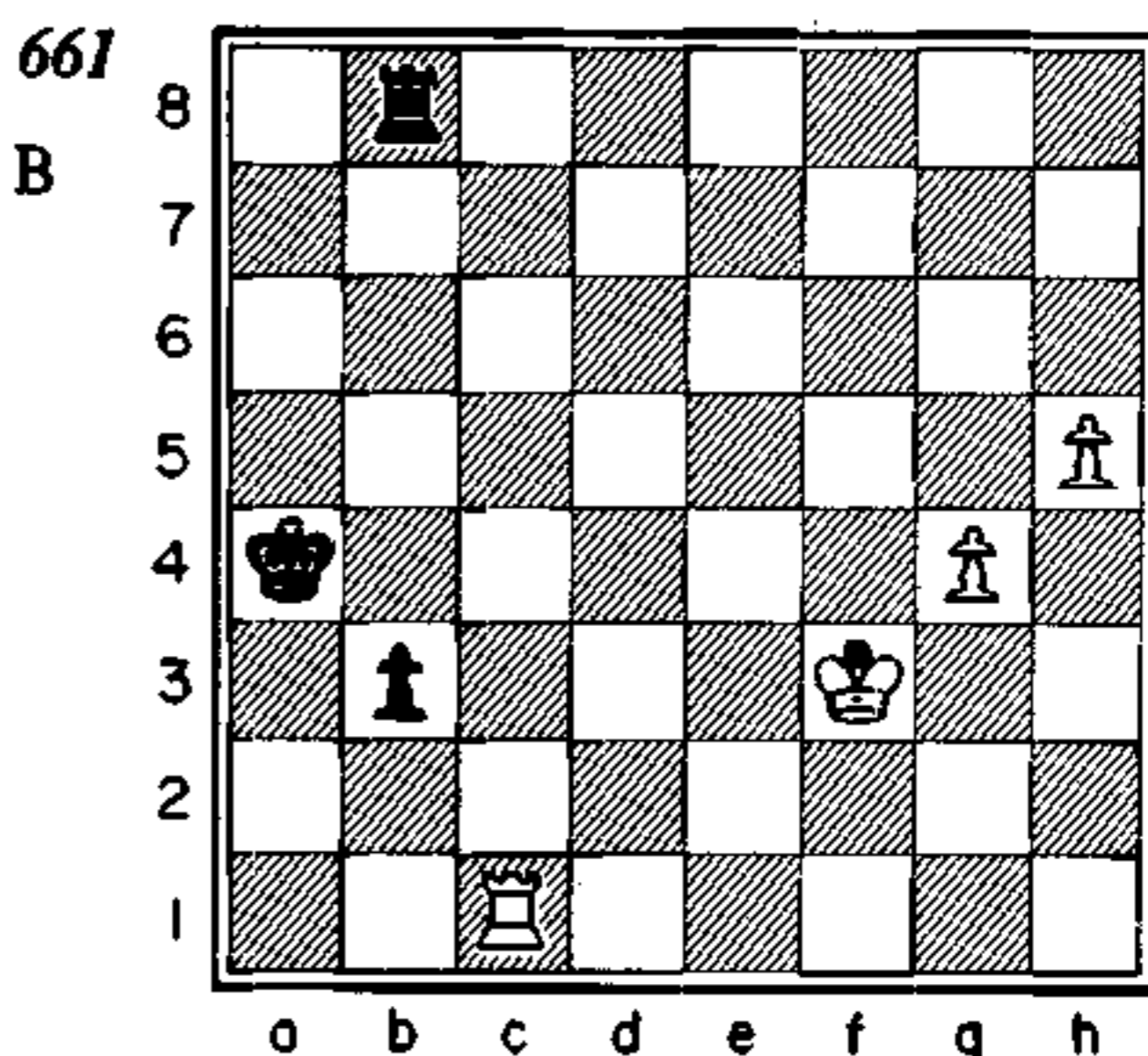
Lilienthal-Kan
Leningrad, 1947



660. 1... Kd6 2 Kg5 Re4 3 h5 b5 4 h6 Re8 (4... a4 5 h7 Re8 transposes) 5 h7 a4 6 Ra1.

6 Kh6 with the threat of Rg1-g8 was also possible. If then 6... a3 7 Rg1 Rh8 (7... a2 8 Ra1) 8 Rg8 R×h7+ 9 K×h7 b4 10 Ra8 (standing just in time to the rear of the leading pawn) 10... Kc5 11 Kg6 Kc4 12 Kf5 Kb3 13 Ke4 Ka2 14 Kd3 b3 15 Rb8 with a draw.

Smagin-Bronstein
Moscow, 1982



661. 1... Rh8!

Rather than force the win of the rook, Black tries for the moment to halt the advance of the pawns. After 1... b2 2 Rb1 Kb3 3 g5 Kc2 4 R×b2+ K×b2 5 g6 the pawns cannot be stopped.

2 Kg3.

Rook and Two Pawns against Rook and Pawn

2 Rb1 is more logical, following the same method and forcing the black king to go to a2.

2 ... b2 3 Rb1?

This natural move loses time and throws away the win. 3 Rh1! Kb3 4 h6! was correct, when 4 ... R x h6 is not possible due to 5 R x h6 b1 = Q 6 Rb6+. Now Black manages to save the game by an original rook manoeuvre.

3 ... Kb3 4 Kh4 Ra8! 5 g5 Ra1 6 R x b2 + K x b2 7 Kg4.

There is nothing better, e.g. 7 g6 Rg1 with an immediate draw, or 7 h6 Rh1 + 8 Kg4 Kc3 9 Kf5 Kd4 10 Kg6 Ke5 11 Kh7 Rg1 12 g6 Kf6 13 g7 Kf7 with the same result.

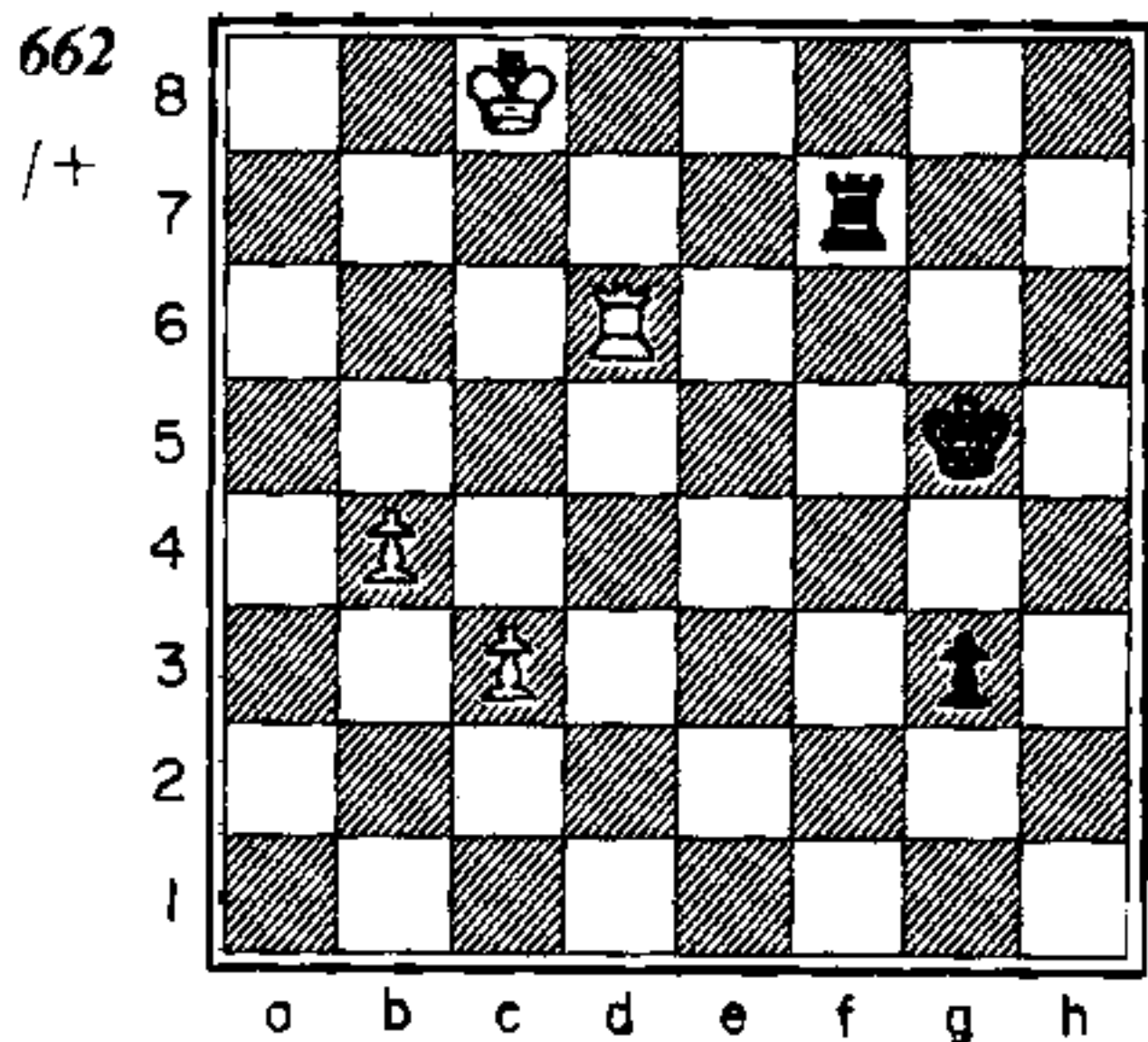
7 ... Rh1! (the best position for the rook is behind the pawns) **8 g6 Kc3 9 Kg5 Kd4 10 g7.**

Or **10 h6 Ke5 11 h7** (11 g7? Rg1 + 12 Kh5 Kf6, and it is Black who wins) **11 ... Rg1 + 12 Kh4 Rh1 + 13 Kg5** (13 Kg4? Kf6) **13 ... Rg1 +** with a draw.

10 ... Ke5! 11 Kg6 Rg1 + 12 Kf7 Rf1 + 13 Ke7 (13 Ke8 Rg1 14 h6 Kf6 15 Kf8 Ra1 with a draw) **13 ... Rg1 14 h6 Rg6! 15 Kf7 Rf6 + 16 Ke8 Re6 + 17 Kd8 Rd6 + 18 Kc8 Rc6 +.** Drawn. After **19 Kb7 Rg6!** White could have even lost.

Positions do occur, extremely rarely, it is true, where the side with the material advantage loses.

from a practical game
Bucharest, 1938



662. White is a pawn up, but his pieces are badly placed. His only hope of saving the game is to sacrifice his rook for the pawn, but even in this case his drawing chances are slight.

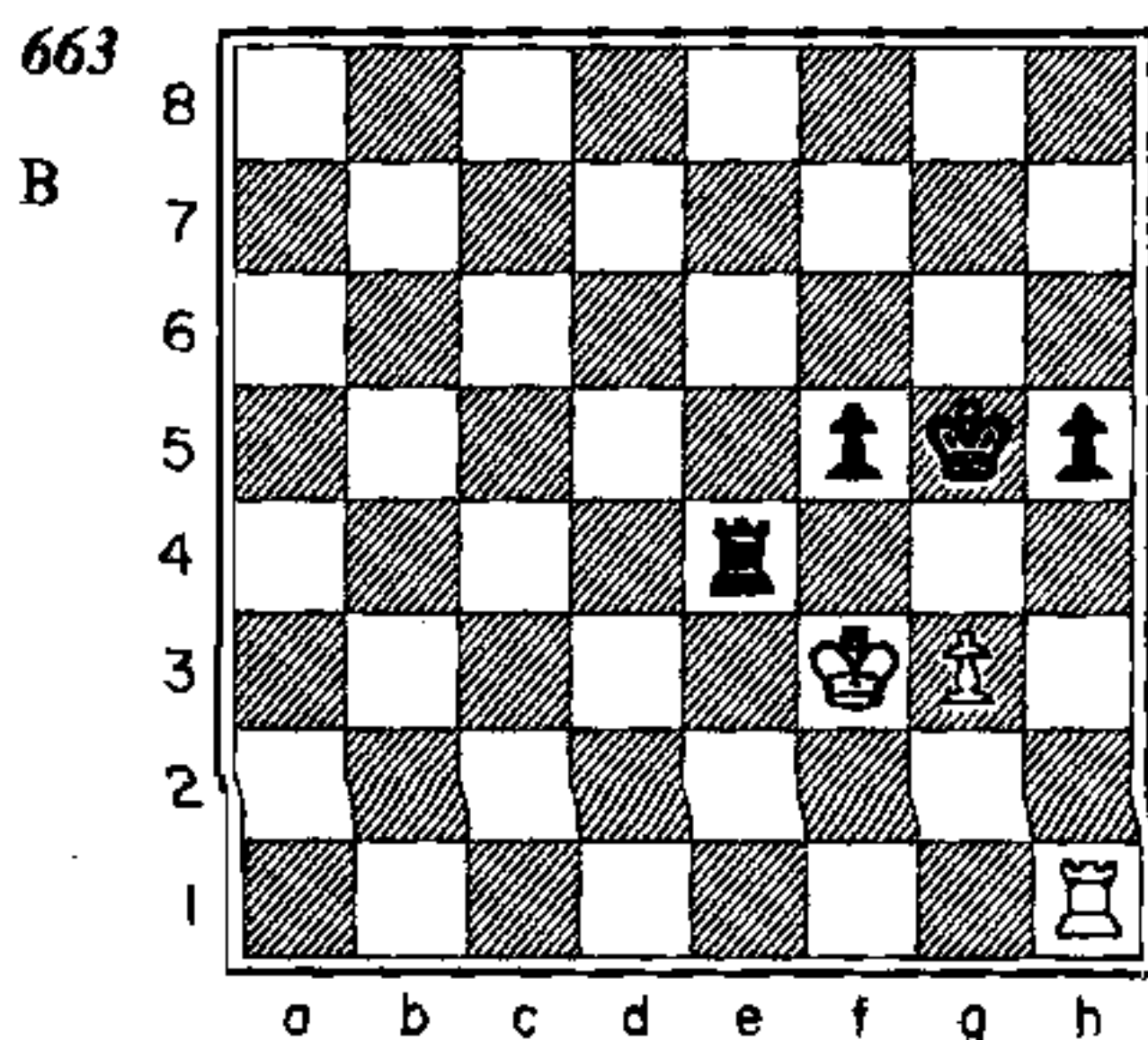
1 ... g2 2 Rd1 Rf8 +.

The simplest, although Black can also play **2 ... Rf1 3 Rd8 g1 = Q 4 Rg8 + Kf5 5 R x g1 R x g1 6 b5 Ke6! 7 b6 Kd6** or **7 Kc7 Kd5**, and wins.

3 Kc7 Rf1 4 Rd8 Rf7 + (4 ... Kh6 5 Rg8 Rf7 + and 6 ... Rg7 is simpler) **5 Kc8 Kg6 6 Rd1 Rf1 7 Rd8 Kg7** White resigns: **8 Rd7 +** is met by **8 ... Kg8 9 Rd8 + Rf8.**

9.4 ISOLATED PAWNS, NO PASSED PAWN

The normal result here is a draw, the following being a typical example.



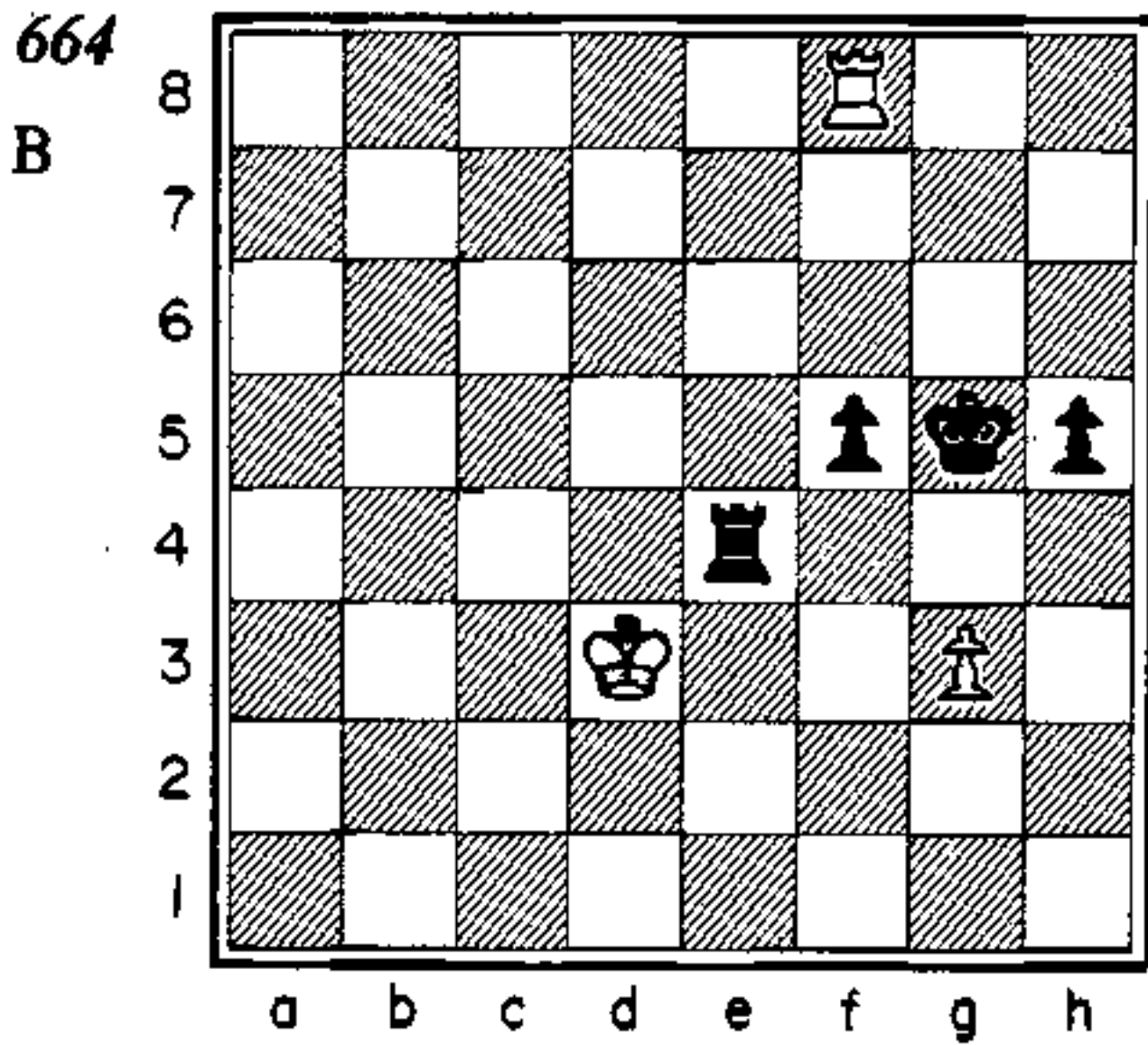
663. Black's winning chances are insignificant, e.g. **1 ... Ra4 2 Kf2 Ra3 3 Kg2 Kg4 4 Rh4 +** etc.

The situation changes if the weaker side's pieces are badly placed; say, if his king is cut off from his pawn.

664. White's position looks difficult, since the opponent can attack his pawn. But he is saved by the active position of his rook:

(a) **1 ... Rg4 2 Rg8 +** (2 Ke2 R x g3 3 Kf2 is also possible, transposing into an ending

Isolated Pawns, no Passed Pawn

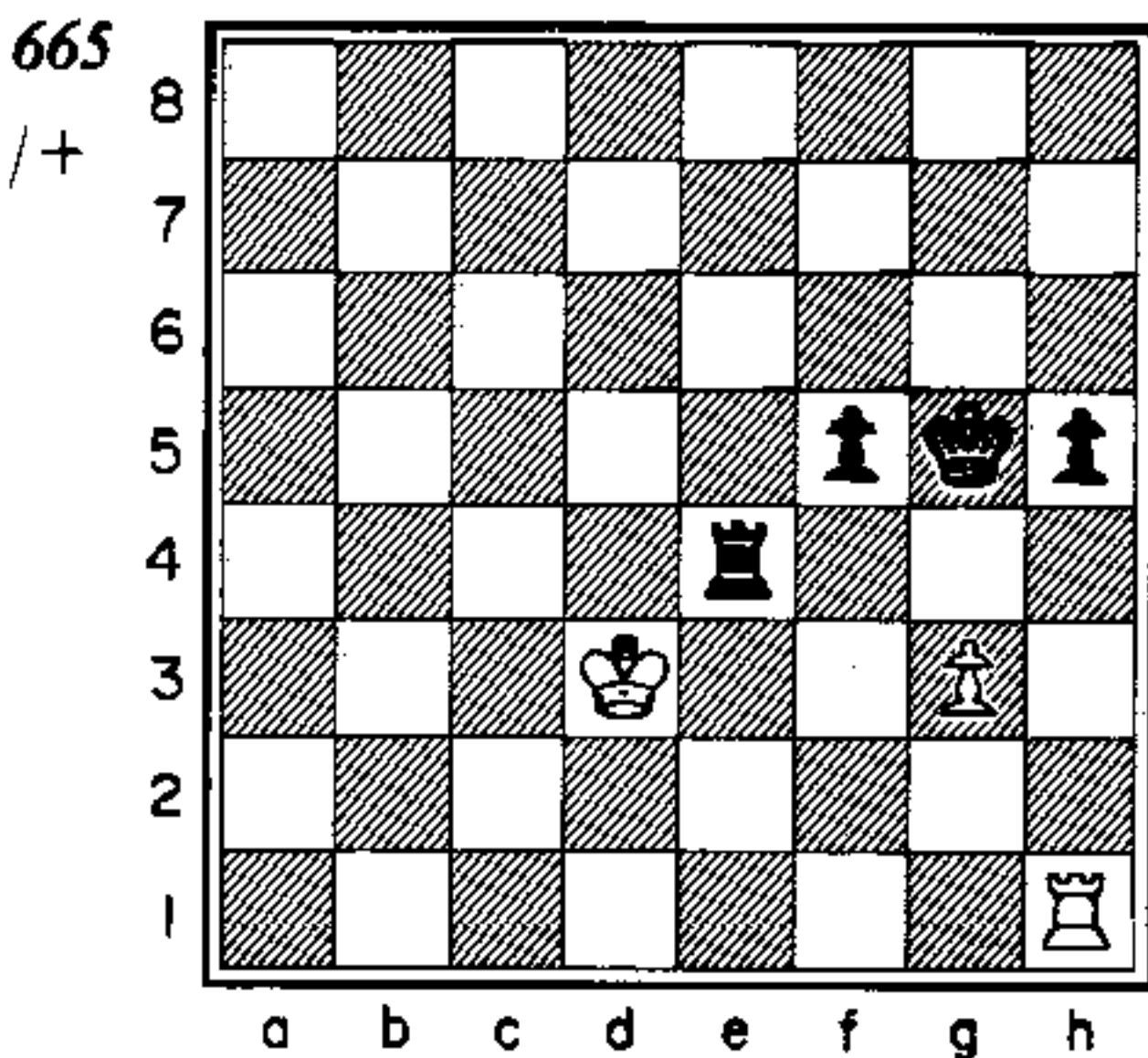


with f- and h-pawns, but 2 Rg8+ is stronger) 2 ... Kf6 3 R x g4 h x g4 (3 ... f x g4 4 Ke3 Ke5 5 Kd3!, or 4 ... Kf5 5 Kf2! and White maintains the balance) 4 Kd2 Ke6 5 Ke2! Ke5 6 Ke3 with a draw.

(b) 1 ... Kg4 2 Rg8+ Kf3 (this king invasion constitutes the greatest danger to White) 3 Rg5 Re5 (if 3 ... f4, then 4 g x f4 h4 5 f5 Rf4 6 Rh5 Kg4 7 Rh8 R x f5 8 Ke2 with a draw) 4 Kd4 Ra5 5 Kd3 h4 (it is doubtful if there is anything better) 6 g x h4 Ra3+ 7 Kd4 f4 8 Ke5 Ke3 9 Kf6 f3 10 h5 f2 11 Rf5. Draw.

Let us now move the rook from f8 to h1. This worsens White's position, and Black is now able to realize his advantage.

Bondarevsky-Kan
Leningrad, 1939



665. White has no chance of saving the game, since his king is cut off from the pawns, and the opponent's pieces are ideally placed.

1 ... Re8.

Simpler is 1 ... Kg4 2 Rh4+ K x g3 3 R x h5 Re5 4 Kd4 Ra5 etc.

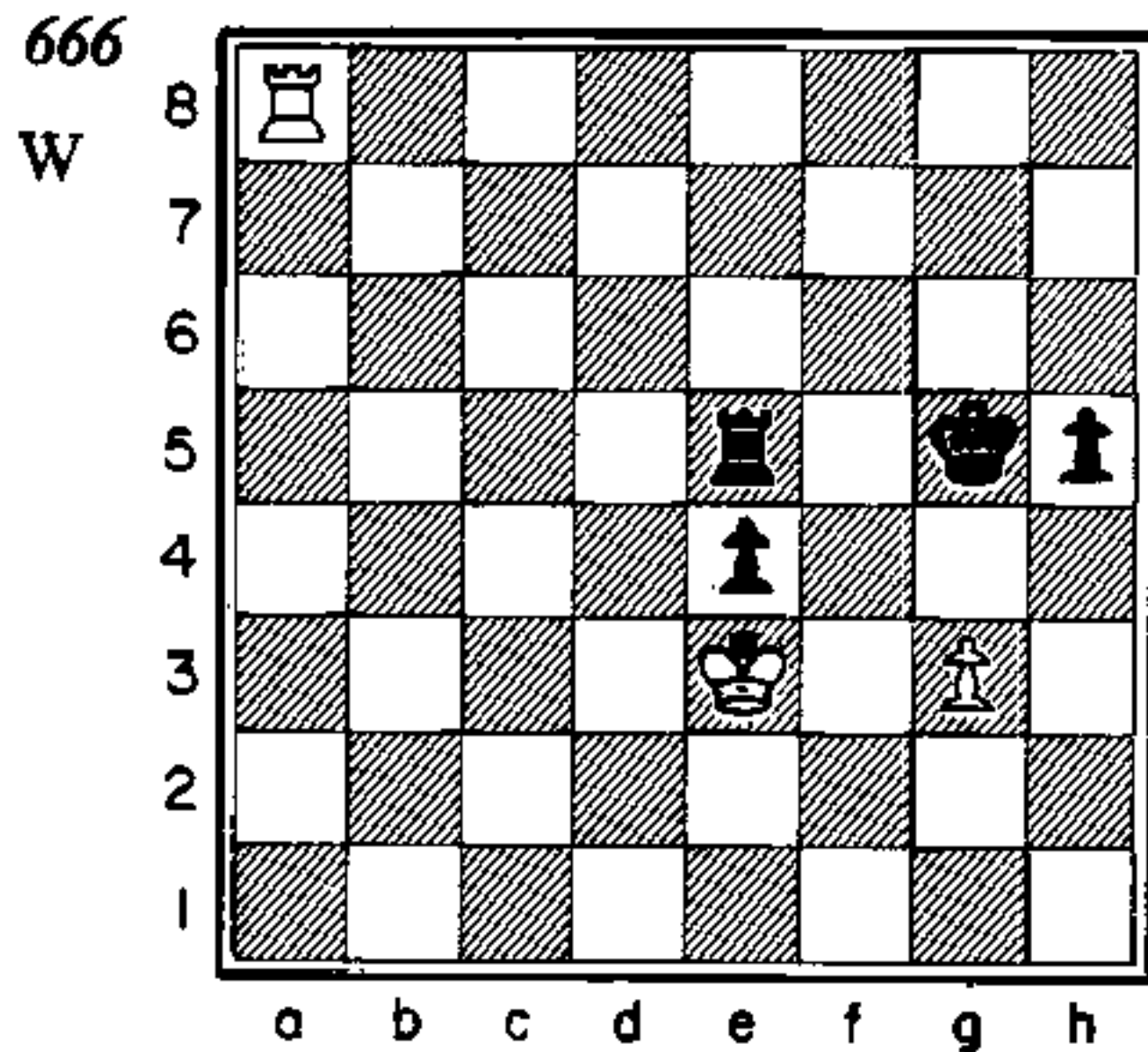
2 Rh4 Re1 3 Rf4 Re4 4 Rf2 Kg4 5 Rf1 Ra4 6 Ke2 Ra2+ 7 Ke3 Ra3+ 8 Ke2 R x g3, and Black had a straightforward win.

9.5 ISOLATED PAWNS, ONE PASSED

The passed pawn gives the stronger side some winning chances, but the result will depend on many factors: on the distance between the stronger side's pawns, on how the pieces of both sides are placed, and on their degree of activity.

If the distance between the stronger side's pawns is not more than 2-3 files, then with the defender's pieces actively placed he can normally count on a draw, since it is easier to defend on a narrow front and to maintain the balance in a resulting ending of rook against rook and pawn.

Zinn-Bronstein
Berlin, 1968



666. 1 Rg8+ Kf5 2 Rf8+.

Here White could have drawn by a pawn sacrifice: 2 g4+! h x g4 3 Rf8+ Kg5 (3 ... Ke6 4 Rg8) 4 Rg8+ Kh4 5 Kf4!

Rook and Two Pawns against Rook and Pawn

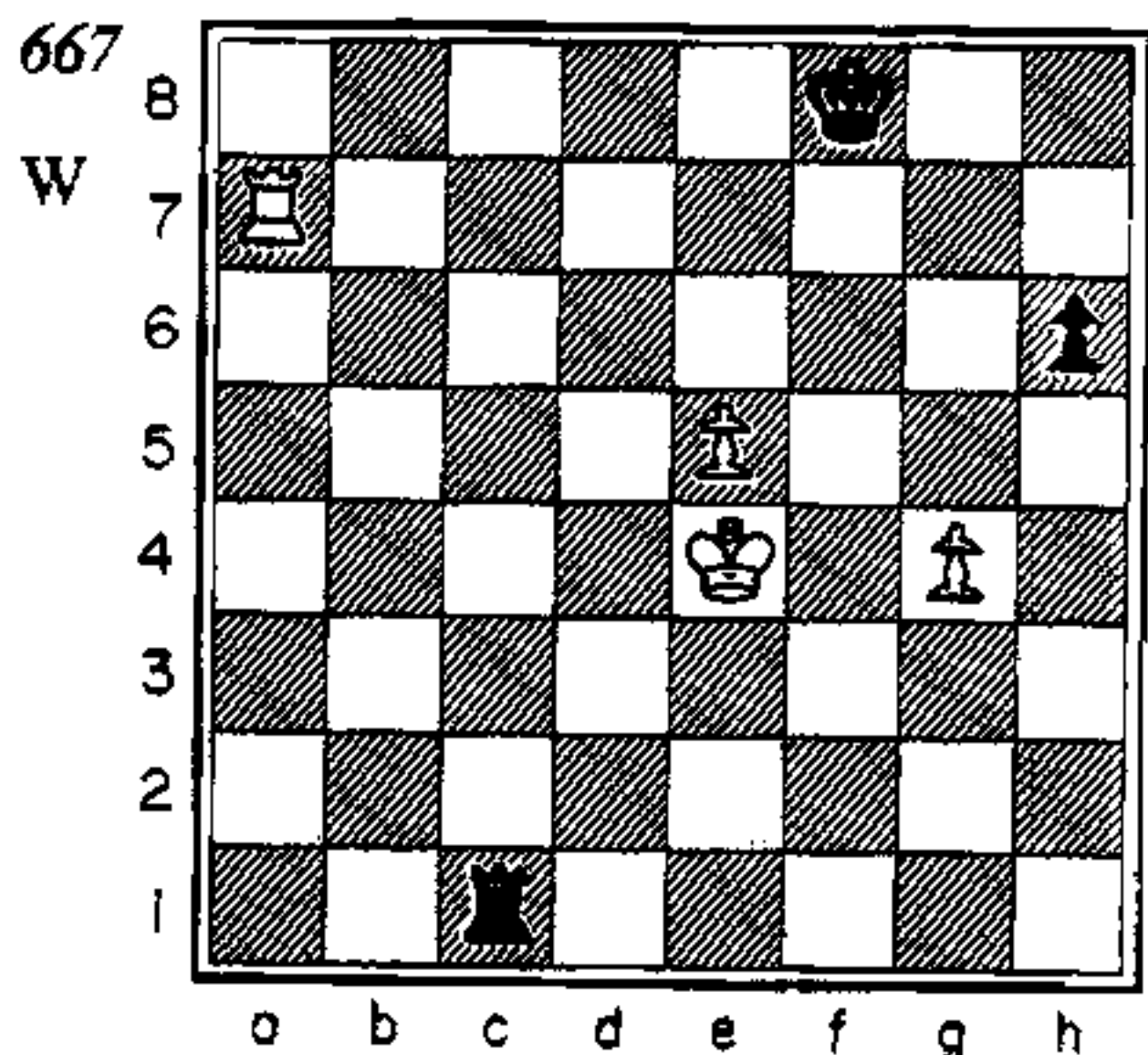
2 ... Kg4 3 Rg8+ Rg5 4 Ra8 K×g3 5 K×e4 h4 6 Ra3+.

Now 6 ... Kf2 can be met by 7 Kf4! Rg3 8 Ra2+ Kg1 9 Ra1+ Kh2 10 Ra2+ Rg2 11 Ra1 h3 12 Kf3 with an elementary draw.

Therefore Black played 6 ... Kg4, setting a clever trap. Thus the incorrect 7 Ra1 was met by 7 ... h3!, when if 8 Rg1+ Kh4 9 R×g5 Black has the decisive 9 ... h2! White played 8 Ke3 h2 9 Kf2, but lost after 9 ... Ra5!

As is considered in detail in example 434, instead of the incorrect 7 Ra1, 7 Ke3! would have led to a draw, e.g. 7 ... h3 8 Kf2, or 7 ... Kg3 8 Ke4+, or 7 ... Rf5 8 Ra8!, and the active position of White's rook enables him to save the game.

The following two positions may prove useful in the analysis of endings with three pawns against two on one wing.



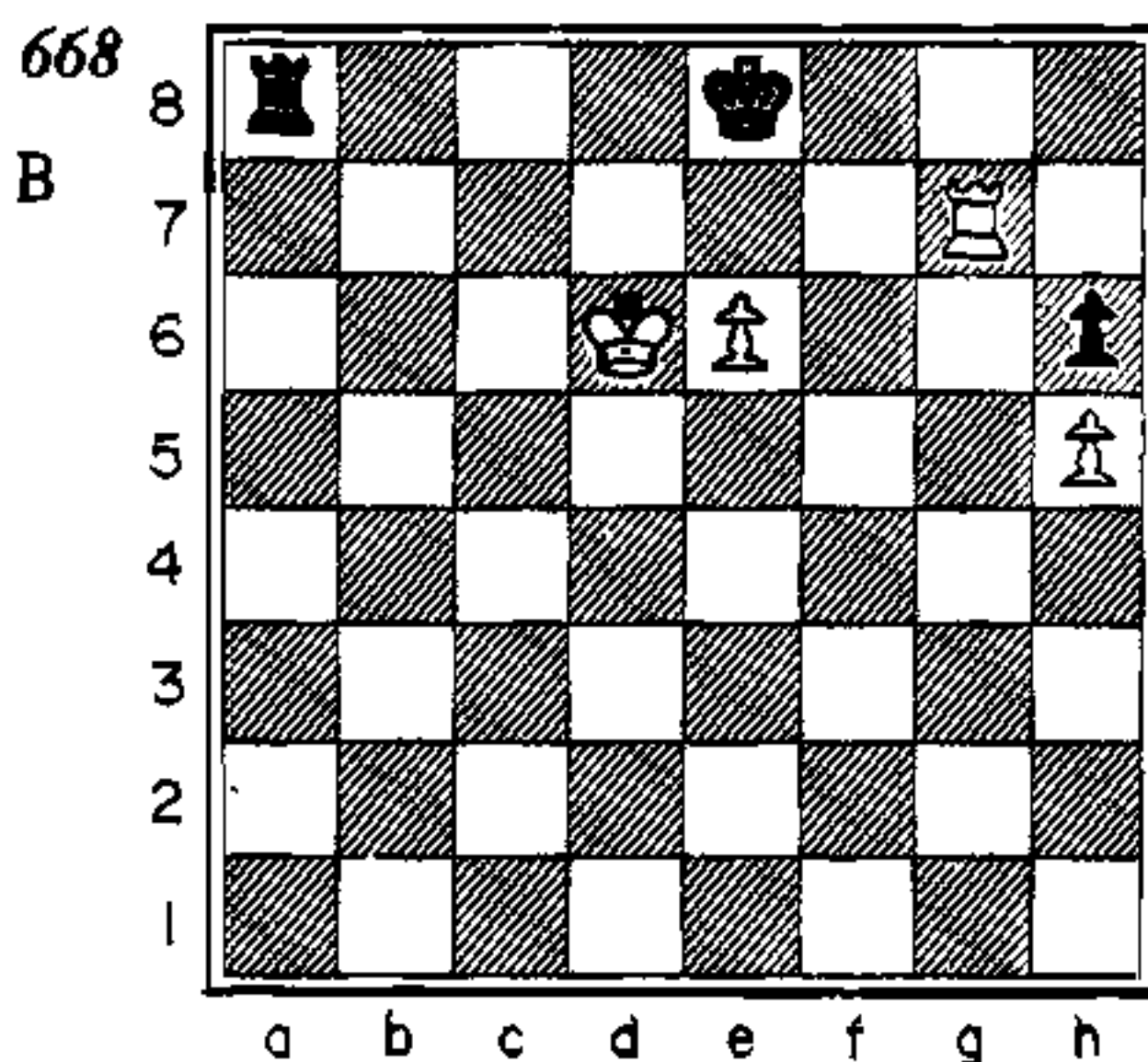
667. All White's winning attempts are in vain, although the defence requires accuracy, e.g.:

(a) 1 Rh7 Re1+ 2 Kf5 Rf1+ 3 Ke6 Rf4 4 R×h6 R×g4 5 Kd7 Re4! 6 Rf6+ Kg7 7 Ke6 Re1 8 Rf7+ Kg6 9 Ra7 Re2, with a draw as in example 367.

(b) 1 Kf5 Rf1+ 2 Kg6 (2 Ke6 Rf4) 2 ... Rg1 (2 ... Rf4? 3 Kh5 Re4 4 Ra6 R×e5+ 5 K×h6 Kg8 6 Ra8+ Kf7 7 g5 leads to a win for White) 3 Ra4 Rh1 4 Kf6 Rf1+ 5 Ke6 Rg1 6 Rf4+ Ke8! 7 Kf6 (7 Rf6 R×g4 8 R×h6

Kf8 leads to the 1st variation) 7 ... Rh1 8 Kg7 Ke7 9 Rf6 Rh4 10 Rg6 h5! 11 g5 Rg4 12 Kh6 h4 13 Kh5 Re4 with a draw.

Ravinsky-Bannik
Riga, 1953



668. Objectively this pawn formation is less favourable for the weaker side, since it is difficult to defend the h-pawn. But Black is nevertheless able to save the game, by exploiting the poor placing of the opponent's pieces.

1 ... Ra6+ 2 Ke5 Ra1 3 Rb7 (if 3 Kf6, then 3 ... Rf1+ 4 Kg6 Re1) 3 ... Rf1!

For the moment the king must not be allowed across to the pawn. For example, Black loses after 3 ... Re1+ 4 Kf6 Rf1+ 5 Kg6 Re1 6 Rb6 Ke7 7 K×h6 (518).

4 Rh7 Re1+! (now is the time!) 5 Kf6 Rf1+ 6 Kg7 (6 Kg6 Re1) 6 ... Ke7! 7 R×h6 Rh1 with a draw (521).

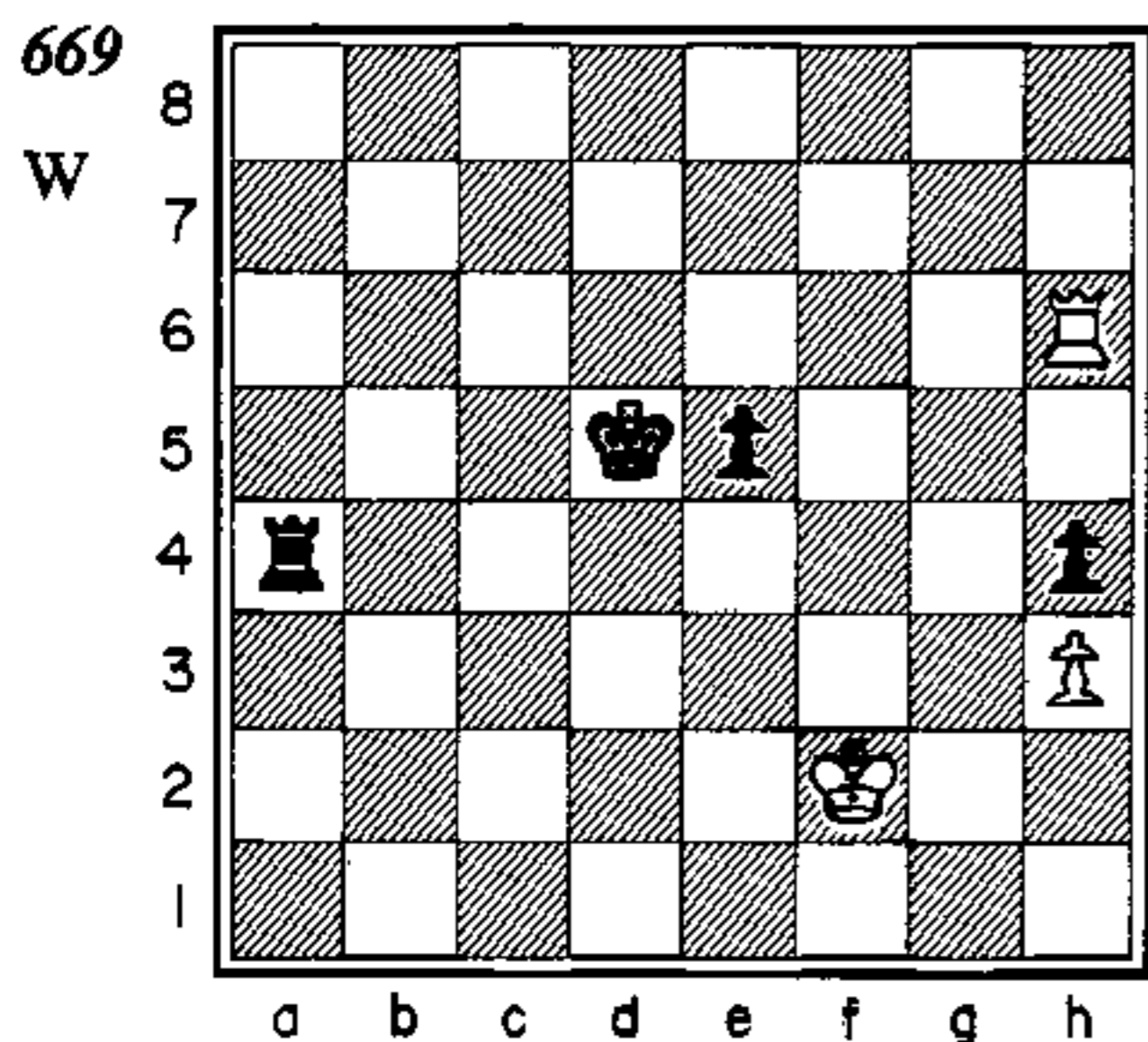
669. 1 Rh8! Ra2+ 2 Kg1! would have led to a draw, e.g. 2 ... Ke4 3 R×h4+ Kf3 4 Rh8 e4 5 Rf8+ Kg3 6 Kf1, or 5 ... Ke3 6 Re8.

The game took a different course: 1 Ke2 Ra2+ 2 Kd1.

No better is 2 Kf3 e4+ 3 Kg4 Rg2+ 4 K×h4 e3 5 Rh8 e2 6 Re8 Kd4 7 Kh5 Kd3 8 h4 Rg3, or 2 Kf1 Ke4! 3 R×h4+ Kf3 4 Kg1 e4 5 Rh8 e3 6 Rf8+ Ke2 7 h4 Ra4! 8 Rh8 Rg4+ 9 Kh2 Kd3! 10 Rd8+ Rd4, and Black wins.

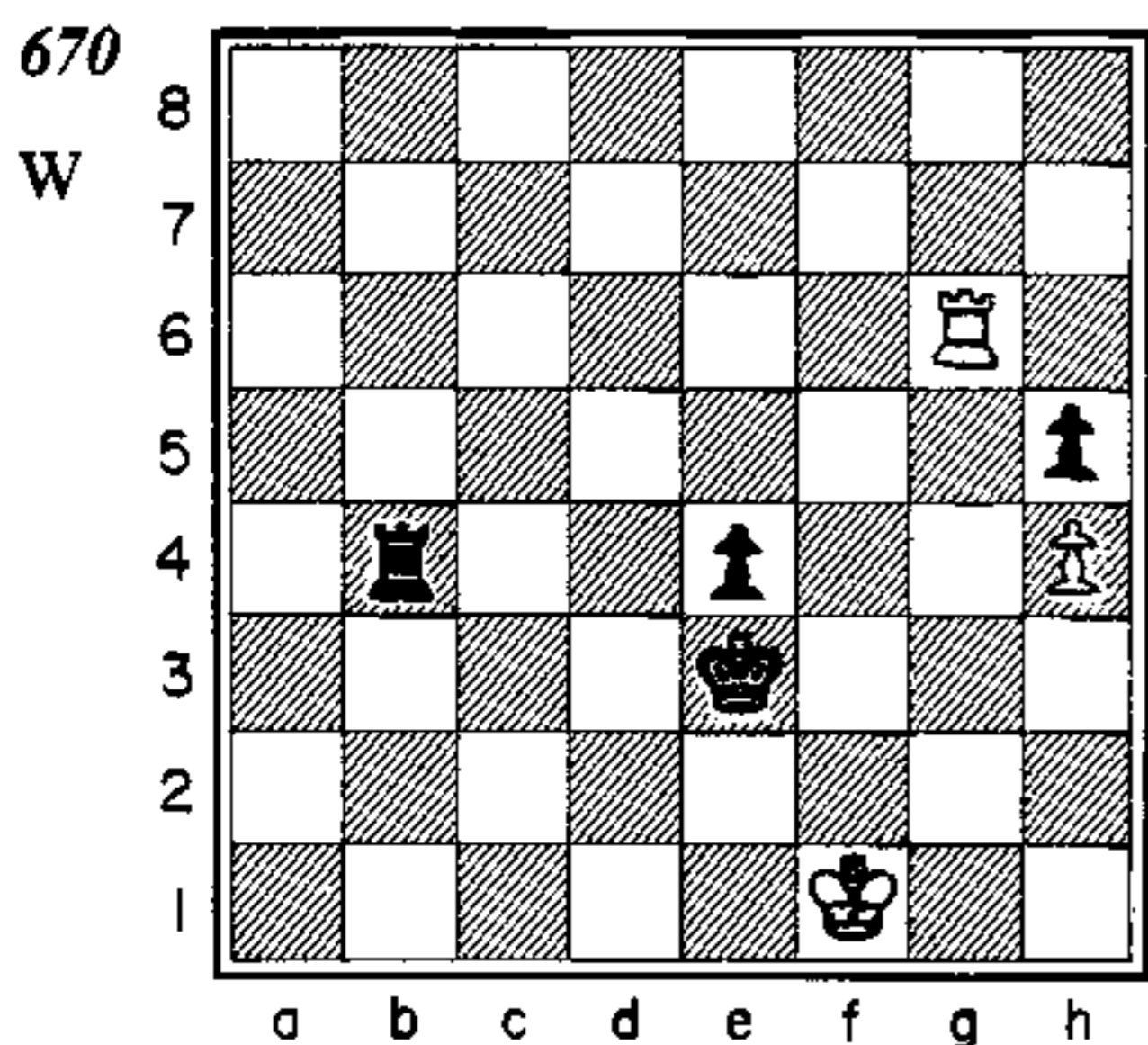
Isolated Pawns, one Passed

Rosselli–Nimzowitsch
Semmering, 1926



2 ... Ke4! 3 R×h4+ Kd3 (by the mate threat Black has gained an important tempo for the advance of his pawn) 4 Ke1 e4 5 Rh8 Ra1+ 6 Kf2 e3+ 7 Kg3 e2 8 Rd8+ Kc4 9 Re8 e1=Q 10 R×e1 R×e1 11 h4 Kd5 12 Kg4 Rh1 White resigns.

Khasin–Aronson
Moscow, 1956

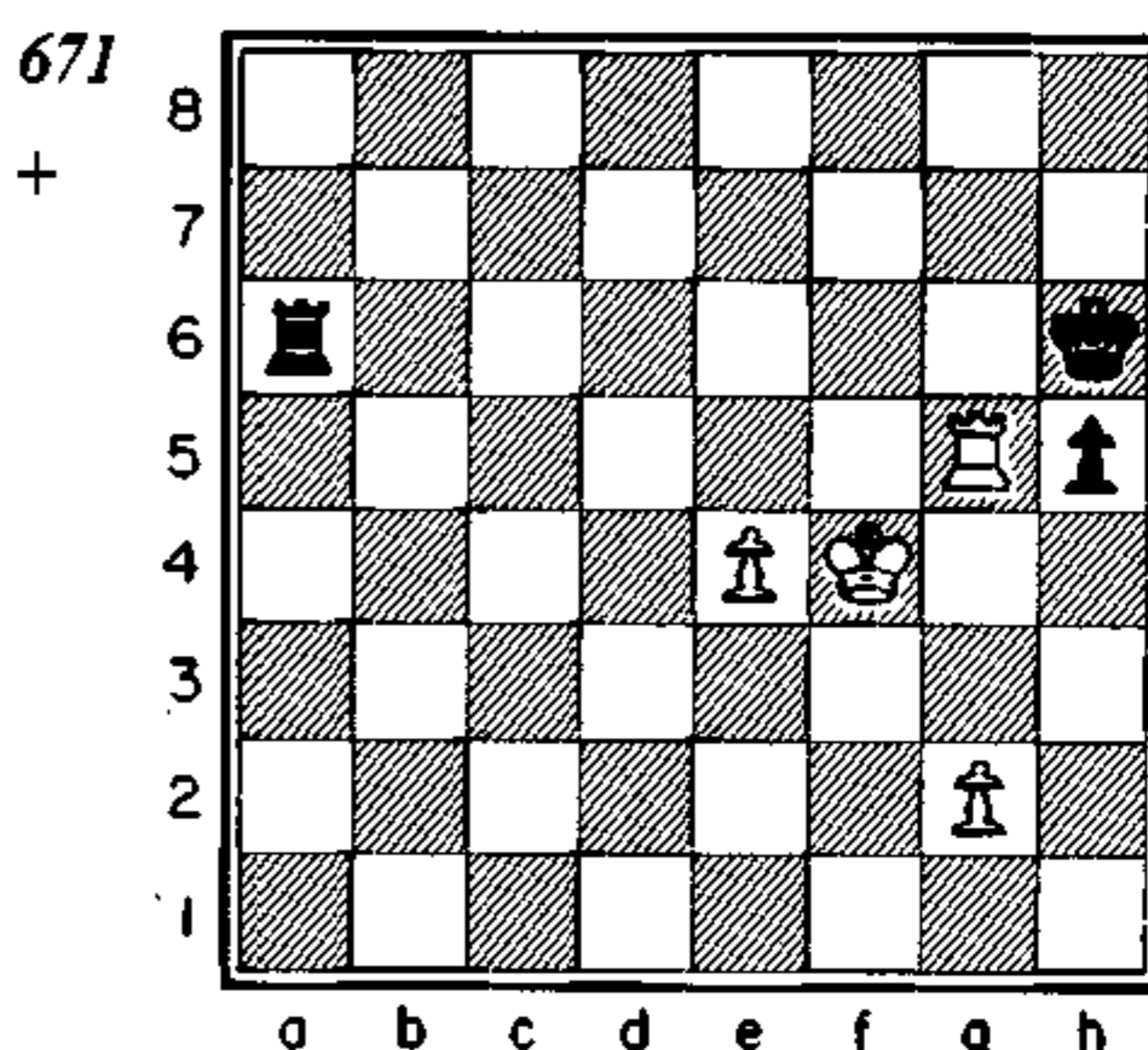


670. Here White is able to eliminate the enemy h-pawn in time: 1 Kg2! Rd4 2 Rg5 Kd2 3 R×h5 e3 4 Re5 R×h4.

If 4 ... e2, then 5 Kf2! Rf4+ 6 Kg3 Rf1 7 h5 with a draw.

5 Ra5! Rf4 (on 5 ... Rc4 White replies 6 Kf3!) 6 Ra2+. Drawn.

Bronstein–Benko
Moscow v. Budapest, 1949



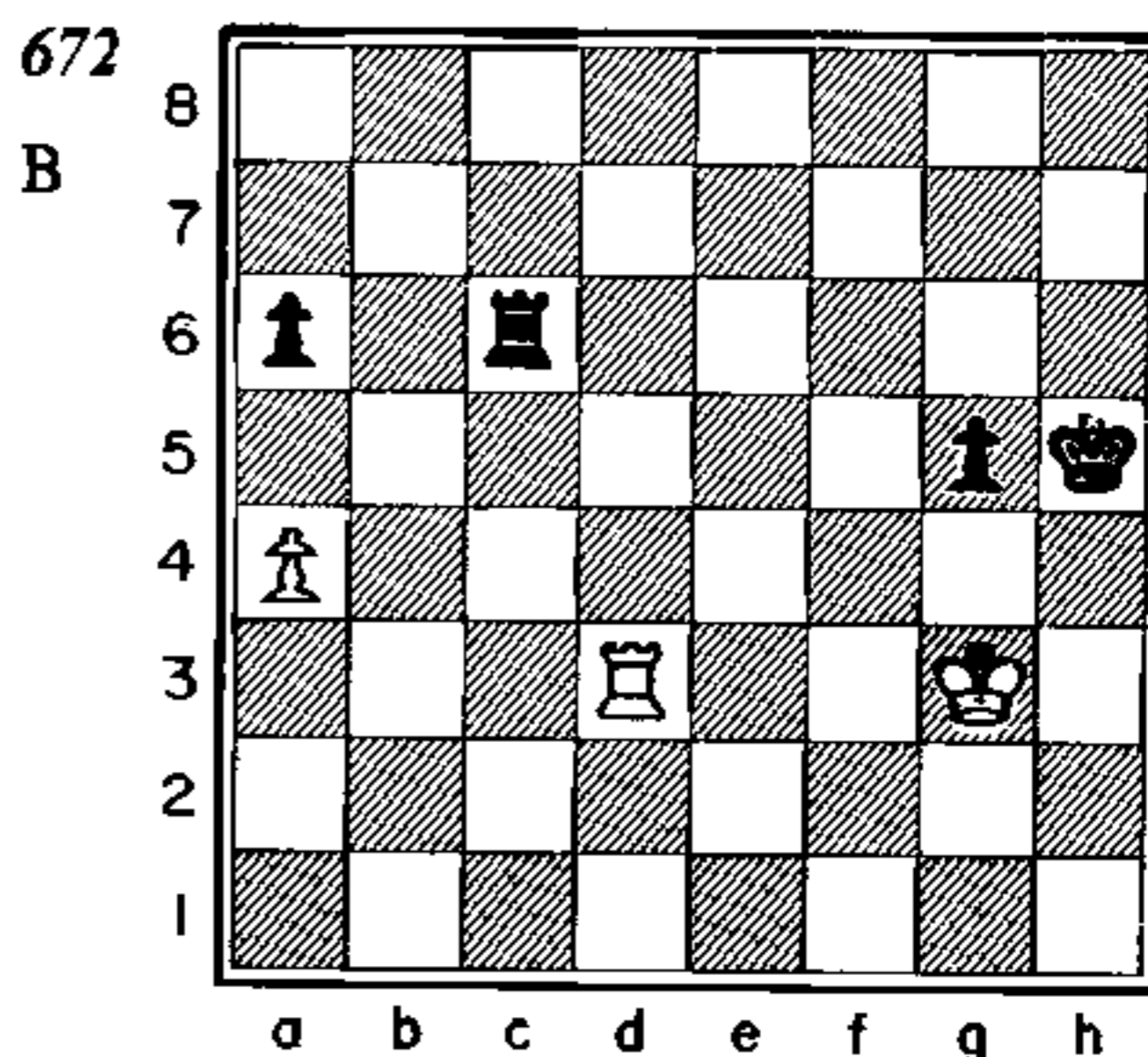
671. Here the poor position of Black's king should have led to his defeat.

1 Rg3 Ra8 2 e5 Rf8+ 3 Ke4 Rh4 4 Kf5.

Simpler was 4 e6 h4 5 Rg4 Kh5 6 Rf4 Rg8 7 Ke5 R×g2 8 e7, when the advance of the pawn is decisive.

4 ... Rf8+ 5 Ke6 h4 6 Rg4 Kh5 7 Rg7 Kb6 8 Rf7 Re8+ 9 Kd6! (not 9 Kf6? Rg8 10 e6 R×g2 with a draw) 9 ... Rd8+ 10 Ke7 Rd2 11 Rf8 Kg7 12 Rf4 R×g2 13 R×h4 Kg6 14 Ra4! (but not 14 e6? Ra2, as in the game, when Black gained a draw) 14 ... Rb2 15 Ra7 and 16 e6, winning (347).

Keres–Botvinnik
The Hague/Moscow, 1948



Rook and Two Pawns against Rook and Pawn

672. The white king is blocking the passed pawn, so it would be simply pointless to follow Tarrasch's rule and place the rook behind the passed pawn. Black carries out a typical plan: by attacking the pawn on the other side with his rook, he forces the white rook to occupy a passive position, and then heads for this pawn with his king.

1 ... Rc4! 2 Ra3.

2 a5 Ra4 3 Rd5 would be even worse, since after 3 ... Ra3+ 4 Kg2 Kh4 Black wins quickly.

2 ... a5 3 Kh3 Rb4 4 Kg3 Rf4 5 Ra1 Rg4+ 6 Kh3 Re4 7 Ra3 Kg6 8 Kg3 Kf5 9 Kf3 Ke5.

Black's waiting play is explained by the approach of adjournment time. But now, after analysis, he finally sets about transferring his king to the Q-side.

10 Kg3 Rd4 11 Ra1 Kd5 12 Rb1 Rb4!

Avoiding the trap 12 ... R×a4? 13 Rb5+ Kc4 14 R×g5 Ra1 15 Kh2! with a theoretical draw (427).

13 Rf1 Ke4 14 Re1+ (14 Kg4 R×a4 15 K×g5 Rc4 and wins) 14 ... Kd4 15 Kh2 R×a4 16 Rg1 Rc4 17 R×g5 a4 18 Kg2 Kc3 19 Kf3 a3 20 Ra5 Kb3 White resigns.

In certain cases the weaker side may carry out a plan of active counter-play: entrusting the battle against the pawn entirely to the rook, he tries to penetrate with his king to the opponent's pawn.

In this case the stronger side's problem is to parry the opponent's basic threat—the sacrifice of the rook for two pawns to obtain a drawn ending with pawn against rook.

673. 1 ... Rf7+ 2 Kg5 Rg7+.

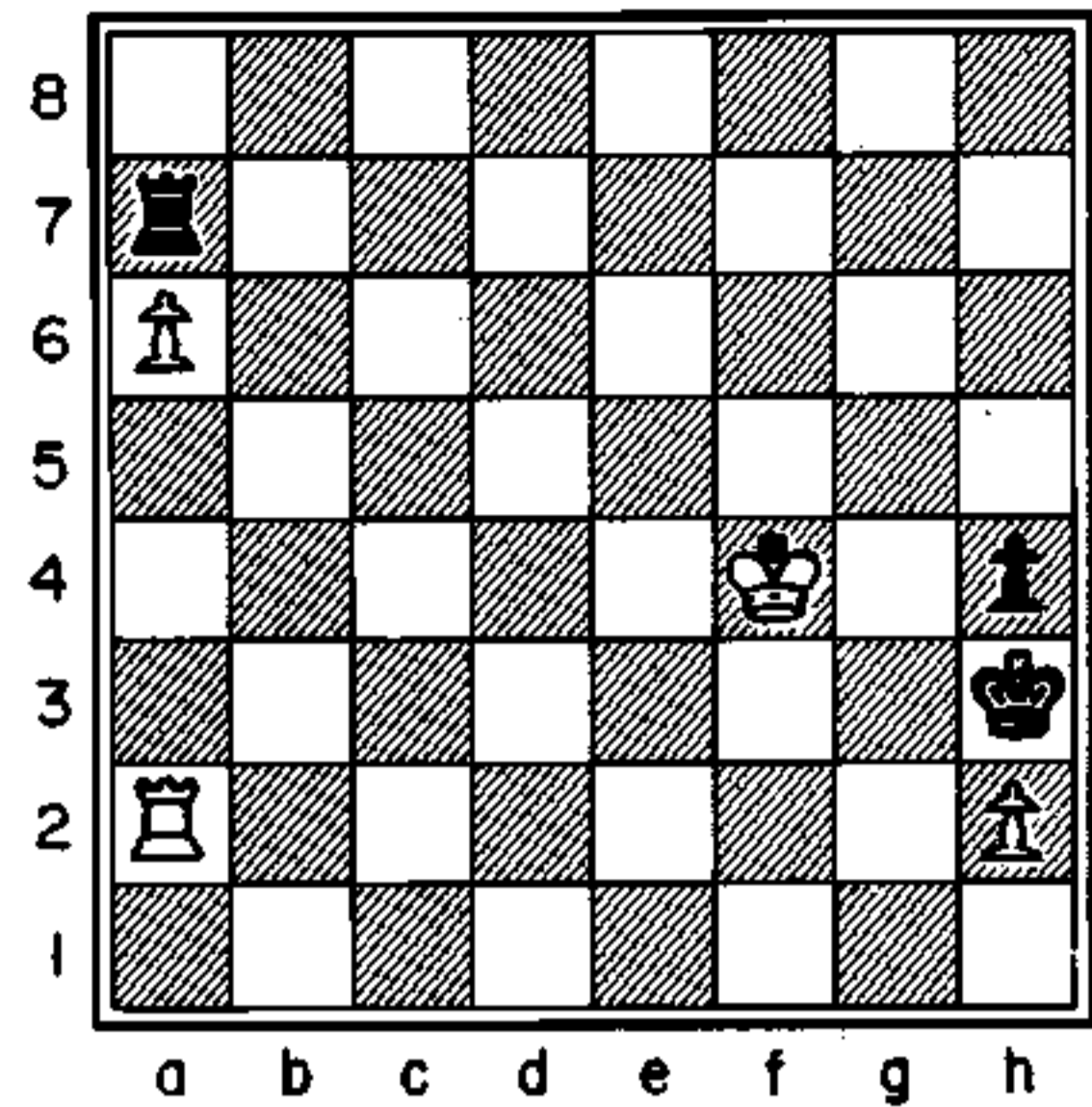
This check is forced. If 2 ... Ra7, then 3 Ra3+ K×h2 4 K×h4 and wins. Playing for stalemate is also unsuccessful—2 ... Rf2 3 Ra3+ K×h2 4 a7 etc.

3 Kf6 Ra7 4 Ke6 Ra8 (4 ... Kg4 5 Ra3, and White wins by taking his king to the a-pawn) 5 a7 Re8+ 6 Kf7 Ra8 7 Ke7 R×a7+ 8 R×a7 K×h2 9 Kf6 h3 10 Kg5 Kg1 11 Kg4 h2 12 Ra1+ Kg2 13 Ra2+ Kg1 14 Kg3, and White wins.

The following example, where the threat of

673

/-



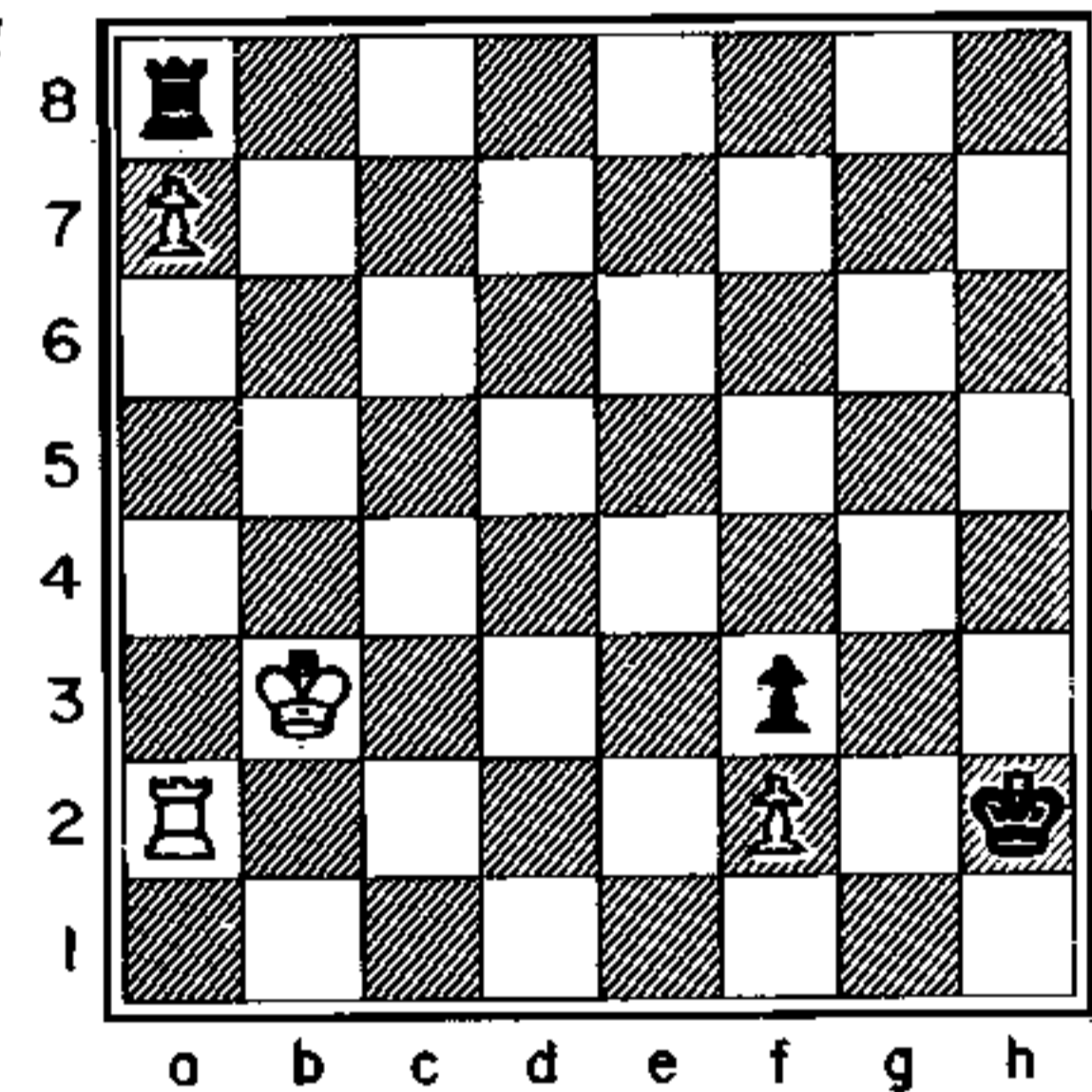
sacrificing the rook for the pawn is very real, is much more complicated.

Alatortsev—Chekhover

Tbilisi, 1937

674

+



674. The idea of Black's defence is clear: to give up his rook for the a-pawn and capture the f2 pawn. Therefore, in taking his king up to the a7 pawn, White must constantly reckon with the possibility of this sacrifice.

1 Kc4 Kg2 2 Kc5!

Not 2 Kb5 R×a7 3 R×a7 K×f2 with a draw, but now the rook sacrifice does not work: 2 ... R×a7 3 R×a7 K×f2 4 Kd4 etc.

2 ... Rc8+ 3 Kb6 Re8 4 Kc6!

If 4 Kb7 Re7+ 5 Kc6, then 5 ... R×a7! with a draw, while in the event of 4 Rc2

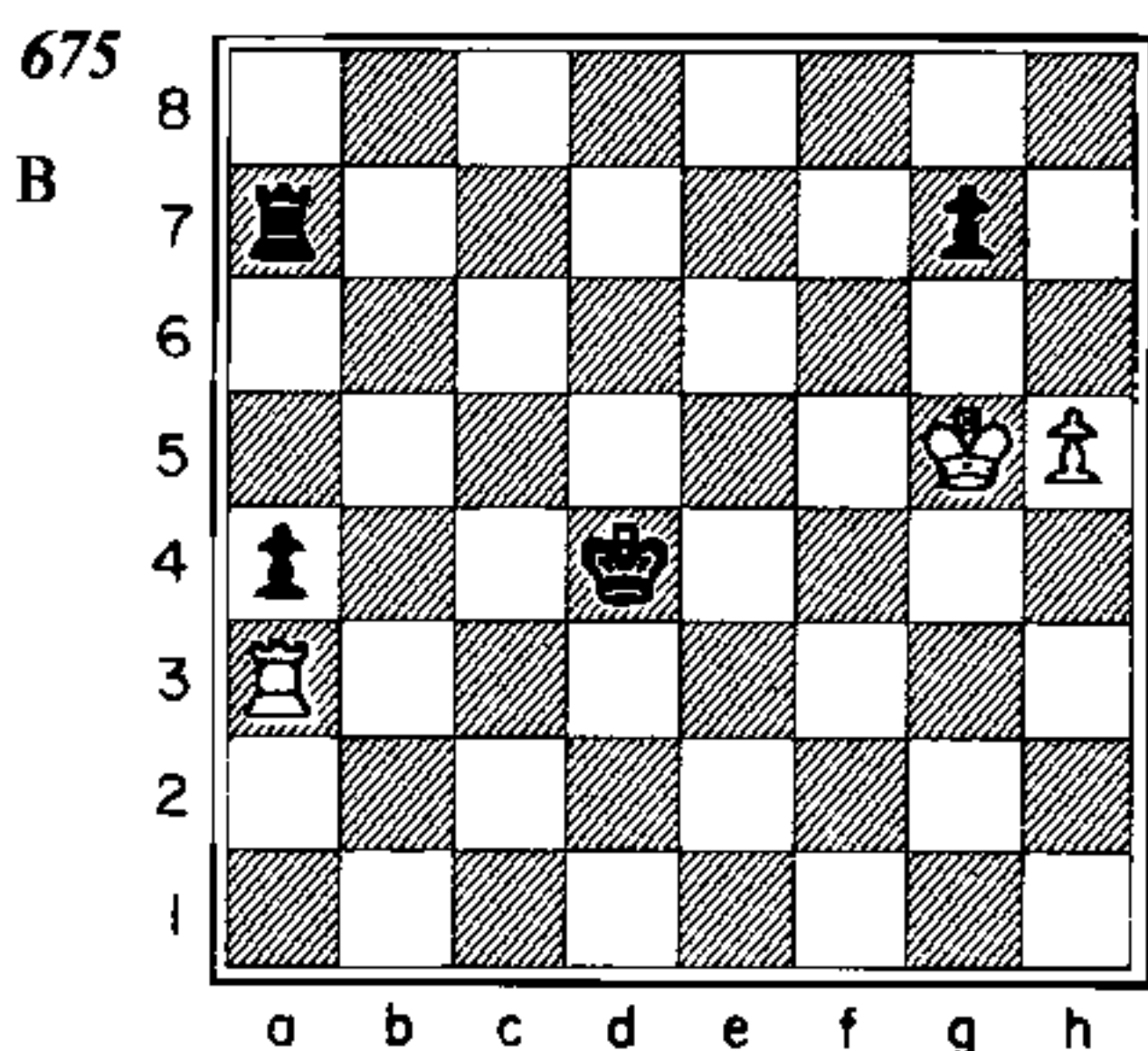
Isolated Pawns, one Passed

Re6+ 5 Kb7 Re2! Black again saves the game.

4... Kf1 5 Kb7 Re7+ 6 Kb6 Re8 7 Rc2! (as in the previous examples, the rook switches to a more favourable position) 7... Kg2 8 Kc7! Re7+ (8... Re2 fails to 9 R×e2! f×e2 10 a8=Q+) 9 Kb8! Re8+ 10 Rc8 Resigns.

The following example is of interest for its mistakes.

Taimanov–Averbakh
Leningrad, 1947



675. The position has much in common with the preceding ones: here too Black has to reckon with the possibility of a rook sacrifice. During the game 1... Kc4 2 Kg6 Kb4 3 Rg3 a3 seemed insufficient to me due to 4 Rg2, when 4... a2 is met by 5 R×a2 R×a2 6 K×g7 with an obvious draw.

But when, a quarter of a century later, I began analysing this ending, I realized that Black had no reason to hurry over the advance of his pawn. He should first improve his rook's position by 4... Rc7!, after which White cannot successfully solve all his problems, e.g. 5 Kh7 Rc5! 6 Kg6 (6 Rh2 Rg5) 6... Kb3 7 Rg3+ Kb2 8 Rg2+ Rc2 9 Rg1 Rh2! 10 Rg5 a2 11 Rb5+ Kc1 12 Ra5 Rg2+ 13 Kh7 Kb1 14 Rb5+ Rb2 15 Ra5 Rb7, or 5 Kf5 Rc5+ 6 Kg6 Kb3, or, finally, 5 Rg4+ Kb3 6 Rg3+ Kb2.

Thus by 1... Kc4! Black could have won. But he played 1... Ra6, trying to cut the king off from the pawn, and the sequel was 2 Kf5 Kc4 3 Rg3!

I had overlooked this reply. It transpires that after 3... a3 4 R×g7 a2 5 Rg1 the ending is drawn.

3... Rf6+ 4 Ke5.

White returns the compliment. After 4 Kg5! Kb4 5 Rg4+ Kb3 6 Rg3+ Kc2 7 Rg2+ Kc1 8 Rg3! Ra6 9 Kf5 Ra7 10 Kg6 Black would have no longer been able to win.

4... Rh6.

The correct continuation was 4... Rf7! 5 Rg4+ Kb5 6 Rg3 Ra7 7 Kf5 a3 8 Kg6 a2 9 Rg1, and now not 9... a1=Q 10 R×a1 with a draw, but 9... Kc4!, when Black wins, e.g. 10 Rg4+ Kd5! 11 Rg1 a1=Q 12 R×a1 R×a1 13 K×g7 Rg1+! 14 Kf6 Rh1 15 Kg6 Ke6, or 10 Ra1 Kb3 11 Rg1 Rc7+, or, finally, 10 Rf1 Rb7 11 Ra1 Kb3 12 Rg1 Rc7.

5 Rg4+ Kb3 6 Rg3+ Kc2 7 Rg2+ Kd3 8 Rg3+ Kc4 9 Rg4+ Kb5.

The king has nevertheless had to go back, and after the correct 10 Kd4! the game should have ended in a draw. But White too misses his chance and immediately makes a decisive mistake.

10 R×g7 a3! 11 Ra7 (no better is 11 Rg1 R×h5+ 12 Kd4 Kb4 13 Rb1+ Ka4 14 Kc3 a2 15 Rg1 Ka3 etc.) 11... Ra6 12 Rb7+.

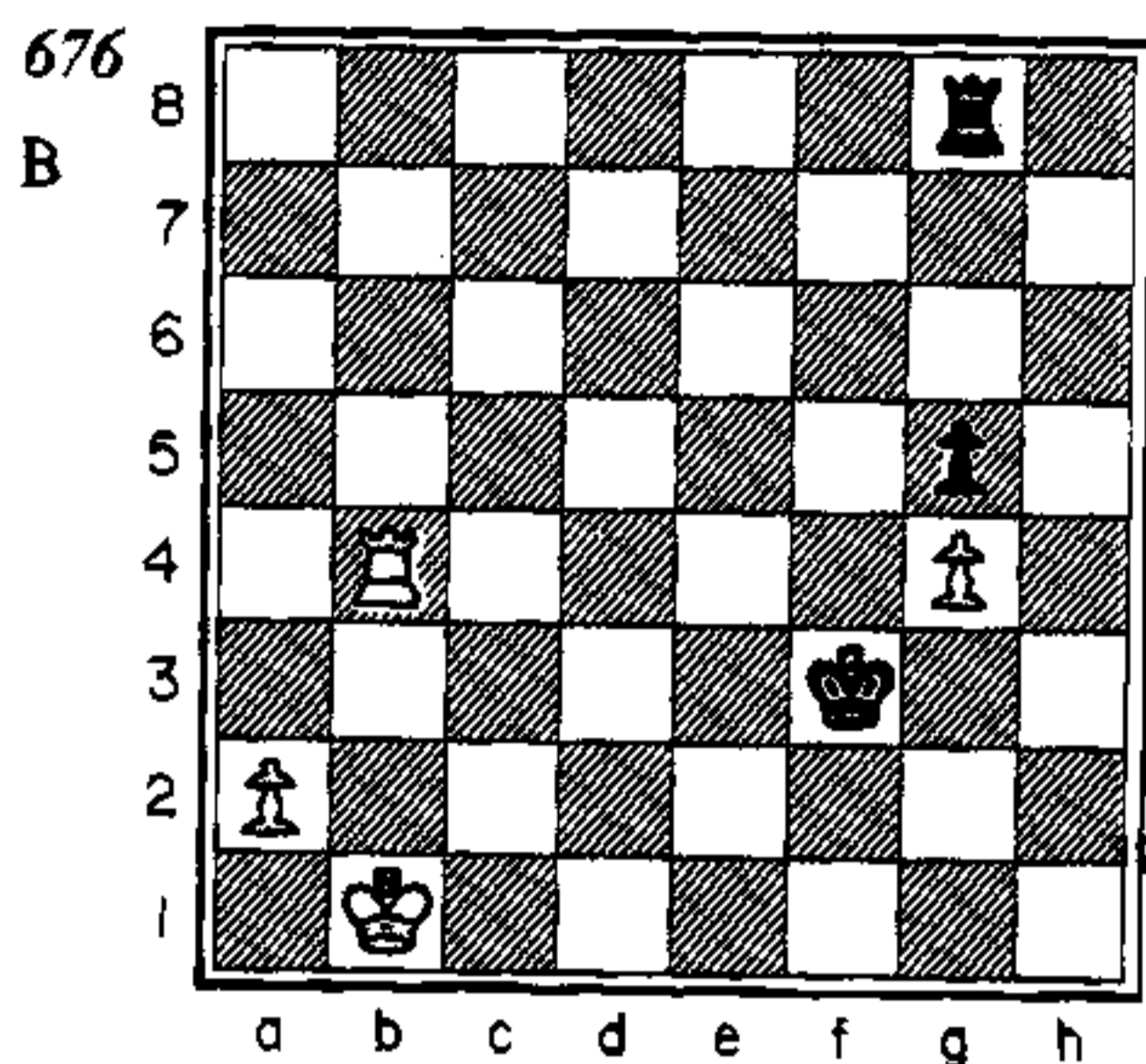
Or 12 Rg7 a2 13 Rg1 Rh6! 14 Ra1 (14 Kd4 Kb4) 14... R×h5+ 15 Kd4 Rh2 16 Kc3 Ka4 etc.

12... Ka4 13 Rg7 Ra5+ 14 Kf6 a2 15 Rg4+ Kb3! (only not 15... Kb5 16 Rg1 with a draw) 16 Rg3+ Kc4! 17 Rg4+ Kd3 18 Rg3+ Ke4 19 Rg4+ Ke3 (19... Kf3 was simpler) 20 Rg1 R×h5 21 Rg3+ Kd4 22 Ra3 Rh2 23 Kf5 Rf2+ 24 Kg4 Kc4 25 Kg3 Rc2, and Black won.

Such endings, especially with a small number of pawns, abound in subtleties and demand great accuracy, since the boundary between a draw and a win can prove very narrow.

Rook and Two Pawns against Rook and Pawn

Yusupov-Malanyuk
Moscow, 1983



676. 1 ... Rf8 (Black first activates his rook, threatening 2 ... Rf4) 2 Kc2!

Well played. Now 2 ... Rf4 can be met by 3 Rxf4 gxf4 4 g5 Ke3 5 Kd1!, winning.

2 ... Kg3.

Also correct. The rook must have the possibility of attacking the opponent's king from the side.

3 a4 Rf4?

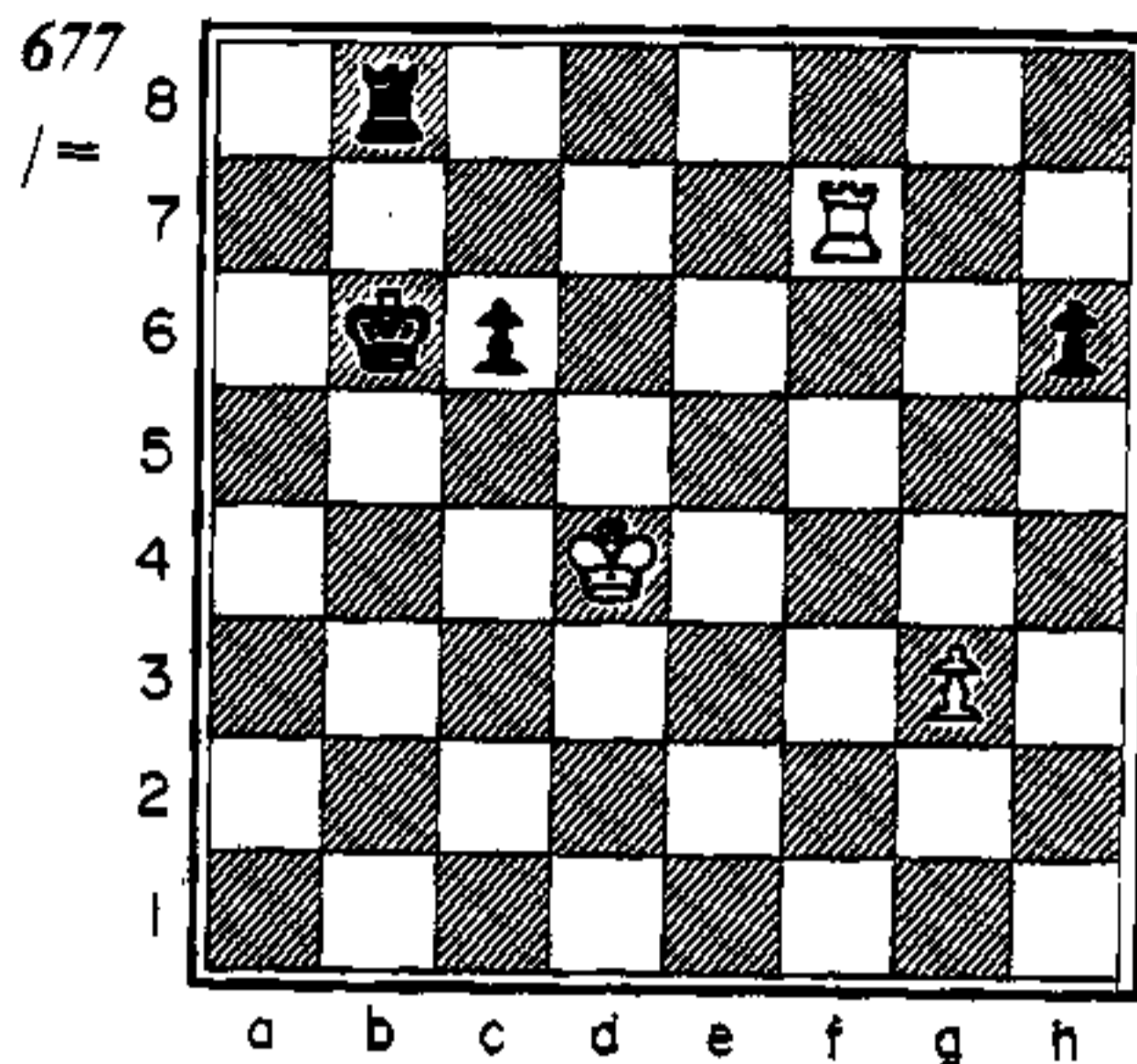
This natural move loses: in the resulting queen ending White is able to force the exchange of queens.

4 Rxf4 gxf4 5 g5 f3 6 g6 f2 7 g7 f1=Q 8 g8=Q+ Kh4 9 Qd8+! Black resigned, since 9 ... Kh5(g4) is met by 10 Qd1+, and 9 ... Kh3 by 10 Qd3+.

It remains to add that Black would not have saved the game after either 8 ... Kh3 9 Qh7+ Kg4 (9 ... Kg2 10 Qg6+ Kh2 11 Qd6+) 10 Qd7+! Kh4 11 Qd8+, or 8 ... Kh2 9 Qh7+ Kg1 10 Qg6+ Kh1 (10 ... Kh2 11 Qd6+) 11 Qh6+ Kg2 12 Qd2+.

As was shown by Salov and Ionov, instead of 3 ... Rf4? the correct move was 3 ... Rf2+! 4 Kc3 Rf3+ 5 Kb2 (if 5 Kd2, the simplest is 5 ... Rf2+ 6 Kd1 Ra2 7 Kc1 Rf2) 5 ... Rf4 (here this is possible) 6 Rxf4 gxf4 7 g5 f3 8 g6 f2 9 g7 f1=Q 10 g8=Q+ Kb4, and White's chances of winning are highly problematic.

Mikenas-Levenfish
Moscow, 1949



677. White must place his king at c2, and his rook on the h-file, when he will be able to defend successfully.

1 ... Rg8 2 Rf3 Rg4+ 3 Kc3 Kb5 4 Kc2!

To avoid the capture of the g-pawn with check, White moves his king onto the 2nd rank in advance. Now he can manoeuvre with his rook, such that on the capture of the g-pawn he will immediately pick up the h-pawn.

4 ... Rg5 5 Rf6 h5 6 Rf4 c5 7 Rb4 c4 8 Rh1 (while keeping the h-pawn under attack, the rook prepares to drive back the black king, if it should occupy b4) 8 ... Kc5 9 Rh4 Kb4 10 Rh1 Rf5 11 Rb1+ Kc5 12 Rh1 Rg5 13 Rh4 Kb4 14 Rh1 Rxf4

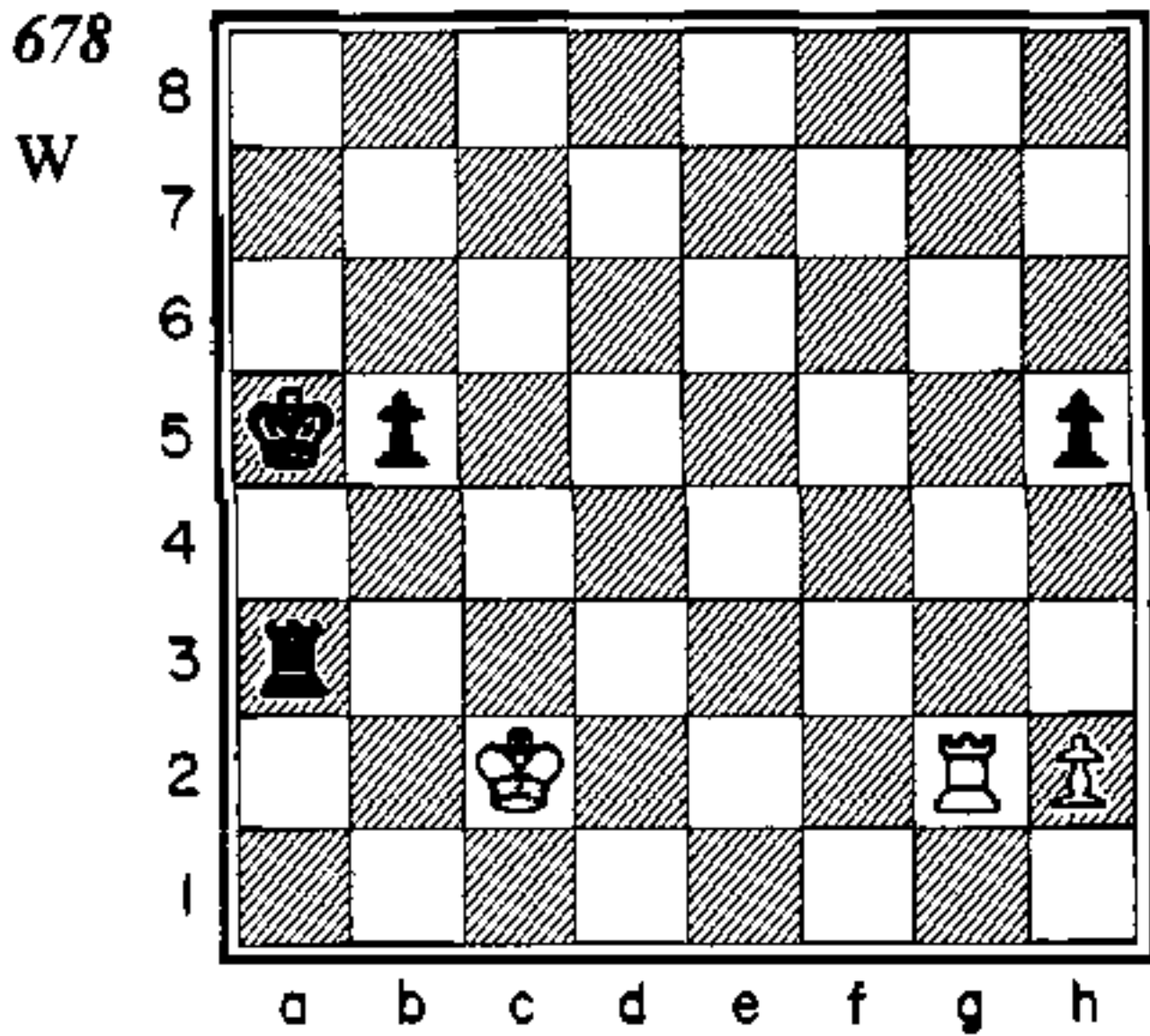
With no possibility of strengthening his position, Black exchanges a pair of pawns, and after 15 Rxf4 a draw was soon agreed.

When defending such endings the following arrangement of the pieces should always be adhered to: the king in the path of the opponent's passed pawn, and the rook on squares from which it not only defends its own pawn, but also threatens the other enemy pawn.

When the weaker side's king is on the same rank as his pawn, this is unfavourable, since the rook, tied to the defence of this pawn, becomes passive and is unable to create counter-threats.

Isolated Pawns, one Passed

Smyslov-Keres
Moscow/Leningrad, 1941



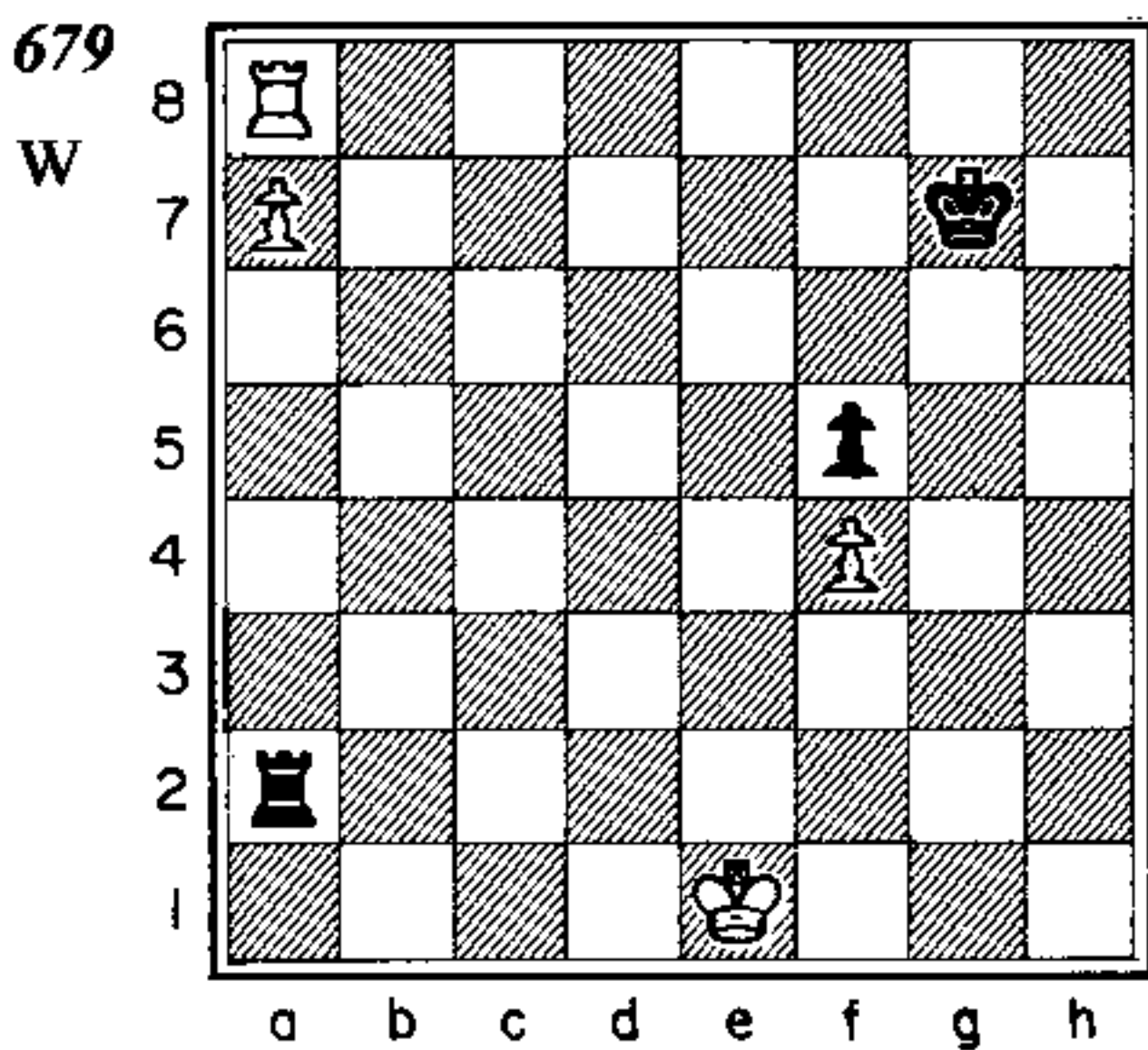
678. 1 Kb2 Rf3 2 Re2 h4 3 Rd2 h3.

It is only because the white rook is unable to leave the 2nd rank owing to the loss of the pawn that Black has quickly managed to carry out his winning plan.

4 Re2 Ka4 5 Kb1 Rf1+ 6 Kc2 b4 7 Kd3 Rd1+ 8 Kc2 Rg1!, and White resigned, since after 9 ... Rg2 he loses his h-pawn.

Also of interest are positions where the passed pawn has reached the 7th rank, but the rook is on the queening square, in a passive position.

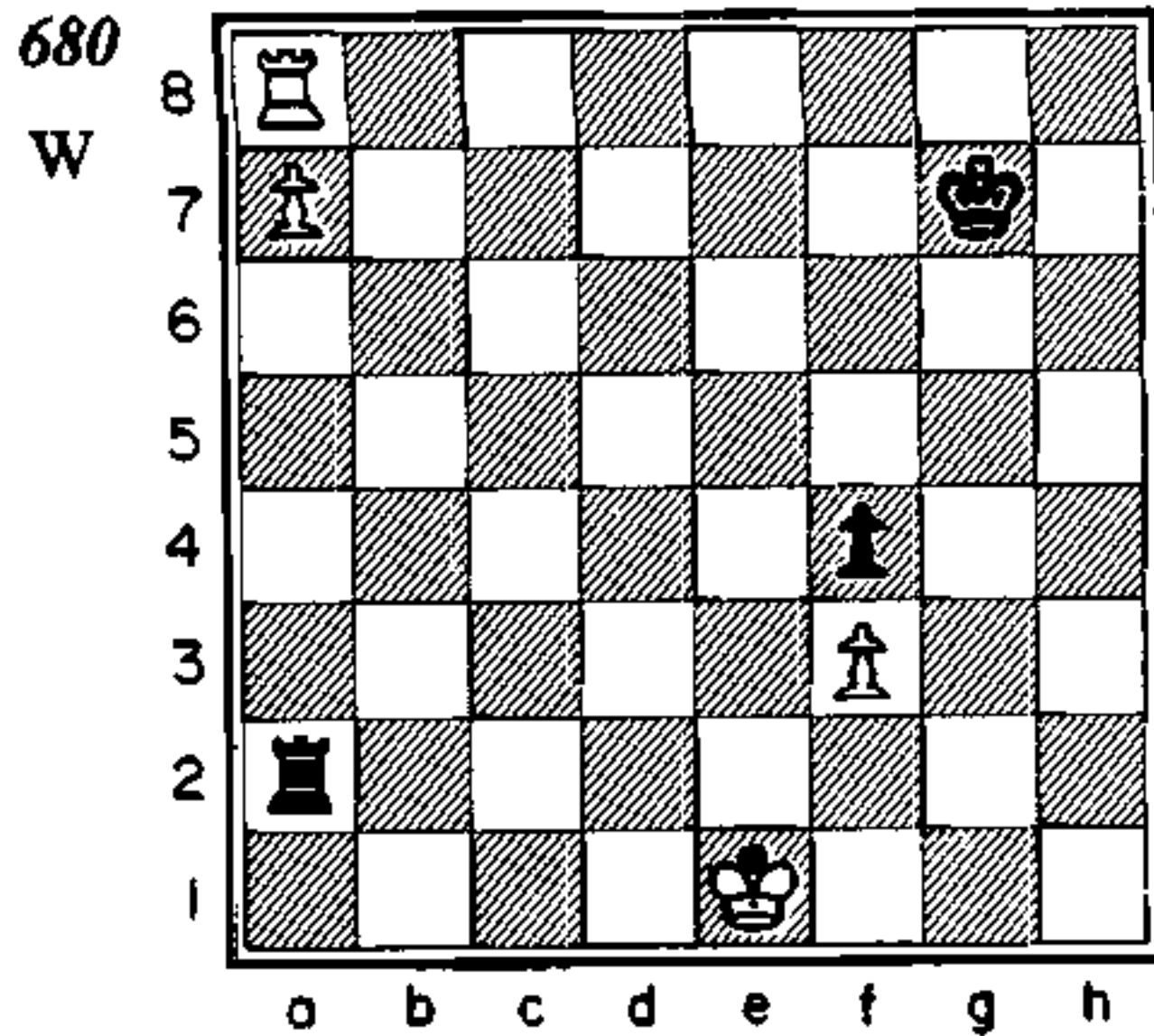
The following is a classic example.



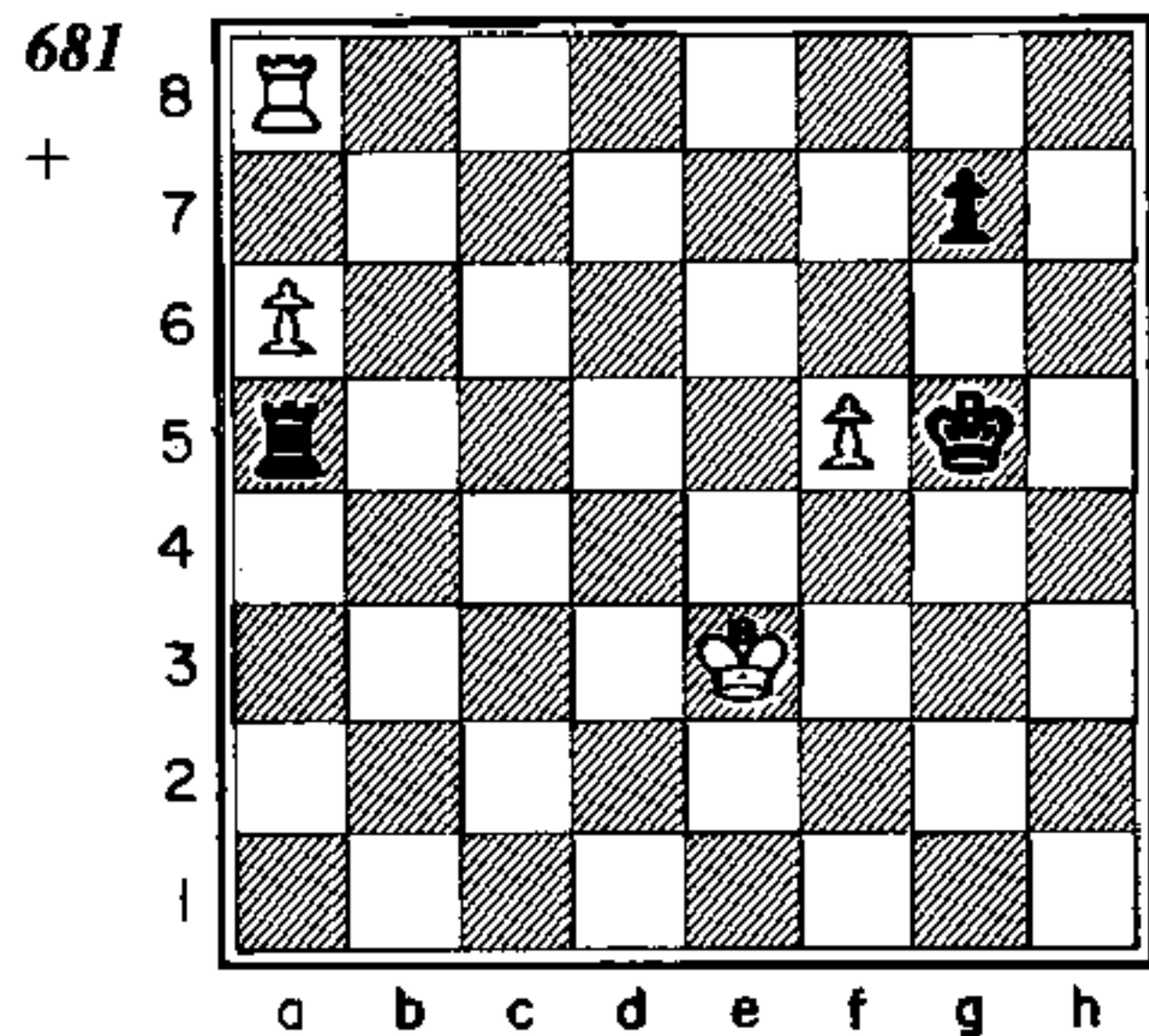
679. White wins, since Black cannot defend his pawn.

1 Kd1 Kh7 2 Kc1 Kg7 3 Kb1 Ra6 4 Kb2 Ra5 5 Kb3 Ra1 6 Kb4 Ra2 7 Kb5 Ra1 8 Kb6 Rb1+ 9 Kc6 Ra1 10 Kd6 Ra6+ 11 Ke5 Ra5+ 12 Ke6 Kh7 13 Kf6, and Black is in zugzwang.

It is a different situation with the f-pawns one rank further down.



680. Here a zugzwang position cannot be created: **1 Kd1 Kh7 2 Kc1 Kg7 3 Kb1 Ra4 4 Kb2 Ra6 5 Kb3 Ra1 6 Kc4 Ra4+ 7 Kd5 Ra5+ 8 Ke4 Ra4+ 9 Ke5 Kh7 10 Kf5 Kg7** etc.



681. Here **1 a7** wins by force, since Black is unable to avert the f5-f6 breakthrough, e.g. **1 ... Re5+**.

Other moves also fail to save the game. If **1 ... Ra3+**, then **2 Kd4 Ra4+ 3 Kc5 Ra1 4**

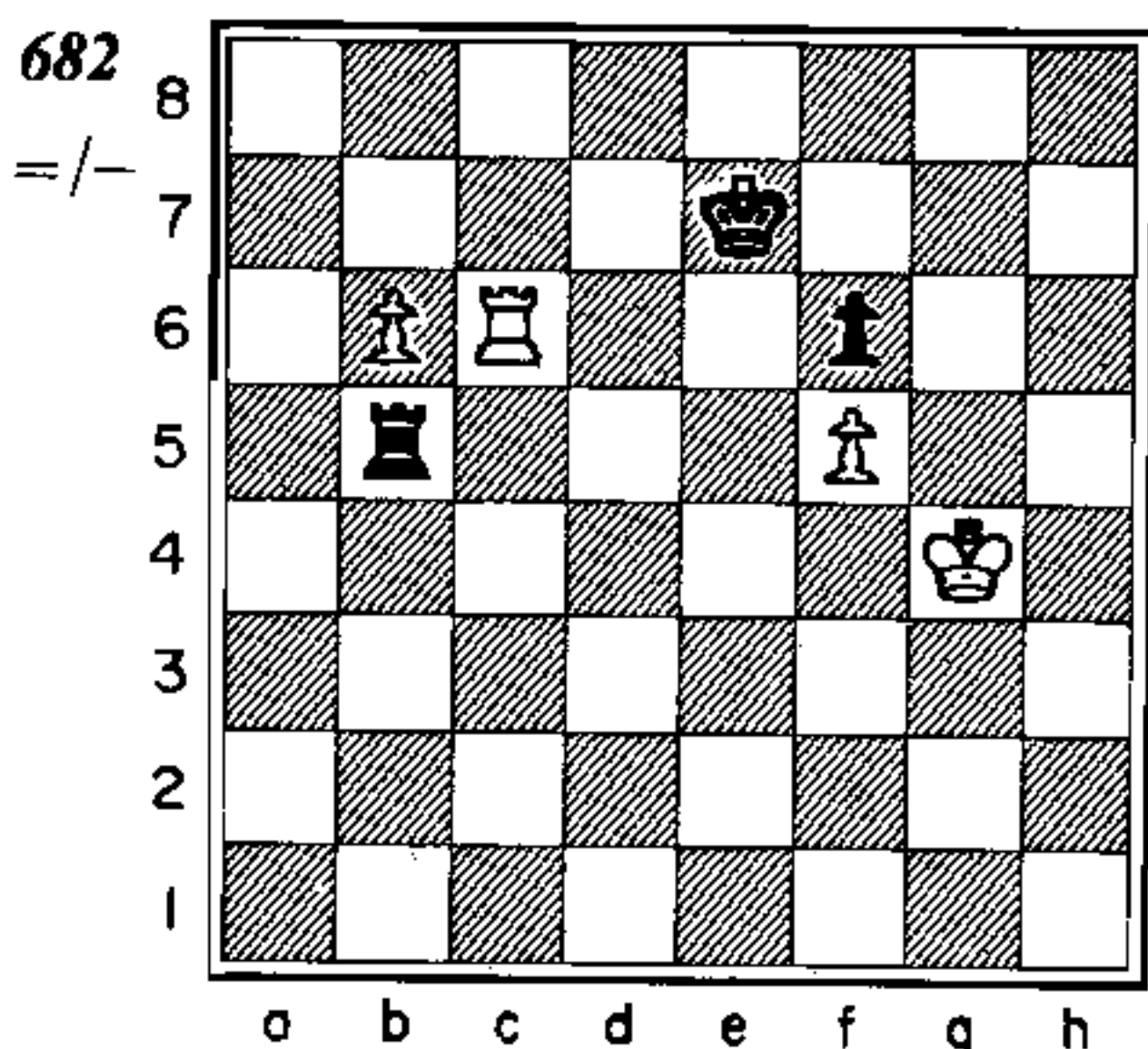
Rook and Two Pawns against Rook and Pawn

Kb6 Rb1+ 5 Kc6 Ra1 6 Kd6 Ra2 7 Ke7 Ra5 8 f6 etc.

2 Kd4 Re7 3 f6 Rd7+ (3 ... Rf7 4 Rg8 R×a7 5 R×g7+) 4 Kc5 Kg6 5 f×g7 K×g7 6 Kb6, and Black loses due to the unfortunate position of his rook.

Some interesting positions of mutual zugzwang have been found by Soviet researchers.

Levenfish and Smyslov, 1957



682. White's position is very strong, and if Black begins he loses:

(a) 1 ... Ra5 2 Rc7+ Kd6 3 Rc8 Rb5 4 Re8! Kd5 5 Re6 etc.

(b) 1 ... Rb4+ 2 Kh5 Rb1 3 Rc7+ Kd6 4 Kg6 R×b6 5 Rf7 Ke5 6 Re7+ Kf4 7 Re6 (570).

(c) 1 ... Rb1 2 Rc7+ Kd6 3 Kh5! Ke5 (3 ... Rg1 4 Rc8 Rb1 5 Re8) 4 Kg6 Rg1+ 5 Kf7 K×f5 6 Rc5+ Ke4 7 Rb5 etc.

But if it is White to move, there is no way for him to realize his advantage! For example: 1 Rc7+ Kd6 2 Ra7! Rb1! (not 2 ... R×b6 3 Kh5! Ke5 4 Kg6 Rc6 5 Re7+ etc.) 3 Kh5 Rg1! (an excellent move, demonstrating all the resources of the defence) 4 Kh6 Rg5 5 Ra1 Kc6 6 Rb1 Kb7 7 Rb5 Rg8.

White's rook is ideally placed, but the trouble is that his king is cut off from the pawns and is quite unable to take any part in the play.

8 Rd5 Rg5 9 Rd7+ Kb8. Draw.

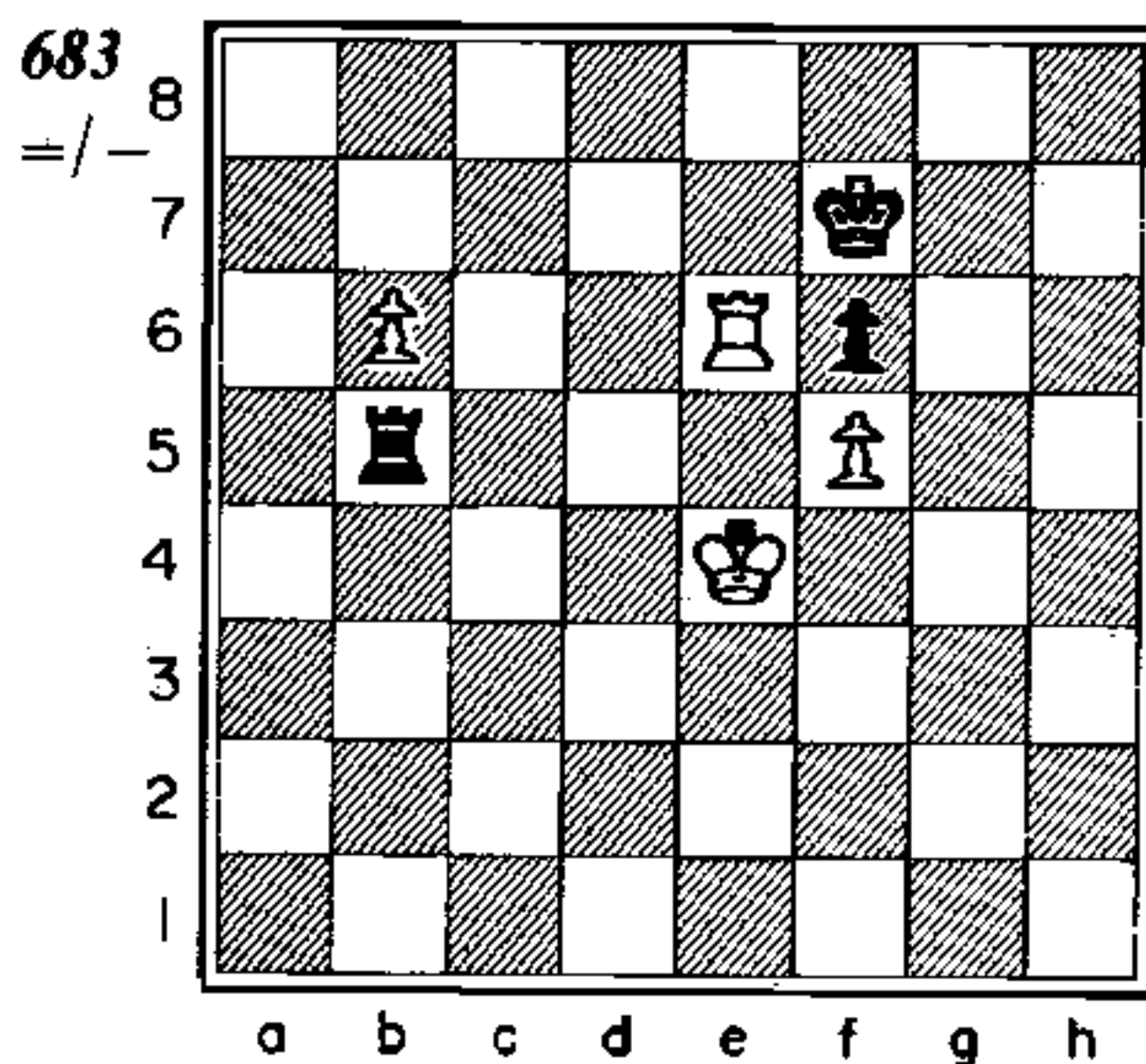
White also achieves nothing by 2 Rf7 Rb4+ 3 Kh5 Ke5 4 Kg6 Rg4+ or 2 Rg7 Rb4+ 3 Kh5 Ke5 4 Rg4 R×b6 5 Kg6 Rb1 6 Rg2 Re1! with a draw.

He can try to give his opponent the move by 1 Re6+ Kf7 2 Rd6, e.g. 2 ... Ke7 3 Rc6! and the goal is achieved. But Black has a better possibility: 2 ... Kg7! 3 Rc6 Rb1! 4 Kf4 Rb4+ 5 Ke3 Kh6! 6 R×f6+ Kg5 7 Rc6 K×f5 8 Kd3 Ke5 9 Kc3 Kd5, and the king is just in time.

If 1 Kf4 is played, Black saves the game by the subtle 1 ... Ra5!, keeping control over the f5 pawn, e.g. 2 Re6+ (2 Rc8 Rb5 3 Rb8 Rb4+ 4 Ke3 Kd6 5 b7 Kc6 6 Rf8 K×b7 7 R×f6 Kc7 8 Re6 Kd7 with a draw) 2 ... Kf7 3 Rd6 Ke7 4 Rc6 Ra4+ 5 Ke3! Ra5 6 Rc8 (6 b7 Rb5 7 Rc7+ Kd6 8 Rh7! Rb4! 9 Kd3 Kc6! 10 Rf7 R×b7 11 R×f6+ Kd5) 6 ... Rb5 7 Rb8 Kd6 8 b7 Kc6! 9 Rf8 Rb3+! 10 Kf4 Rb4+ 11 Kg3 K×b7 12 R×f6 Kc7 13 Re6 Kd7 etc.

After 1 Kf4 Ra5! 2 Re6+ Kf7 3 Ke4 Rb5! example 68 is reached.

Levenfish and Smyslov, 1957



683. This too is a position of mutual zugzwang. If it is White to move, there is no way for him to win: 1 Rd6 Ke7 2 Rc6 Re5+ 3 Kf4 (if 3 Kd4 R×f5 4 Kc4, then 4 ... Rf1 5 Kb5 Kd7, and Black has nothing to fear) 3 ... Ra5

Isolated Pawns, both Passed

4 Kg4 Rb5, and we have returned to example 682.

It is a different picture if Black begins:

(a) **1 ... Rb4+ 2 Kd5 Rb5+ 3 Kc6** and wins.

(b) **1 ... Ra5 2 Rd6! Rb5.**

No better is **2 ... Ke7 3 Rd5! Ra4+ 4 Rd4 Ra1 5 Rb4**, or **2 ... Re5+ 3 Kd4! Rxf5 4 Rd5 Rf1 5 Rb5 Rd1+ 6 Kc5 Rcl+ 7 Kd6 Rd1+ 8 Kc6 Rcl+ 9 Rc5** etc.

3 Kd4! Ke7 4 Kc4 Rxf5 5 b7, and wins.

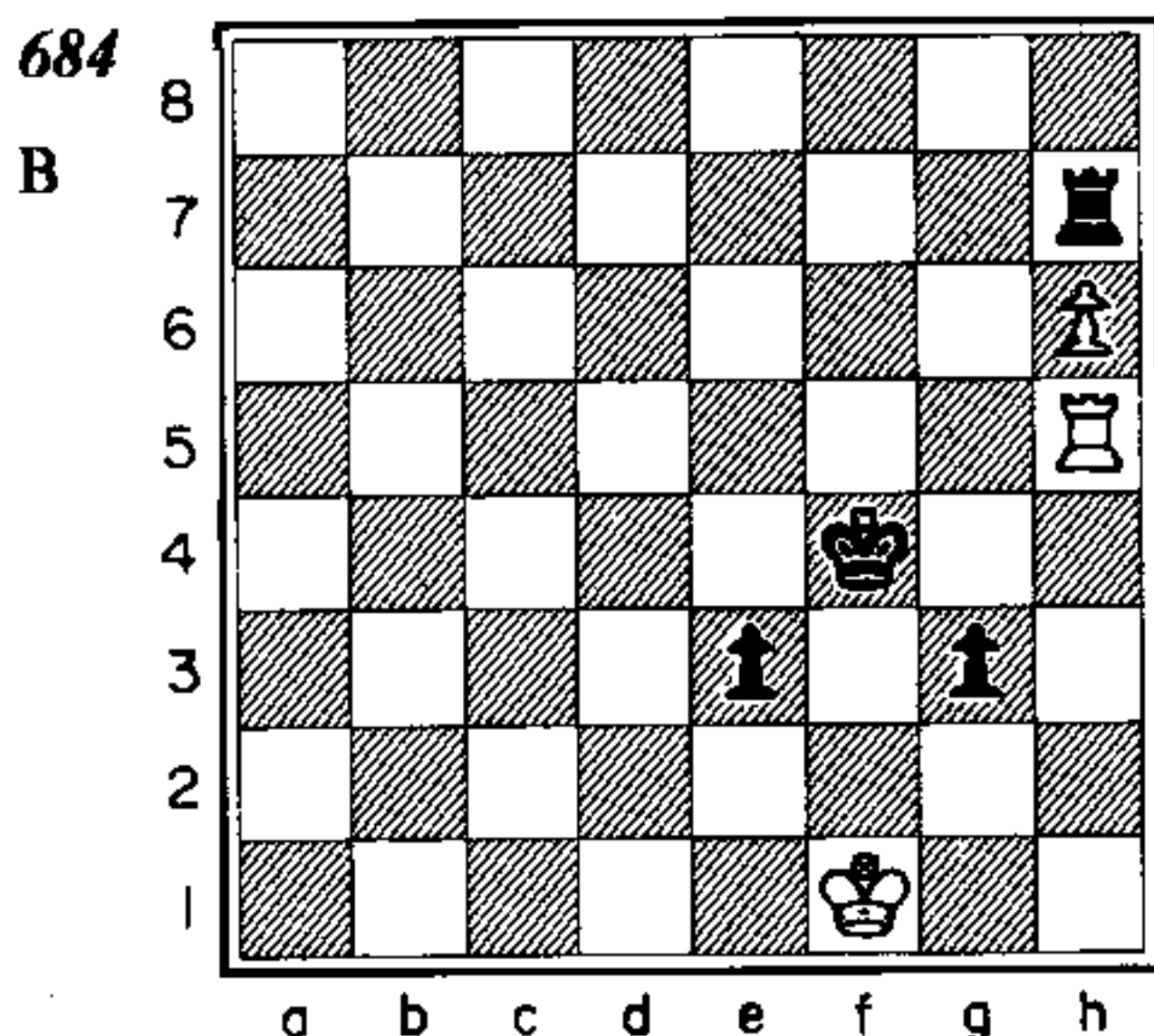
(c) **1 ... Kg7 2 Rd6 Re5+ 3 Kd4 Rxf5 4 Rd5**, winning in the same way as in the note to the previous variation.

9.6 ISOLATED PAWNS, BOTH PASSED

Such endings, where all three pawns are free to advance, are difficult to classify. Of course, an important part here is played by the degree of advancement of the pawns, but of no less importance is the placing of the pieces, especially the activity of the rooks.

The following example shows some interesting tactical possibilities which arise with far-advanced pawns.

Tarasov-Kopylov
Leningrad, 1949

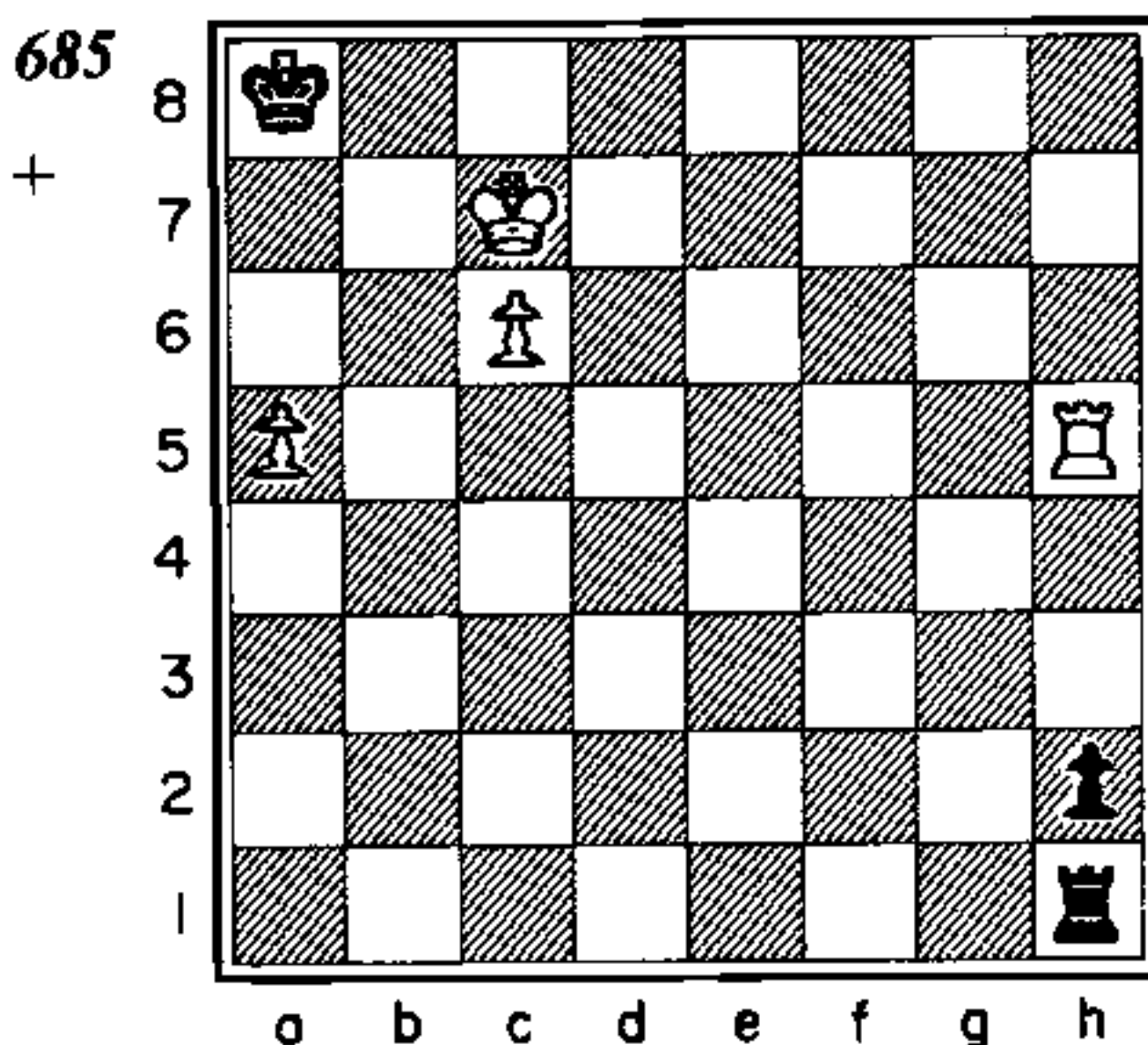


684. The game went: **1 ... Kg4? 2 Re5! Rf7+ 3 Kg2 Rf2+ 4 Kg1 Kf3 5 Rf5+ Ke4 6 h7 Rh2 7 Rf7 e2 8 Re7+** with a draw.

A clever way to win was found by Goldberg: **1 ... Re7! 2 h7 e2+ 3 Ke1 g2 4 Rh4+ Kf5 5 Rh5+ Kg6 6 Rh6+ Kf7!** (of course, not **6 ... Kxh6 7 h8=Q+**) **7 h8=N+ Kg8 8 Rg6+ Rg7**, and Black wins.

The following well-known study is of great theoretical importance.

Keres, 1940



685. In spite of the poor placing of the black pieces, it is extremely difficult for White to win. First he must advance his c-pawn to the 7th rank.

1 Rh7 Ka7 (1 ... Rg1 is obviously weak: **2 Rxf2 Rg7+ 3 Kb6 Rg8 4 Rd2 Rb8+ 5 Kc7 Ka7 6 Kd7 Rh8 7 c7** etc.) **2 Kc8+ Ka6** (2 ... Ka8 does not change matters, since **3 c7 Ka7** leads to a position which we analyse below) **3 c7.**

It is bad now for Black to take the a-pawn, e.g. **3 ... Kxa5 4 Kb7 Rb1+ 5 Ka7 Rcl 6 Rh5+**, and the king is driven onto the 2nd rank, after which White wins the h-pawn. The following continuation comes to the same thing: **3 ... Rg1 4 Kb8 Rb1+ 5 Ka8 Rcl 6 Rh6+** etc.

3 ... Ka7 4 a6! (what an annoying pawn!— here too it cannot be taken, on account of the variation given above) **4 ... Ka8.**

Pretty variations result after **4 ... Rg1**, e.g. **5 Kd7!** (there is also a second solution: **5**

Rook and Two Pawns against Rook and Pawn

R×*h2* *Rg8*+ 6 *Kd7* *Rg7*+ 7 *Kd6* *Rg6*+ 8 *Kd5* *Rg5*+ 9 *Ke6!* *Rg6*+ 10 *Kf5!* *Rc6* 11 *Rh7* *Kb6* 12 *a7* *K*×*a7* 13 *c8*=*Q*+, or 10... *Rg8* 11 *Rc2* *Rc8* 12 *Ke6* *K*×*a6* 13 *Kd7* and wins) 5... *Rd1*+ 6 *Ke6* *Re1*+ 7 *Kd6* *Rd1*+ 8 *Kc5!* (White is not afraid of 8... *h1*=*Q*, which is met by 9 *c8*=*N*+ + *K*×*a6* 10 *Ra7* mate) 8... *Rc1*+ 9 *Kb5* *h1*=*Q* (9... *Rb1*+ 10 *Ka4* *Ra1*+ 11 *Kb3* *Rc1* 12 *c8*=*Q*+) 10 *c8*=*N*+ + *Ka8* (10... *Kb8* 11 *a7*+ *K*×*c8* 12 *R*×*h1*) 11 *Nb6*+ *Kb8* 12 *a7* mate.

A rare instance in endings of this type, where only the promotion of a pawn to a knight ensures a win.

5 Rh8 Ka7 6 Rh6.

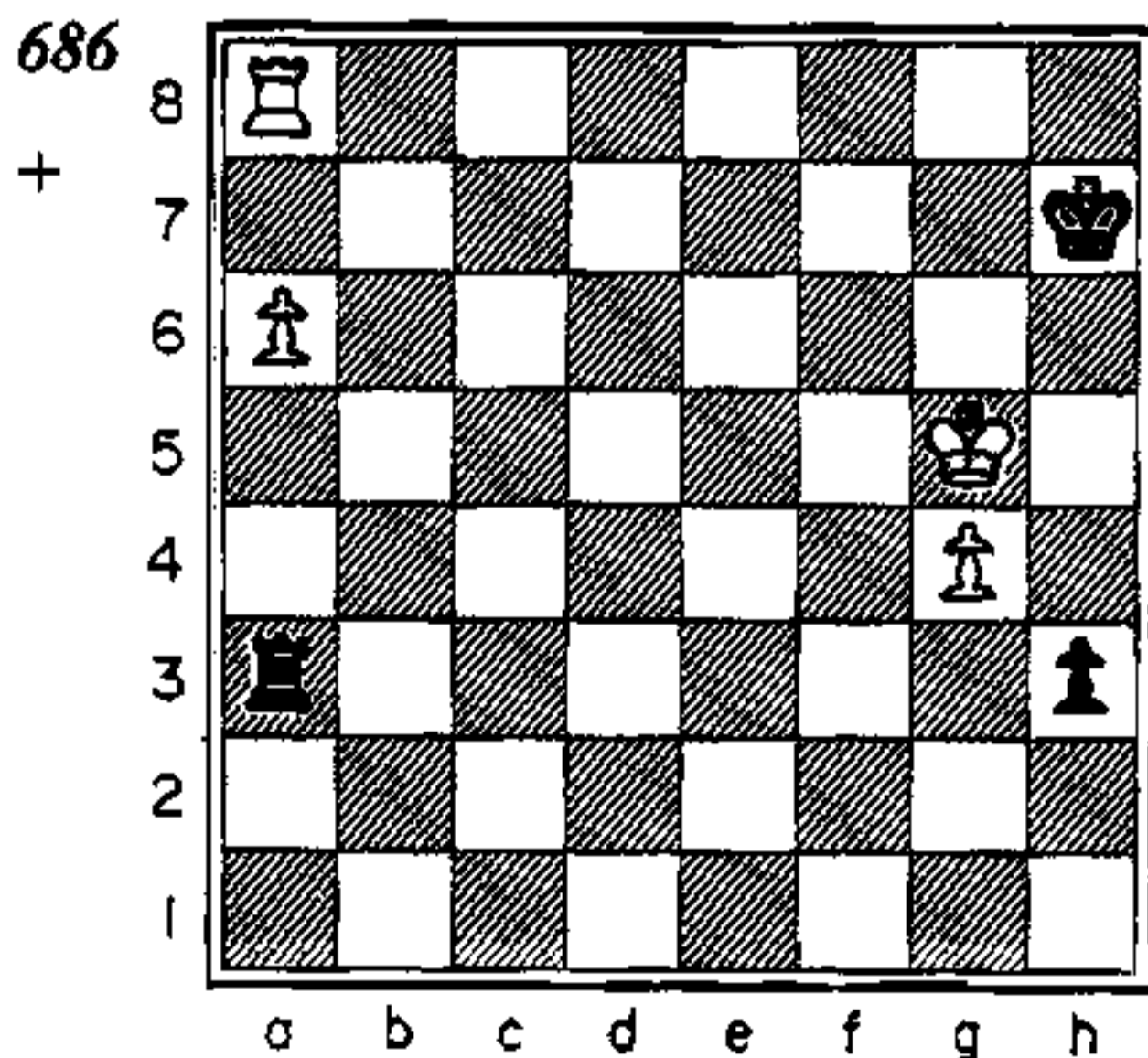
These manoeuvres have the aim of forcing the black king to occupy a7, at the point when the rook will be at h7 with White to move.

6... *Ka8* (if 6... *Rg1*, then 7 *R*×*h2*, and the subsequent course of events is shown in the note to Black's 4th move) 7 *Rh7!* *Ka7*.

Black also loses after 7... *Rg1* 8 *R*×*h2* *Rg8*+ 9 *Kd7* *Rg7*+ 10 *Kd6* *Rg6*+ 11 *Ke5* *Rg5*+ 12 *Kf6* *Rg8* (12... *Rc6* 13 *Rh8*+ and 14 *c8*=*Q*) 13 *Rc2* *Rc8* 14 *Ke7* *Ka7* 15 *Kd7*.

8 *Kd7*, and White wins as shown in the note to Black's 4th move. A highly instructive winning method!

Khodos-Polugayevsky
RSFSR, 1967

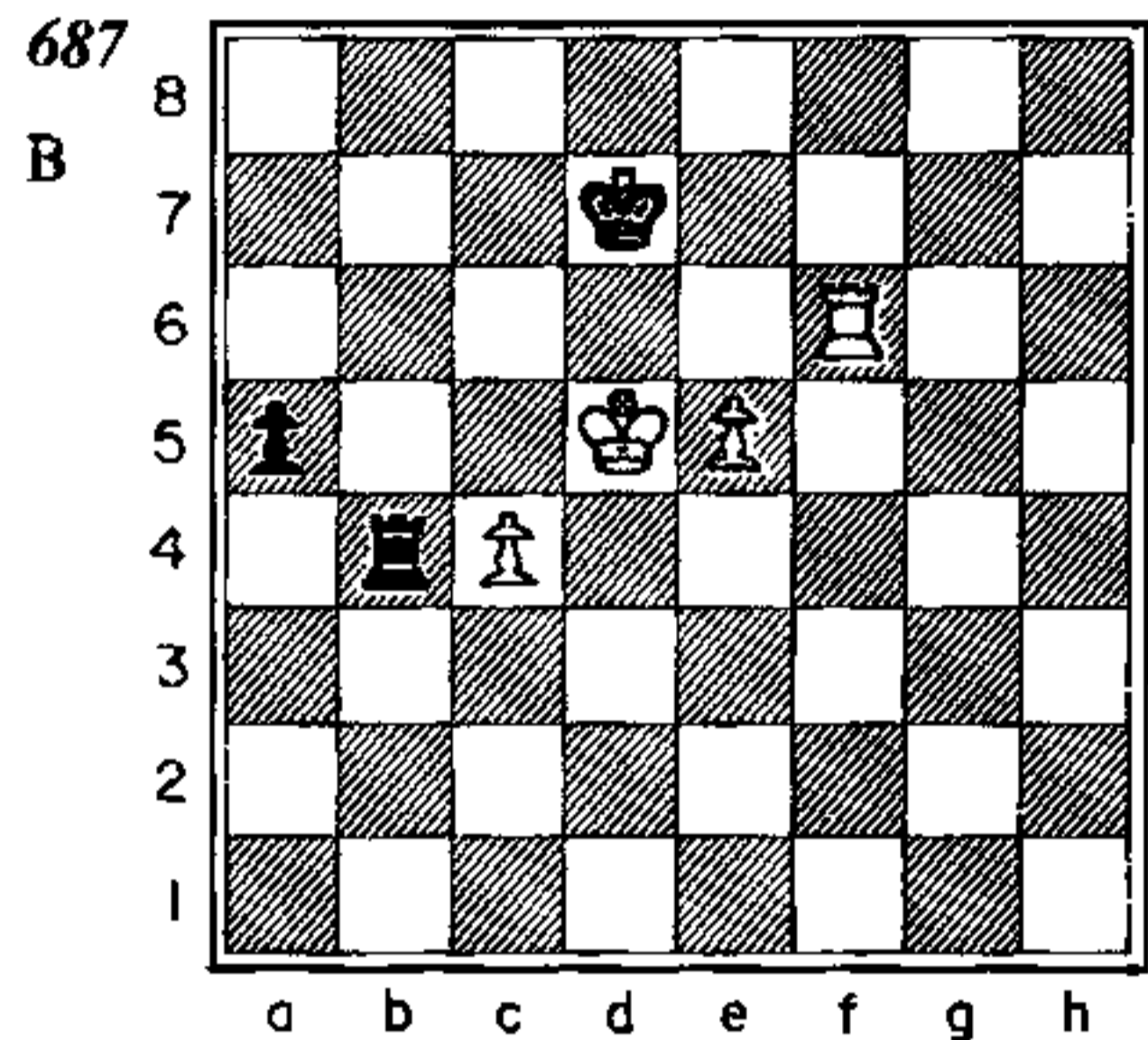


686. The poor position of the opponent's rook allows White to win: 1 *Ra7*+! *Kg8* 2 *Kg6!* *Kf8* 3 *Ra8*+ *Ke7* 4 *a7* *h2* 5 *Rh8* *Ra6*+ 6 *Kg7* *R*×*a7* 7 *R*×*h2* *Ke6*+ 8 *Kg6* *Ke5* 9 *Rf2* *Ra6*+ 10 *Kh5* Resigns.

But if the rook had been more actively placed, for example at b3 or c3, White's attempts would have been parried by checks from b6 or c6.

If the weaker side's pawn is not far advanced, he usually loses.

Suetin-Moiseyev
Moscow, 1952



687. 1... *Rb1* 2 *Rf7*+ *Kd8* 3 *Ra7* *Rd1*+ 4 *Ke6* (both here and later there was a simpler win by approaching the opponent's pawn with the king: 4 *Kc6* followed by 5 *Kb5*) 4... *Ra1* 5 *Kd6* *Rd1*+ 6 *Ke6* *Ra1* 7 *c5* *a4* 8 *c6* *a3* 9 *c7*+ *Kc8* 10 *Ke7* *Ra2* 11 *e6* *Ra1* 12 *Ke8* *a2*.

12... *Re1* is also inadequate: 13 *e7* *Re3* 14 *Kf7* *Rf3*+ 15 *Kg6* *Re3* 16 *Ra8*+ *K*×*c7* 17 *e8*=*Q* *R*×*e8* 18 *R*×*e8*.

13 *e7* *Rf1* 14 *R*×*a2*, and White won.

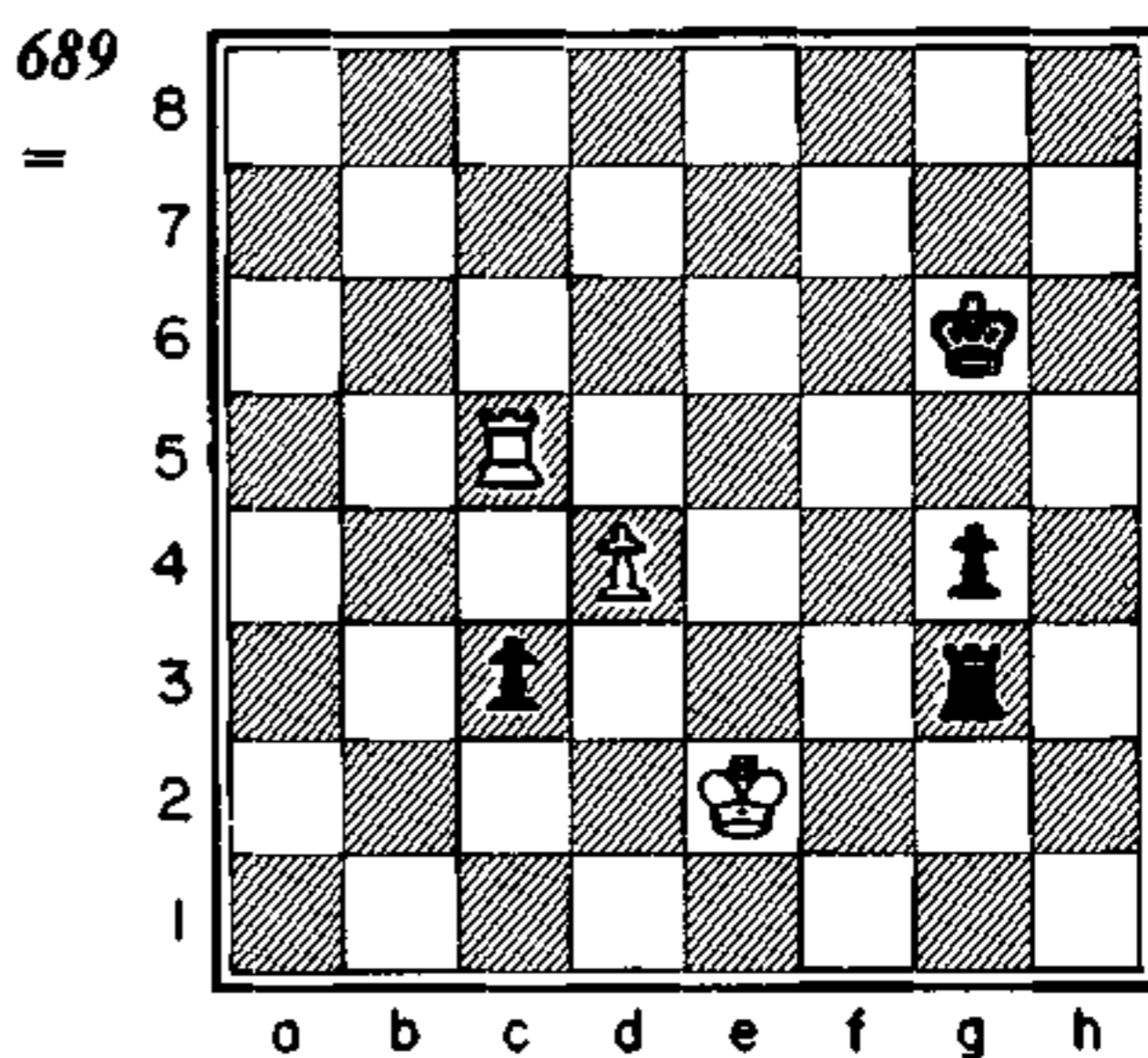
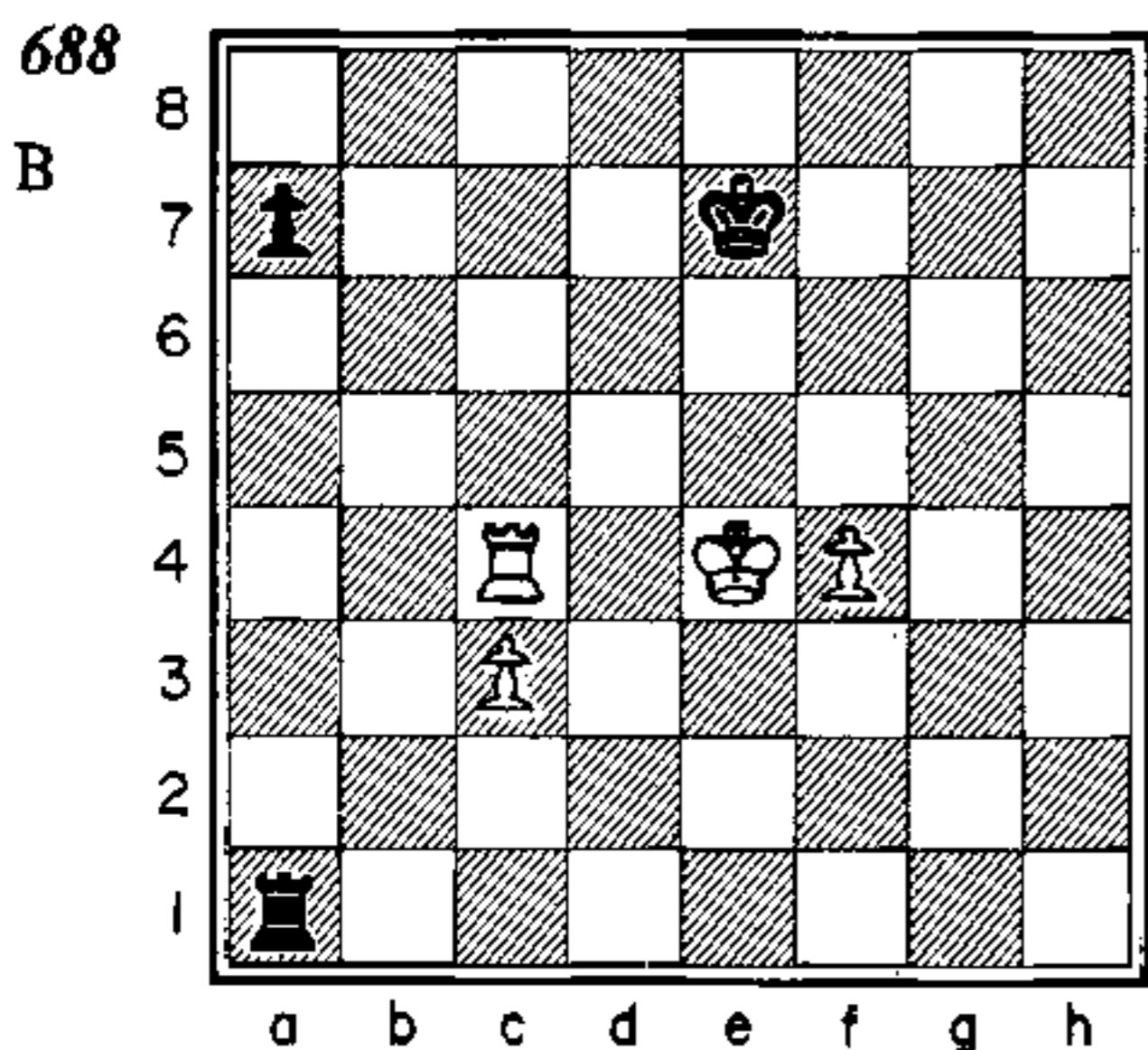
688. Since White's rook is defending both his pawns, to win it is sufficient for him to transfer his king to the Q-side, to capture the opponent's pawn.

1... *a5* 2 *Kd5!* *a4* 3 *Kc5* *Ke6* 4 *Kb5* *Ra3* (4... *a3* also does not help: 5 *Kb4* *Kd5* 6 *Rd4*+ *Kc6* 7 *Kb3* followed by 8 *Ra4*) 5 *Kb4* *Ra1* 6

Isolated Pawns, both Passed

from a practical game
Moscow, 1952

Spielmann–Capablanca
Moscow, 1925



Re4+ Kd6 7 Rc4 Kd7 8 Kb5 Ra3 (again defending against the threat of 9 R×a4, which is met by 9 ... R×c3) **9 Kb4 Ra1 10 Kb5 Ra3 11 Ka5 Kd6 12 Kb4 Ra1 13 Ka5 Ra3 14 f5.**

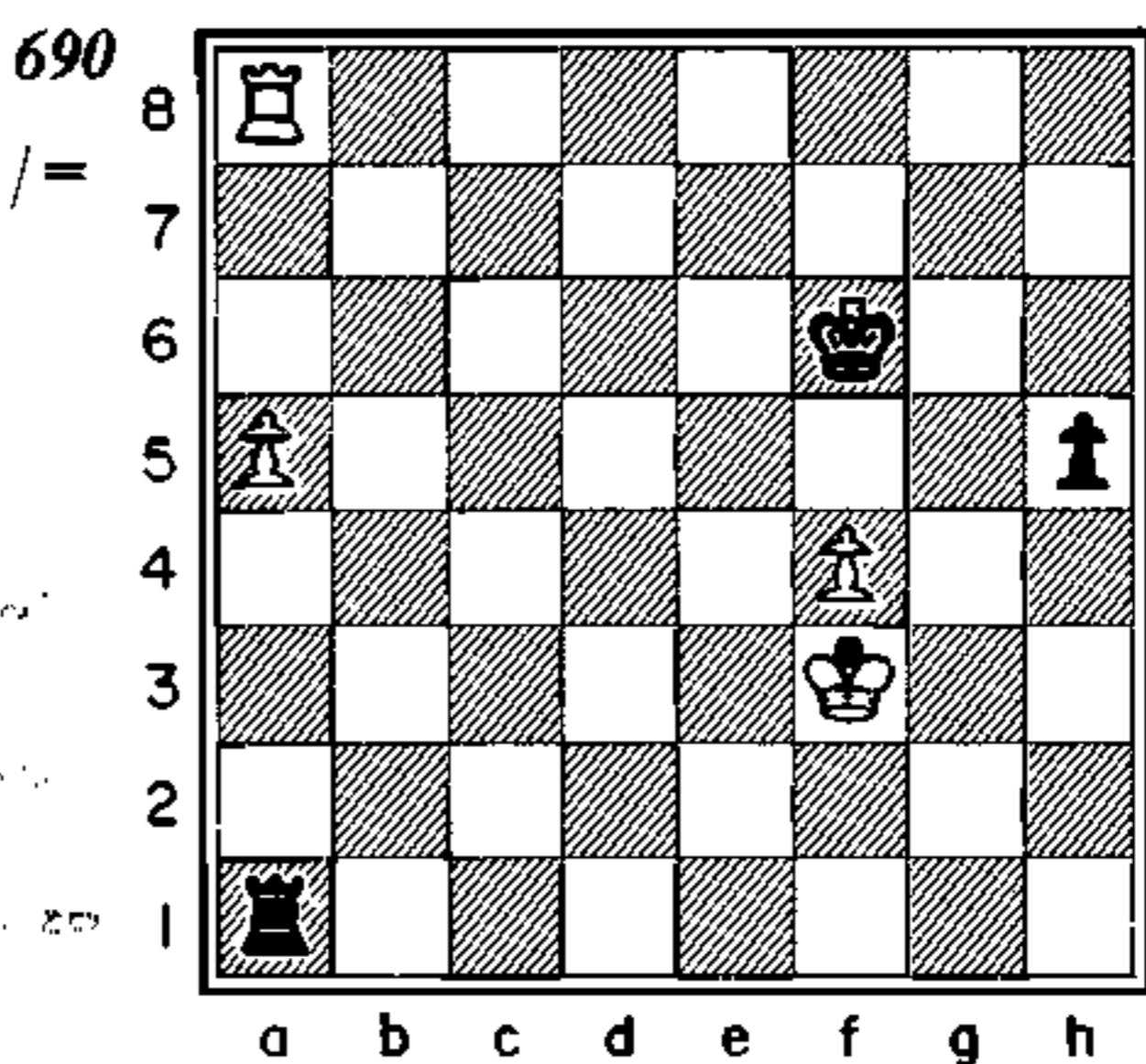
White manoeuvres correctly with his king. His rook must remain at its post, cutting off the black king from the pawns.

9 ... Rg1 10 R×c2 Kd5 11 Kf4 K×d4 12 Rd2+. Drawn.

Now it is all over. If, for example, 14 ... Kd5, then 15 f6 K×c4 16 f7, and the appearance of a new queen is inevitable, or 14 ... Ke5 15 Kb4 Ra1 16 Rc5+ Kf6 17 Ra5, winning the a-pawn. Black chooses a third way, but it too is hopeless.

Kluger–Sandor
Budapest, 1954

14 ... Ra1 15 R×a4 Rf1 16 Kb6 Rf3 17 Rc4 R×f5 18 Rd4+ Ke7 19 c4 Rf1 20 Kb5 Rf8 21 c5 Rb8+ 22 Ka6 Rb1 23 c6 Rb2 24 c7 Rc2 25 Kb7 Rb2+ 26 Kc8 Rh2 27 Rb4 Resigns.



The simplest and most effective method of defence in this ending is as follows: the king tackles one pawn, and the rook the other, while simultaneously not allowing the opponent's king to approach his pawns.

690. This ending resembles a study. At first sight it appears that White wins by a5–a6–a7 and Rf8+, since the black king cannot occupy g7 because of f4–f5–f6+. But Black can create counter-play.

689. White's rook is actively opposing the c-pawn, and so his king moves across to tackle the g-pawn: **1 Kf2 Rh3 2 Kg2 Rd3 3 Kh2 Kf6 4 Kg2 Ke6 5 Kh2 Kd6 6 Kg2 Rd2+.**

1 ... Kf5 2 a6 Ra3+! 3 Kg2.

There is nothing better, and Black sets a little trap.

7 Kg3 c2 8 Kh4! (the only reply, but a sufficient one; of course, 8 K×g4 would have lost to 8 ... R×d4+) **8 ... Rg2 9 Kg5!**

Rook and Two Pawns against Rook and Pawn

White also achieves nothing by 3 Kf2 Kg4 4 a7 Ra2+ 5 Ke3 Ra3+ 6 Kd4 Ra4+ 7 Kc3! Ra3+!! 8 Kb4 Ra1 9 Rg8+ Kxf4 10 a8=Q Rxa8 11 Rxa8 h4 with a draw. It is essential to drive the white king onto the b-file: if 7 ... Kxf4?, then 8 Rf8+ Kg3 9 a8=Q Rxa8 10 Rxa8 h4 11 Kd3 h3 12 Ke2! h2 13 Rg8+ Kh3 14 Kf2!, and White has an elementary win.

3 ... Kg4! 4 a7 Ra2+ 5 Kg1 Kf3.

Now 6 f5 is met by 6 ... Rg2+ 7 Kh1 Rg7! 8 f6 Rf7. White's next move forestalls this threat.

6 Kh1! h4! 7 f5 Kg3!! 8 Rg8+ Kh3! (after 9 a8=Q Ra1+! 10 Qxa1 Black is stalemated; the same thing happens in the game, but in a different way) 9 Kg1?! Rg2+! Drawn, since after the forced capture of the rook it is stalemate.

We now give several examples where passed b- and d-pawns are opposed by an enemy passed pawn.

Rxf2+ and 3 b5) 2 b5 Rf6+! 3 Kc7 Rf7+ 4 Kc8 Ke7.

By his rook manoeuvre Black has driven away the opponent's king and cleared a path for his own king to the pawns. In passing, he has neutralized the threat of the b-pawn's advance. Thus 5 b6 is met by 5 ... Kd6, and 6 b7 is not possible due to 6 ... Rf8 mate.

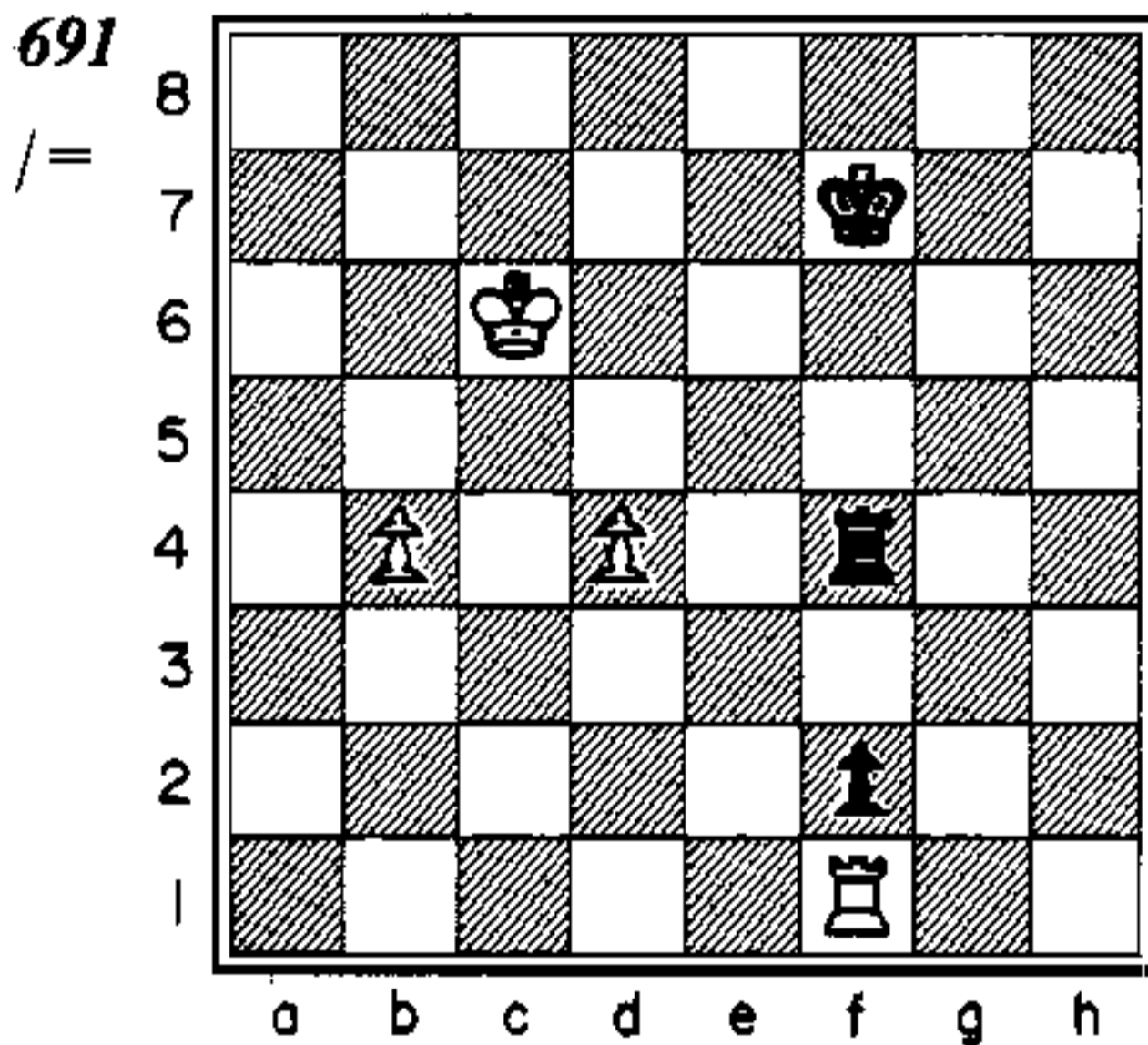
5 Kc7 Ke8+ 6 Kc6 Rf6+ 7 Kb7 Rf7+ 8 Ka6 Kd7 9 b6.

9 d5 also promises little: 9 ... Kd6 10 b6 Rf3! 11 b7 Ra3+ 12 Kb6 Rb3+ 13 Ka7 Ra3+ 14 Kb8 Rf3!

9 ... Kc8 10 d5 Rf3! 11 d6 Ra3+ (11 ... Kd7 is also sufficient for a draw) 12 Kb5 Rb3+ 13 Kc5 Rc3+ 14 Kd5 Rd3+ 15 Ke5 Re3+ 16 Kd4. Drawn.

In the following example White could have defended in the same way, by including his king in the battle against the pawns.

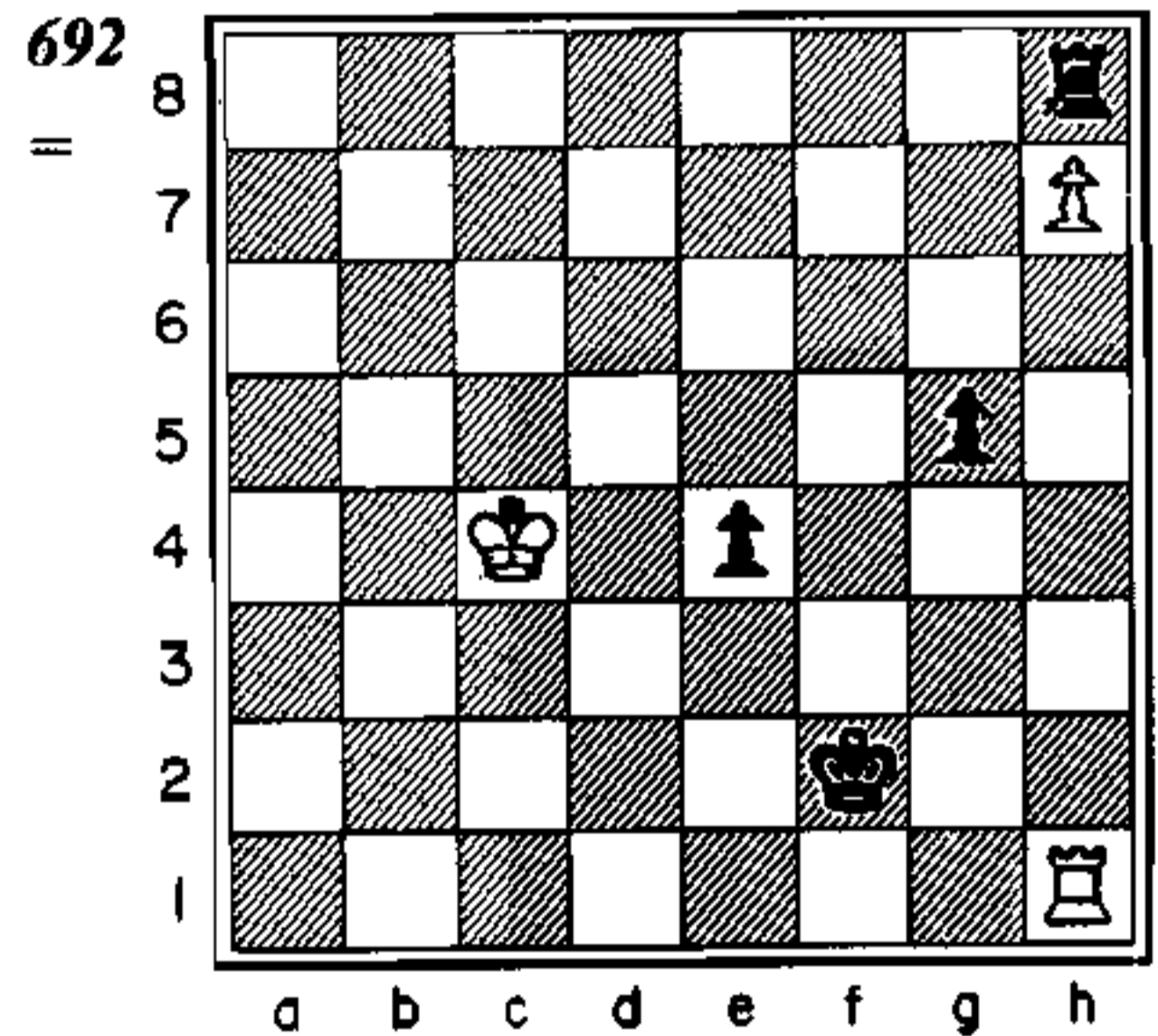
Levenfish-Pirc
Moscow, 1935



691. White's king is active, but his rook is passively placed. Exploiting this factor, Black succeeds in transferring his king to a frontal position in front of the pawns.

1 ... Ke8 (of course, not 1 ... Rxd4 2

Rellstab-Matanovic
Hamburg, 1955



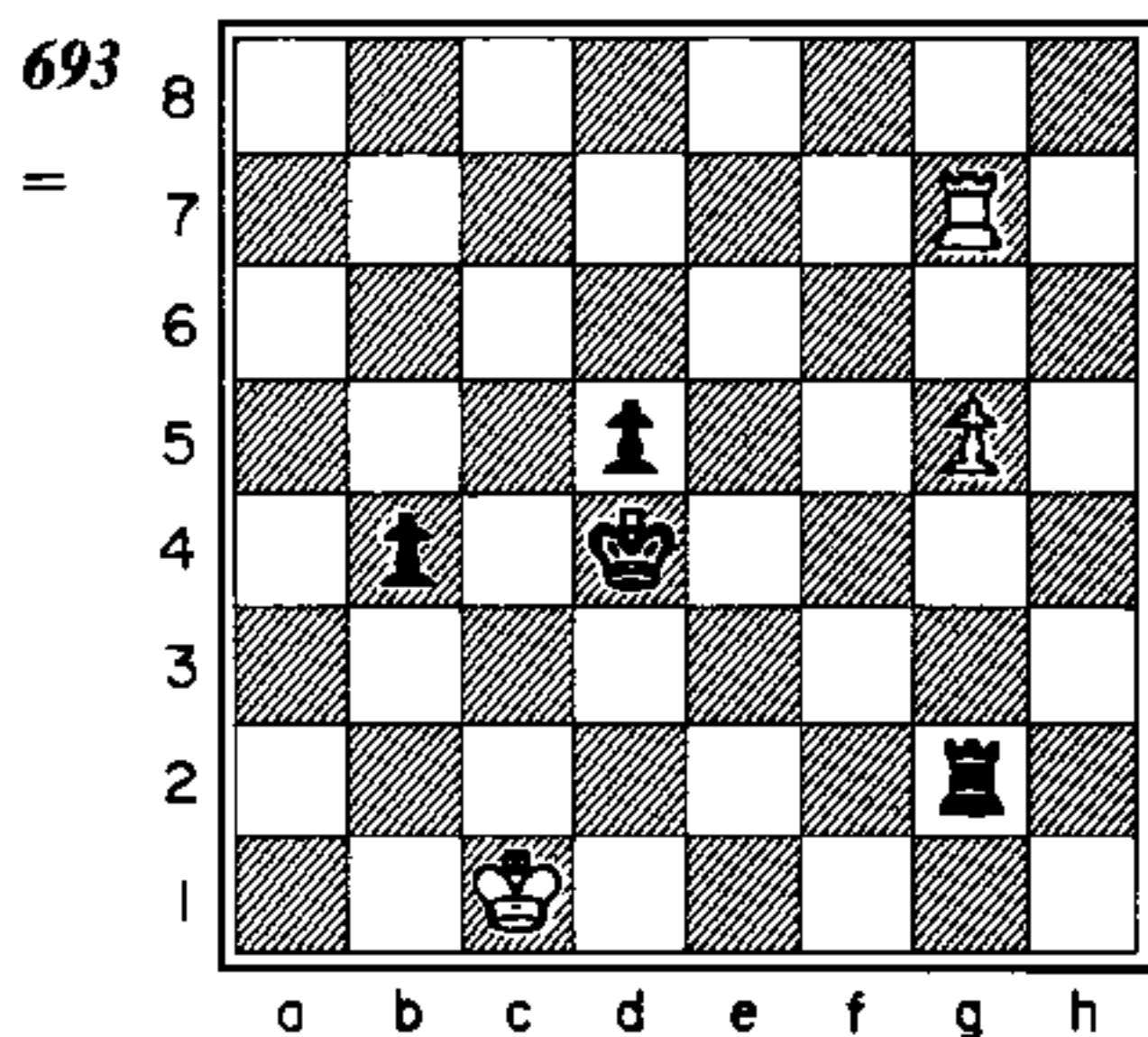
692. White's position looks difficult, since his king is at some distance from the opponent's pawns. He played the direct 1 Kd4, and after 1 ... e3 2 Rh2+ Kf3 3 Rh3+ Kg2! 4 Rh5 (no better is 4 Rxe3 Rxe7 5 Re2+ Kh3 6 Re3+ Kh4 7 Re1 Rd7+) 4 ... e2! 5 Rxe5+ Kf1 6 Rf5+ Ke1 7 Kc3 (due to the

Isolated Pawns, both Passed

threat of 7 ... Kd2, White does not have time for 7 Rf7) 7 ... R x h7 Black won.

Analysis shows that, instead of the incorrect 1 Kd4?, White could have drawn by the preparatory 1 Rh2+! If now, as in the game, 1 ... Kf3 2 Rh3+ Kg2, White can play 3 Rh5 e3 4 Kd3 Kf2 5 R x g5 e2 6 Rf5+ Ke1 7 Re5 Rd8+ 8 Kc2 with a draw. If instead 2 ... Kf4, then 3 Kd4 g4 4 Rh6 g3 5 Rf6+ Kg4 6 Rg6+ Kf3 (6 ... Kf4 7 Rf6+ Kg5 8 Rf7 Kg6 9 Rf4 with a draw) 7 Rf6+ Ke2 8 Rg6 Kf2 9 Rf6+ Kg1 10 Rh6 g2 11 K x e4 etc.

Leonhardt-Spielmann
San Sebastian, 1912



693. In spite of the poor position of the white king, Black cannot win, since the g-pawn is a long way forward: 1 g6.

The position of the pawn on the 6th or 7th rank is an essential condition for a successful defence. Now a curious position of mutual zugzwang has been reached: the necessity to make a move is unfavourable for Black, and leads only to a draw.

If it were White to move, Black would win as follows:

(a) 1 Kd1 Kc3 2 Rg8 (2 Rc7+ Kd3, winning the g-pawn) 2 ... b3 3 Rc8+ (3 g7 b2 4 Rc8+ Kd3, and against mate from two sides there is no defence) 3 ... Kb2 4 Rc6 (4 Rg8 Kb1 5 g7 b2 6 Ke1 d4 7 Kf1 Rg6 8 Ke2 Re6+ 9

Kd3 Re7 followed by 10 ... Ra7 and ... Ka1) 4 ... Kb1 5 Rb6 b2 6 Ra6 d4 7 Rc6 Ka2 etc.

(b) 1 Kb1 Kc3 2 Rc7+ Kb3 3 g7 Rg1+ and 4 ... R x g7.

(c) 1 Rg8 Kc3 2 Rc8+ Kb3 3 Rg8 d4 4 g7 d3 5 Kd1 d2 6 Rd8 R x g7 7 Rd3+ Ka2 8 R x d2+ Ka3, or 3 Rc6 Rg1+ 4 Kd2 Ka2 5 Ra6+ Kb2 6 Kd3 b3 7 Kd4 Rg5 8 Ke3 Kb1 9 Kf4 Rg1 10 Ke5 b2 11 K x d5 Kc2 12 Rc6+ Kd3 13 Rb6 Rg5+ and 14 ... R x g6+.

Unfortunately for Black, he is not able to give his opponent the move.

1 ... Kd3 2 Rd7 d4 3 g7.

This placing of the rook and pawn on the 7th rank is the most favourable, and is sufficient for a draw.

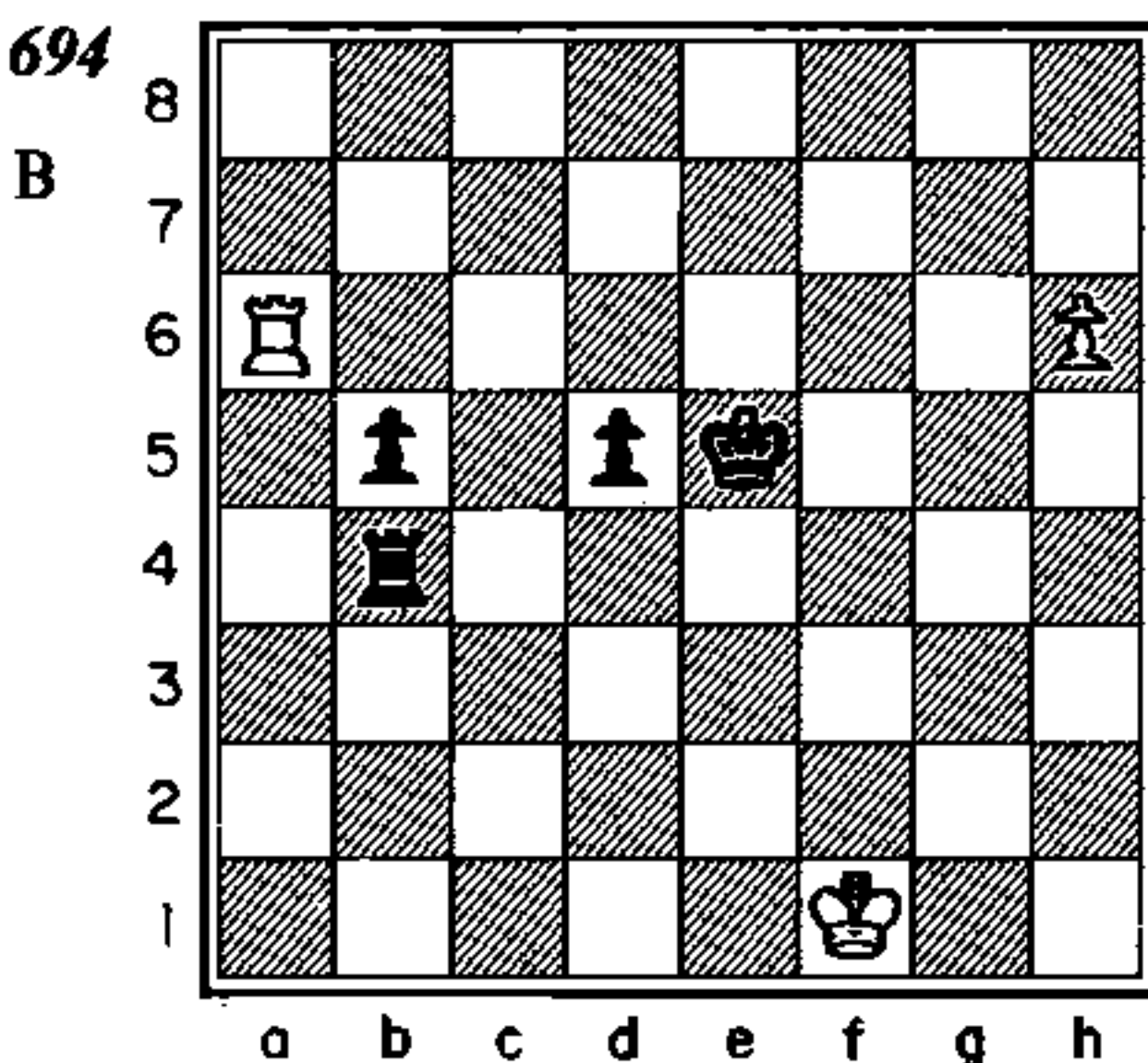
3 ... Rg6.

Essentially an admission of a draw, but White is also safe after 3 ... Rg1+ 4 Kb2 Ke3 5 Re7+ Kd2 6 Rd7 d3 7 Re7 Kd1 8 Rd7 d2 9 Re7 followed by Kb1-b2. Another possibility is 3 ... Kc3 4 Rc7+ Kb3 5 Rd7 Rg1+ 6 Kd2 with a draw.

4 Kb2 Rg1 5 Kb3. Drawn.

We will now consider a slightly different arrangement of the white pieces.

Spielmann-Landau
Match, 1936



694. To improve the placing of his pieces, Black played 1 ... Rf4+ 2 Ke2 Kd4.

Rook and Two Pawns against Rook and Pawn

Mikenas-Polyak
Leningrad, 1947

Forced. If 2 ... Rh4, then 3 Rb6 b4 4 h7 R×h7 5 R×b4 with a draw. However, the move played gives White time to advance his pawn to the 7th rank. Here is a possible variation: 3 h7 Rh4 4 Ra7 Rh2+ 5 Kd1 Kd3 6 Kc1 d4 7 Rb7 b4 8 Rc7 (not 8 R×b4? Kc3) 8 ... b3 9 Kb1 etc.

The system of defence chosen by White is more complicated, but it too is sufficient for a draw.

3 Rb6 Kc5 4 Rb8 Rh4 5 Rh8 Kd4 6 h7.

This is the set-up in question. The white rook is lying in ambush: as soon as the opponent's king steps onto an open file, a rook check followed by h7-h8=Q will immediately follow. Now it only remains for White to bring his king to the Q-side, to halt the advance of the passed pawns.

6 ... Rh2+ 7 Kd1 Kd3 8 Kc1 d4 9 Kb1 b4 10 Ka1!

Avoiding a subtle trap: 10 Kc1 Rc2+! 11 Kb1 Rc7 12 Kb2 Re7, and White cannot avoid defeat.

10 ... Kd2 11 Kb2!

The only move. The seemingly good move 11 Rd8 is in fact a blunder: 11 ... R×h7 12 R×d4+ Kc3! (but not 12 ... Kc2? 13 Rc4+! Kb3 14 Rc1 with a draw) 13 Rd1 Kc2.

11 ... d3 12 Kb3 Rh4 13 Ka4!

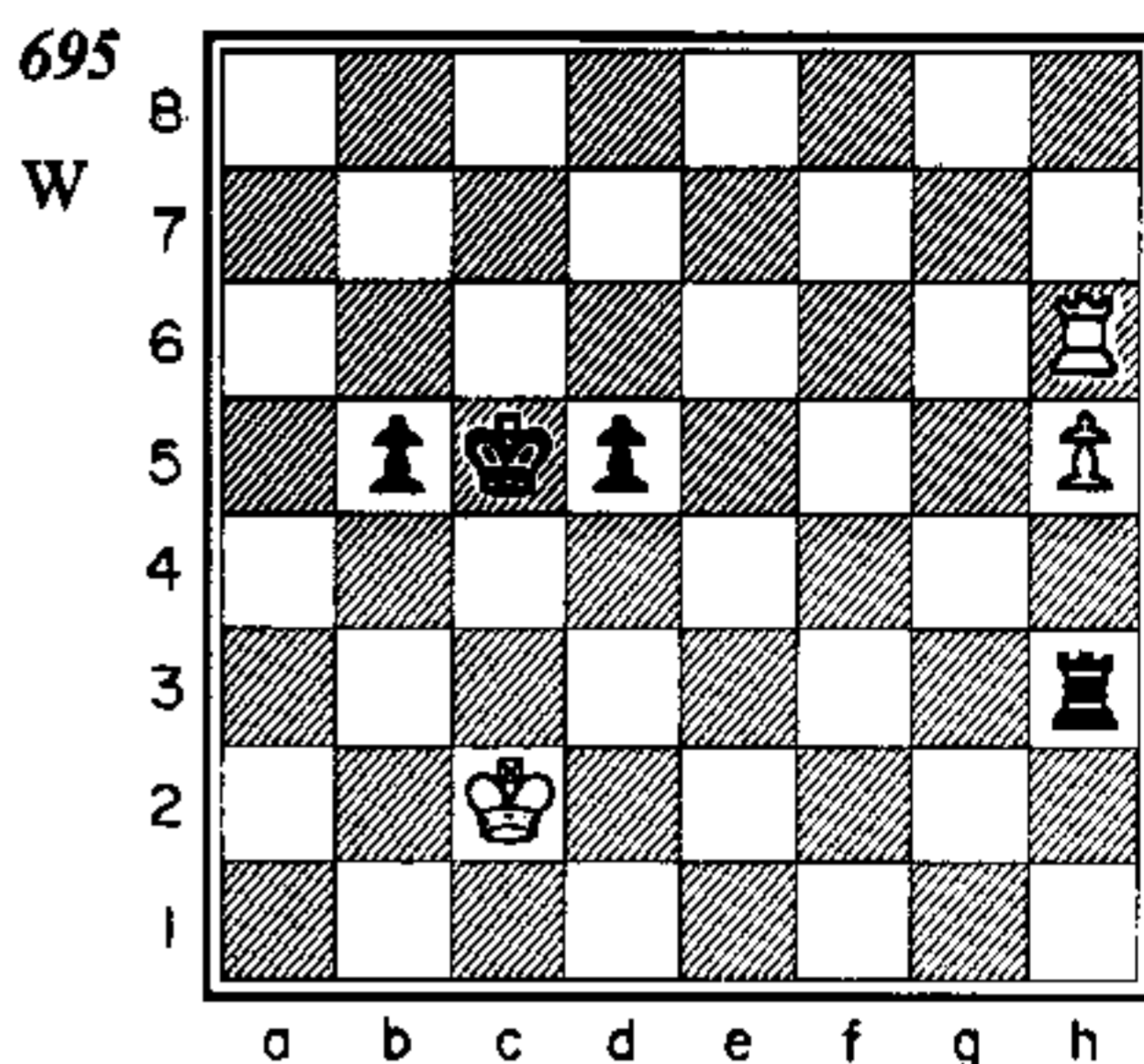
The only way. Had White played 13 Kb2?, after 13 ... Rh3! 14 Kb3 Kd1 15 K×b4 d2 a position would have been reached from the study by Keres (with colours reversed), which is won for Black (610).

13 ... Kd1 14 Rd8 R×h7 15 R×d3+ Kc2 16 Rg3. Drawn.

695. White could have drawn easily by 1 Rh7 Kc4 2 h6 Rh2+ 3 Kc1 Kc3 4 Rc7+ followed by h6-h7 (693). Instead he chose another continuation, also sufficient for a draw, but only with accurate play.

1 Rh8 Kc4 2 h6?

An imperceptible mistake, which has fatal consequences. White can allow his king to be driven onto the 1st rank, only with his rook and pawn on the 7th rank (cf. the previous note).



But here it was essential to play **2 Rc8+! Kb4 3 Rh8**, when to improve his position Black will have to advance his d-pawn, e.g. **3 ... d4 4 h6 d3+ 5 Kd2 Kb3 6 Rb8!** (not 6 h7? b4 7 Kd1 Rh2 8 Ke1 Kb2 9 Kd1 d2 10 Rd8 R×h7 11 R×d2+ Ka3) **6 ... b4 7 Rb6 Ka3 8 Ra6+ Kb2 9 Rb6 b3 10 Ra6 Kb1 11 Rb6 b2 12 Rc6!**

The only move to draw. If 12 Ra6? Rh2+!, and White loses:

(a) 13 K×d3 Kc1 14 Rc6+ Kd1 15 Rb6 Rh3+ 16 Ke4 Kc2 17 Rc6+ Rc3! 18 Rb6 Rb3.

(b) 13 Kd1 d2 14 Rc6 Ka2 15 Ra6+ Kb3 16 Rb6+ Kc3 17 Rc6+ Kd4 18 Rb6 Rh1+ 19 K×d2 b1=Q etc.

12 ... Rh5 13 K×d3! (but not 13 Ra6? Rh2+!, and then as shown above) **13 ... Rb5 14 h7 Rb8** (an interesting draw results after 14 ... Ka2 15 h8=Q! b1=Q+ 16 Rc2+!—were it not for this check, White would lose) **15 Rb6. Draw.**

2 ... Rh2+ 3 Kc1 Kc3 4 Rc8+ Kb3.

The correct decision: after the exchange of the h- and d-pawns, Black has a straightforward win with a knight's pawn.

5 Rc5 Rh1+ (5 ... b4! is simpler, and if 6 R×d5 R×h6 7 Rd3+ Ka2 8 Rd2+ Ka1 9 Kc2 Rh3!) 6 Kd2 b4 7 Rc6.

With his king cut off on the 1st rank,

Isolated Pawns, both Passed

White's defensive position along the 6th rank is not justified. Black's plan is simple: to advance his pawn to the 2nd rank with the support of his king, and then to move his king off the 1st rank and clear the way for the pawn.

7... Rh3 (a superfluous move, since after 8 Kc1 the rook would have had to go back; the immediate 7... Kb2 was better) 8 Ra6 Kb2 9 Rb6 b3 10 Ra6 Kb1 11 Rb6 Rh2+! 12 Kd1.

12 Kd3 also fails to save the game after 12... b2 13 Ra6 Kc1 14 Rc6+ Kd1 15 Rb6 Rh3+ 16 Kd4 Kc2 17 Rc6+ Kb3 (17... Kd2 18 Rb6 Rh4+ 19 Kx d5 Kc2 etc. is another reliable way) 18 Rb6+ Ka2 19 Ra6+ Ra3 20 Rxa3+ Kxa3 21 h7 b1=Q 22 h8=Q Qb2+ followed by 23... Qxh8.

12... b2 13 Ra6 d4 14 Ra7 Rxh6 15 Kd2 Rh2+ 16 Kd1 d3 17 Ra8 Rc2 18 Ra7 d2 19 Ra5 Rc1+ 20 Kxd2 Rc8 White resigns.

From the analysis of examples 693-695 it can be concluded that *a rook and isolated b- and d-pawns do not normally win against a rook and h-pawn (or g-pawn), if the weaker side is able to position his rook and pawn on the 7th rank, and his king in front of the opponent's pawns.*

This conclusion is also valid for isolated pawns on other files.

696. Black played 1... Ke4, threatening to drive back the opponent's king onto the 1st rank. But this is not dangerous if the pawn is on the 6th rank and supported from in front by the rook. Therefore instead of the losing 2 Re7+? Kf4 3 Rd7 d3 4 g6 Rxg6 5 Rd4+ Kf3 6 Rxd3+ Kg2 7 Rd4 Re6 8 Ra4 Kg3 9 Ra3+ Kf2 etc., White should have played 2 g6! We will consider a possible variation: 2... Rg2+.

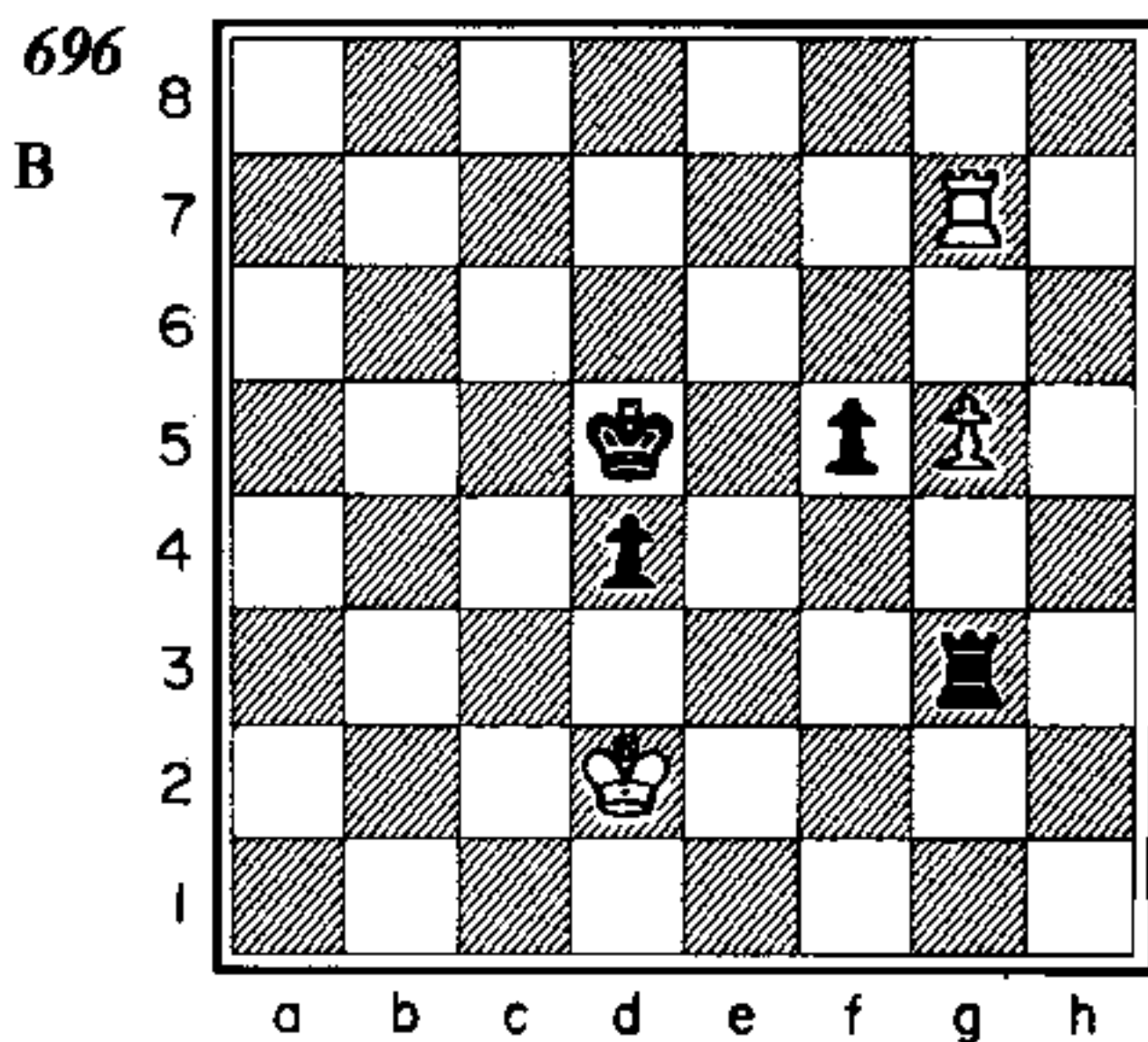
Or 2... f4 3 Re7+ Kf3 (3... Kf5 4 Rf7+ Ke5 5 Re7+ Kf6 6 Rf7+ Kxg6 7 Rxf4) 4 g7 Rg6 (4... Kf2 5 Re2+ Kf1 6 Re1+ Kg2 7 Re2+ Kh3 8 Rf2! Rxg7 9 Rxf4) 5 Ke1 with a draw.

3 Ke1 Kd3 4 Kf1! Rg4 5 Kf2 Re4.

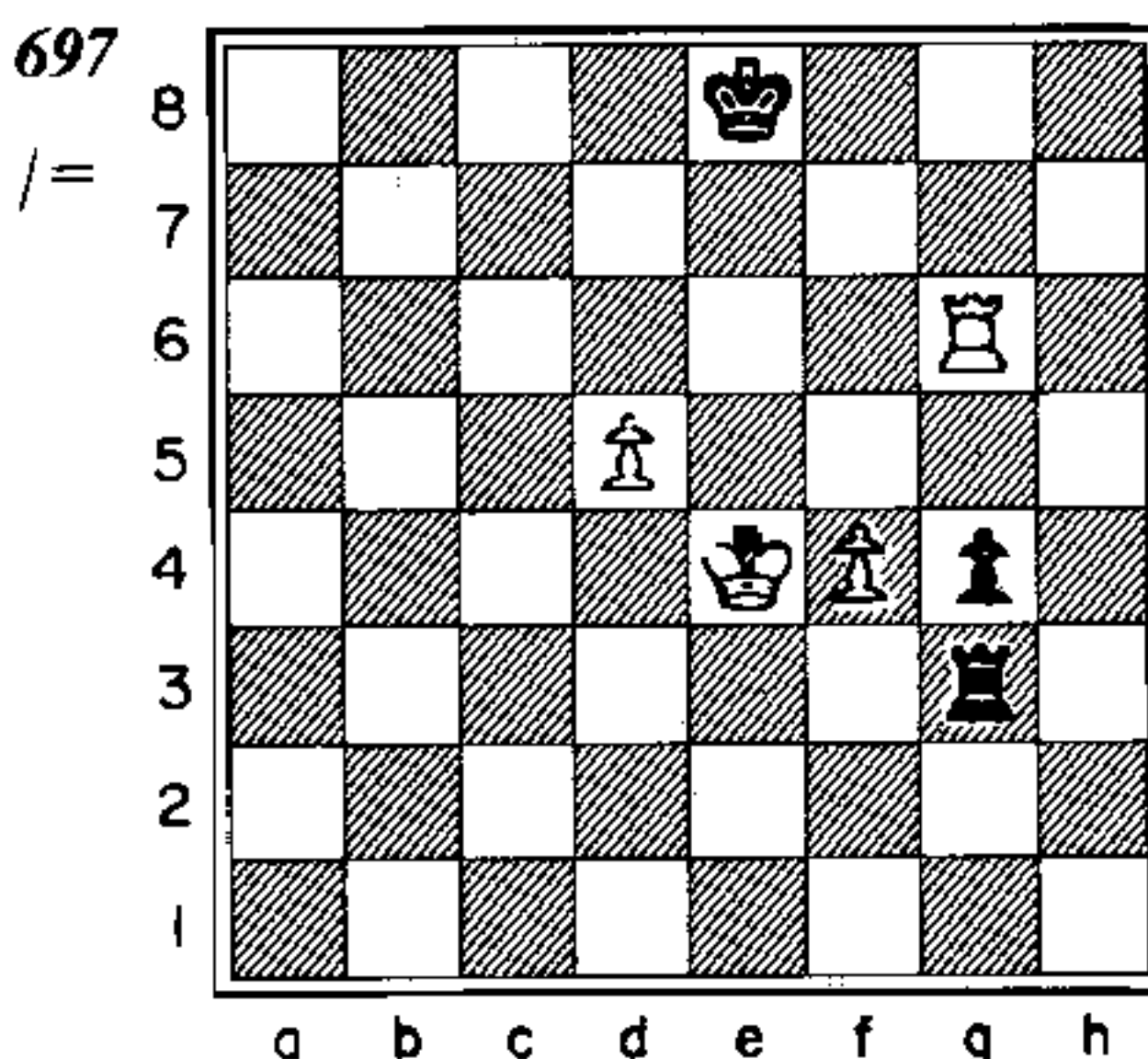
Black gains no advantage by 5... Kd2 6 Rd7! d3 7 g7 Kc2 8 Ke3 f4+ 9 Kf3 Rg1 10 Kxf4 d2 11 Rc7+, or 5... Kc2 6 Rc7+ and 7 g7. With the white rook and pawn on the 7th rank, there is no question of Black winning.

6 Kf3 Re6 (6... Kd2 7 Rd7 d3 8 g7 Rg4 9 Kf2 Kc2 10 Ke3, and then as in the previous note) 7 Kf4, winning the f-pawn with a draw.

Lilienthal-Alatortsev
Moscow, 1946



O'Kelly-Nezhmetdinov
Bucharest, 1954



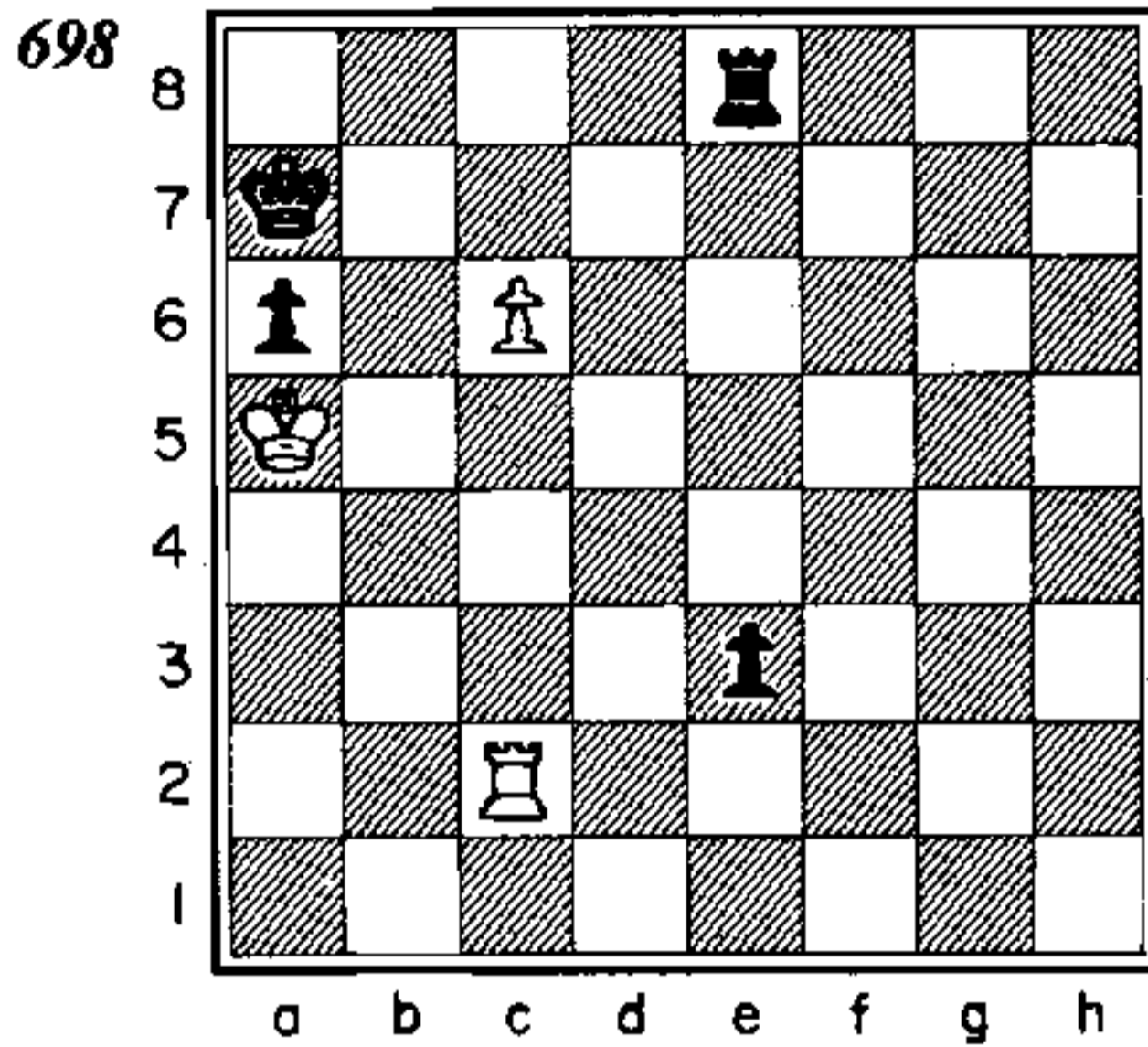
697. 1... Rg2 2 Kf5 g3 3 Kf6 Kf8 4 Rh6 Rh2 5 Rg6 Rd2 6 Ke6 g2 7 d6 Re2+ 8 Kd7

Rook and Two Pawns against Rook and Pawn

Kf7 9 f5 Rd2 10 Kc7 Rc2+ 11 Kd8 Rc6 12 Kd7 Rc2 13 Rg3 Kf6. Drawn.

Sometimes, after parting with his lone pawn, the weaker side can save an ending two pawns down.

Wotawa, 1953



698. The e-pawn looks much more dangerous than the c-pawn, and the first impression is that White will be unable to save the game, e.g. 1 Re2 Re4! 2 c7 Kb7 3 c8=Q+ K×c8 4 K×a6 Kc7 5 Kb5 Kd6 and wins.

The correct way is as follows: 1 c7! Kb7 2 c8=Q+! R×c8 3 Rc4.

If 3 Re2, then 3... Re8 4 Kb4 a5+! 5 Kc3 a4 6 Kd3 a3 etc.

3... e2.

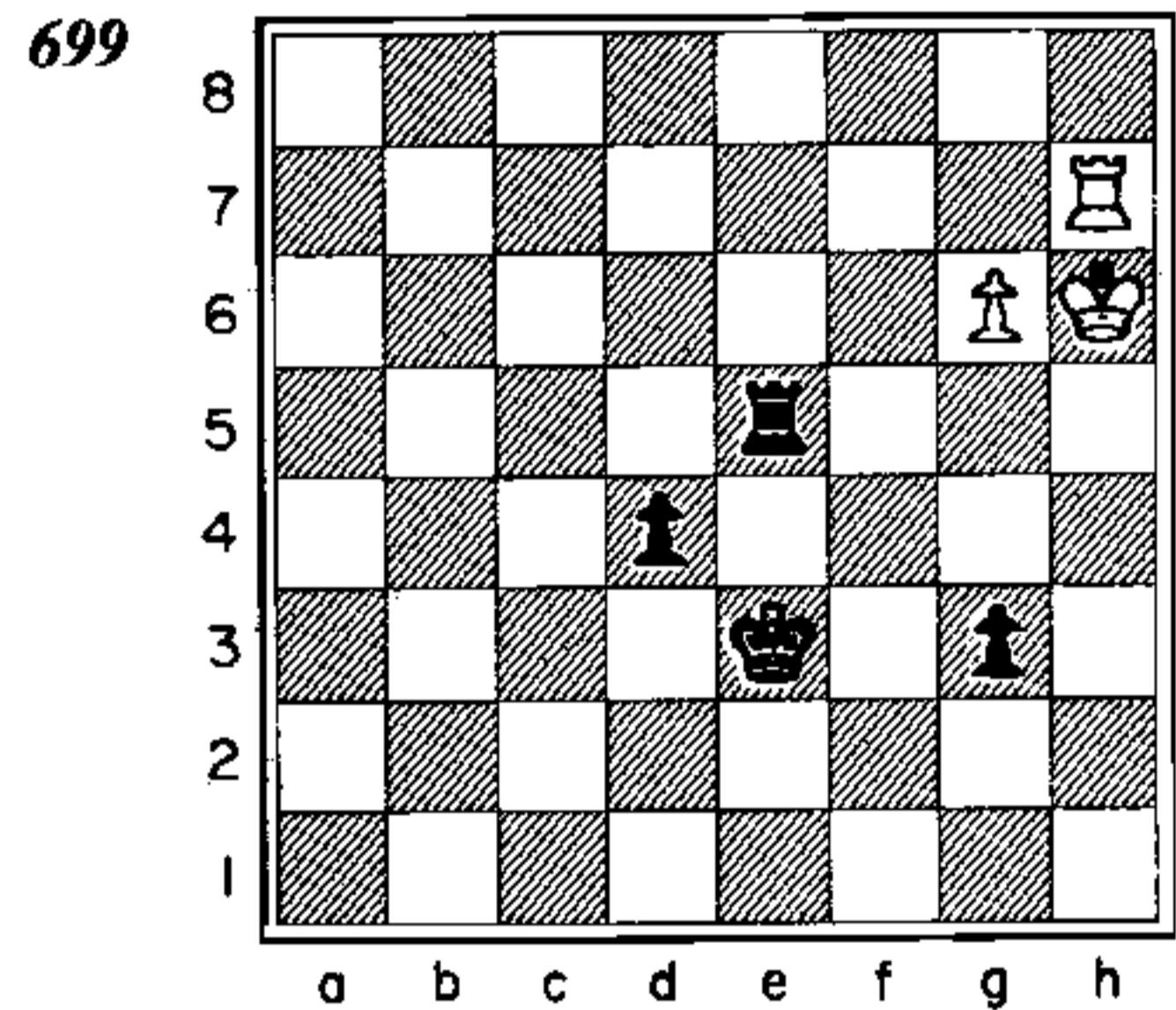
If 3... Re8, then 4 Re4!, while 3... Rg8 can be met by 4 Re4 Rg3 5 Re6 Kc7 6 R×a6

Kd7 7 Kb4 etc. Finally, if 3... Rf8, then 4 Re4 Rf3 5 Kb4 a5+ (5... Kc6 6 Kc4 a5 7 Kd3) 6 Kc3 Kc6 7 Kd3 Kb5 8 R×e3 with a draw.

4 Re4 Rc2 5 Kb4 a5+ 6 Kb3 (6 K×a5 Kc6 7 Kb4 Kd5 8 Re8 Rc4+ and 9... Re4) 6... Rd2 7 Kc3 Ra2 8 Kb3. Draw.

In exceptional cases the decisive factor may be not the material advantage, but the more active placing of the pieces.

Ban, 1954



699. After 1 g7 Black finds a pretty resource: 1... Re6+ 2 Kh5 Rg6! 3 K×g6 g2.

It appears that White will have to be satisfied with a draw—4 g8=Q g1=Q+ 5 Kf7 Q×g8+ 6 K×g8 d3, but he in turn sacrifices his rook: 4 Rh3+ Kf4 5 Rh4+ Kf3 6 Rg4! K×g4 7 g8=Q Kg3 8 Kh5+, and wins.

10. Rook and Two Pawns against Rook and Two Pawns

We will consider the following pawn formations:

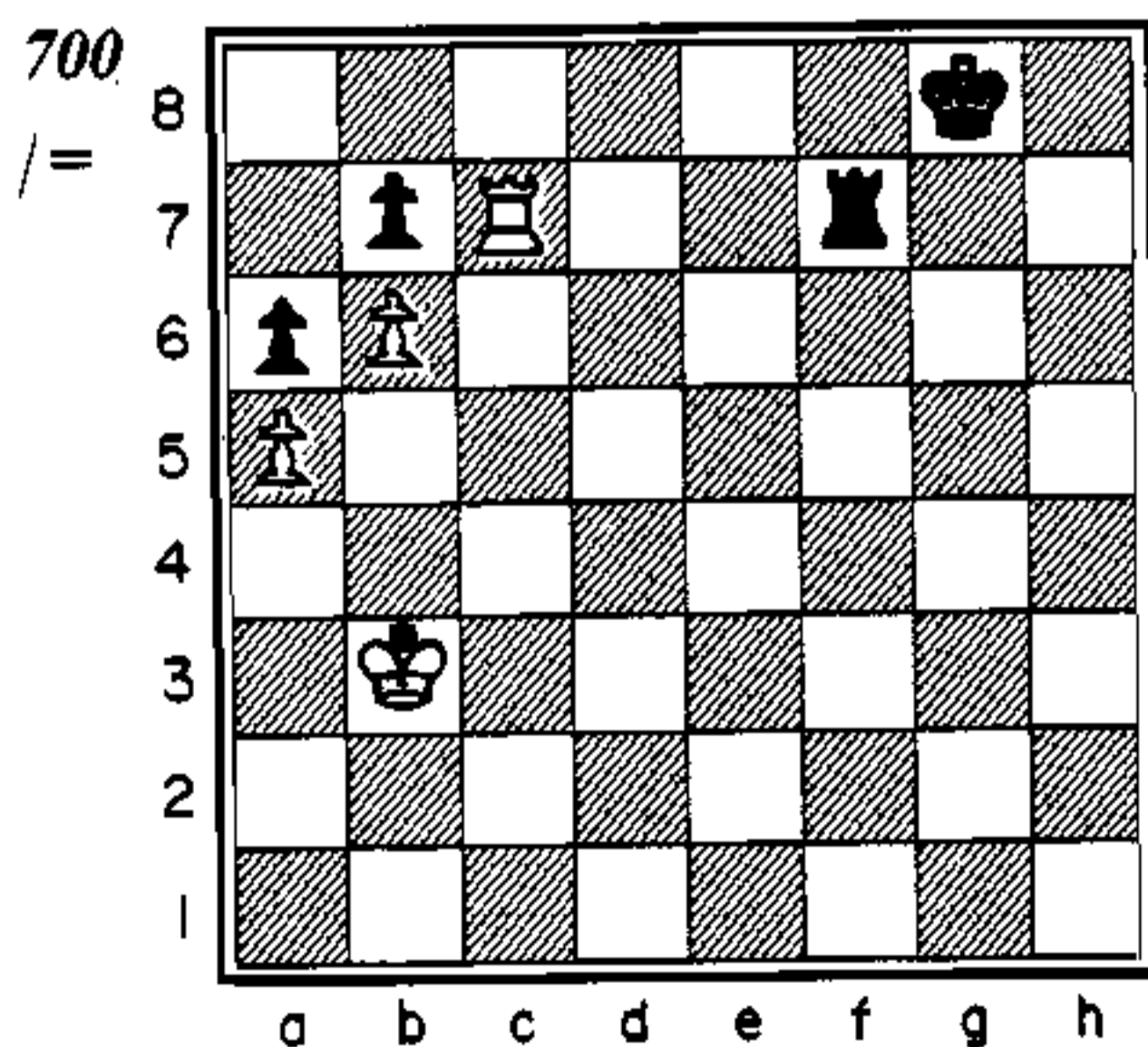
- 10.1 Endings without passed pawns:
 - 10.11 Blocked pawns.
 - 10.12 Pawns on adjacent files.
- 10.2 Endings with passed pawns:
 - 10.21 One side has a passed pawn.
 - 10.22 Both sides have passed pawns.
 - 10.23 All the pawns are passed.

10.1 ENDINGS WITHOUT PASSED PAWNS

The normal outcome of such endings is a draw, especially if the pawns are on a rook's file and knight's file. The preconditions for a win are an actively placed king and far advanced pawns.

10.11 Blocked pawns

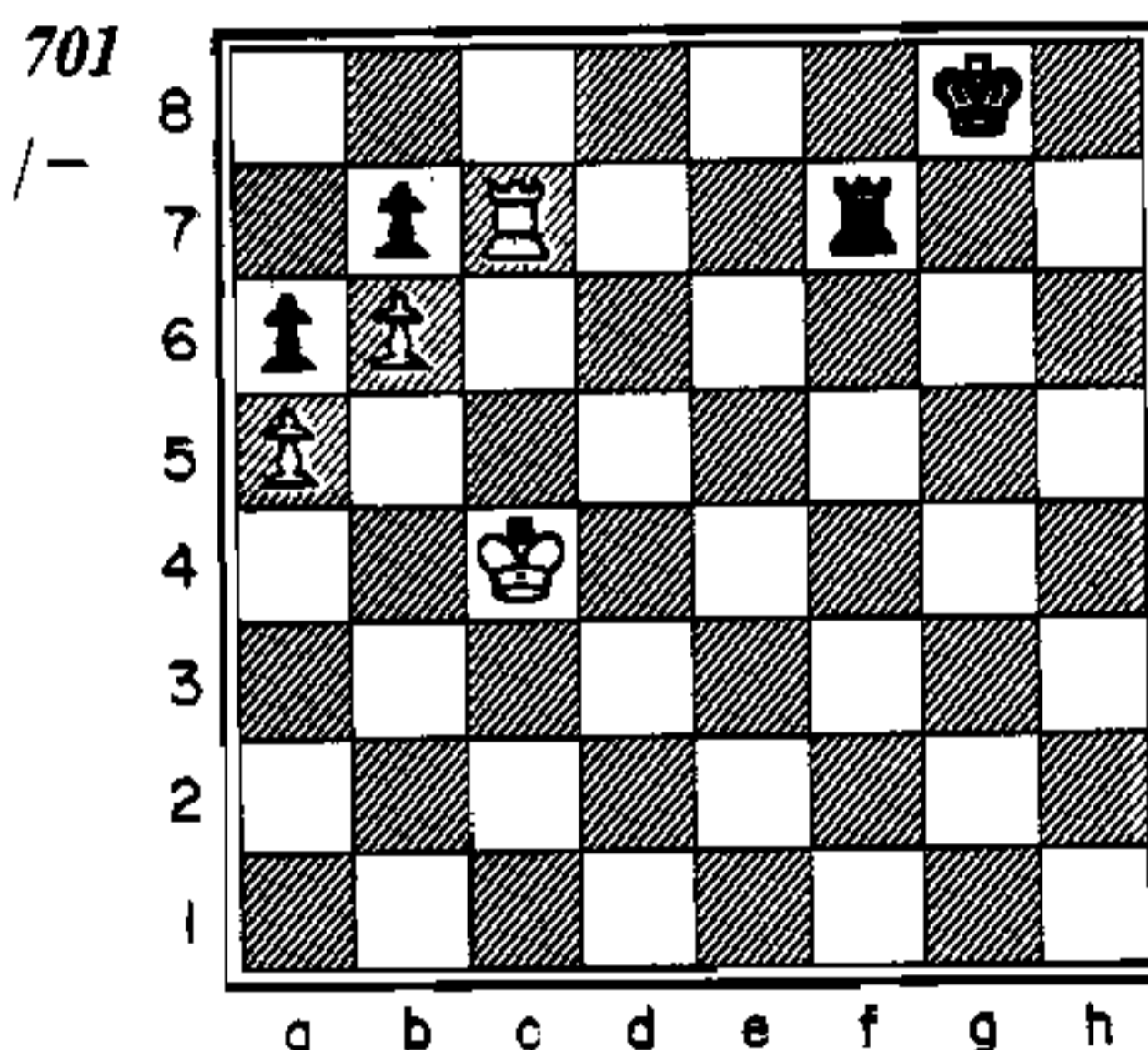
To clear the way for his pawns to the queening square, the side with a positional advantage has to win at least one of the opponent's pawns. This is the only way to win.



700. Black's defensive plan consists in driving the rook from c7: 1 ... **Kf8!** (not 1 ... Kg7? 2 Kc4 Kf6 3 Kd5 Re7 4 Kd6) 2 **Kc4 Ke8**, and in view of the threat of 3 ... Rxc7 the white rook is forced to abandon its favourable position.

If the position is moved horizontally, the draw is achieved in analogous fashion.

It is sufficient to move the white king from b3 to c4 for Black to be too late in carrying out his defensive plan.



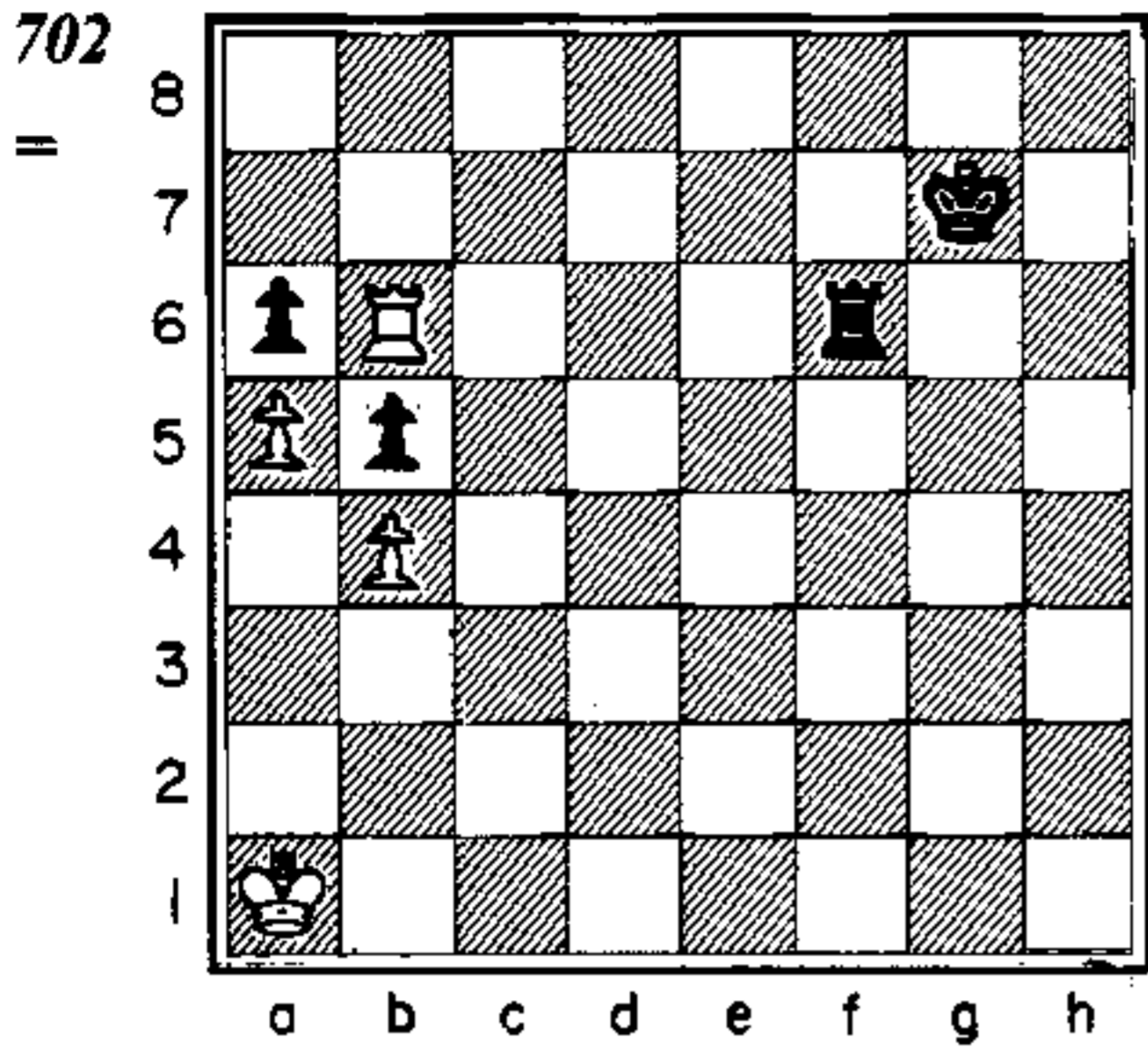
701. 1 ... **Kf8** 2 **Kd5 Ke8** 3 **Ke6** and wins. With blocked pawn formations other than that in example 700, the defence is more complicated.

702. 1 **Kb2 Kf7**.

1 ... Kg6 is bad due to 2 Kc3 Kf5 3 Rxf6+! Kxf6 4 Kd4 Ke6 5 Kc5 Kd7 6 Kb6 Kd6 7 Kxa6 Kc6 8 Ka7 Kc7 9 a6 etc.

2 **Kc3 Rf3+!** (2 ... Ke7? loses to 3 Rxf6, and then as in the previous variation) 3 **Kd4 Rf4+** 4 **Kc5 Rc4+** 5 **Kd6 Rxb4** 6 **Rxa6 Ra4!** (not 6 ... Rb1 7 Rb6 b4 8 a6 b3 9 Kc7

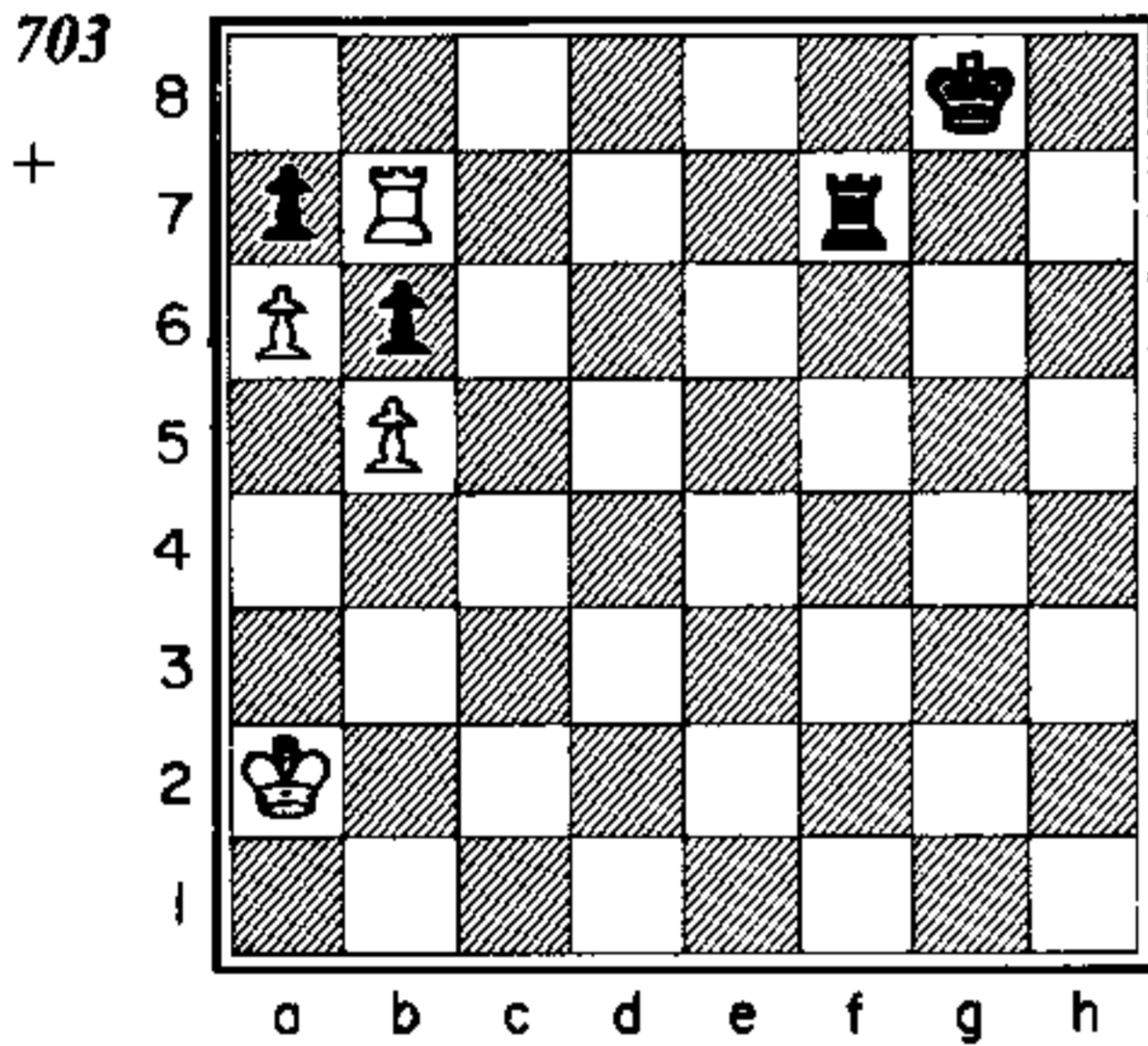
Rook and Two Pawns against Rook and Two Pawns



b2 10 Kb7) 7 Kc5 b4 8 Kb5 Ra1 9 K × b4 Ke7.
Draw.

If the position is moved one rank up the board, White has a pretty win.

Lazard, 1953



703. 1 Kb3 Kg7.

In contrast to the previous example, here it is insufficient to approach with the king along the 8th rank: 1 ... Kf8 2 Kc4 Re7 3 Kd5 Ke8 4 Kd6 and wins.

2 Kc4 Kf6 3 Kd5.

Only a draw results from 3 R × f7 + ? K × f7 4 Kd5 Ke7 5 Kc6 Ke6 6 Kb7 Kd7 7 K × a7 Kc7.

3 ... Re7 4 Kd6! Rf7 5 Kc6 Re7.

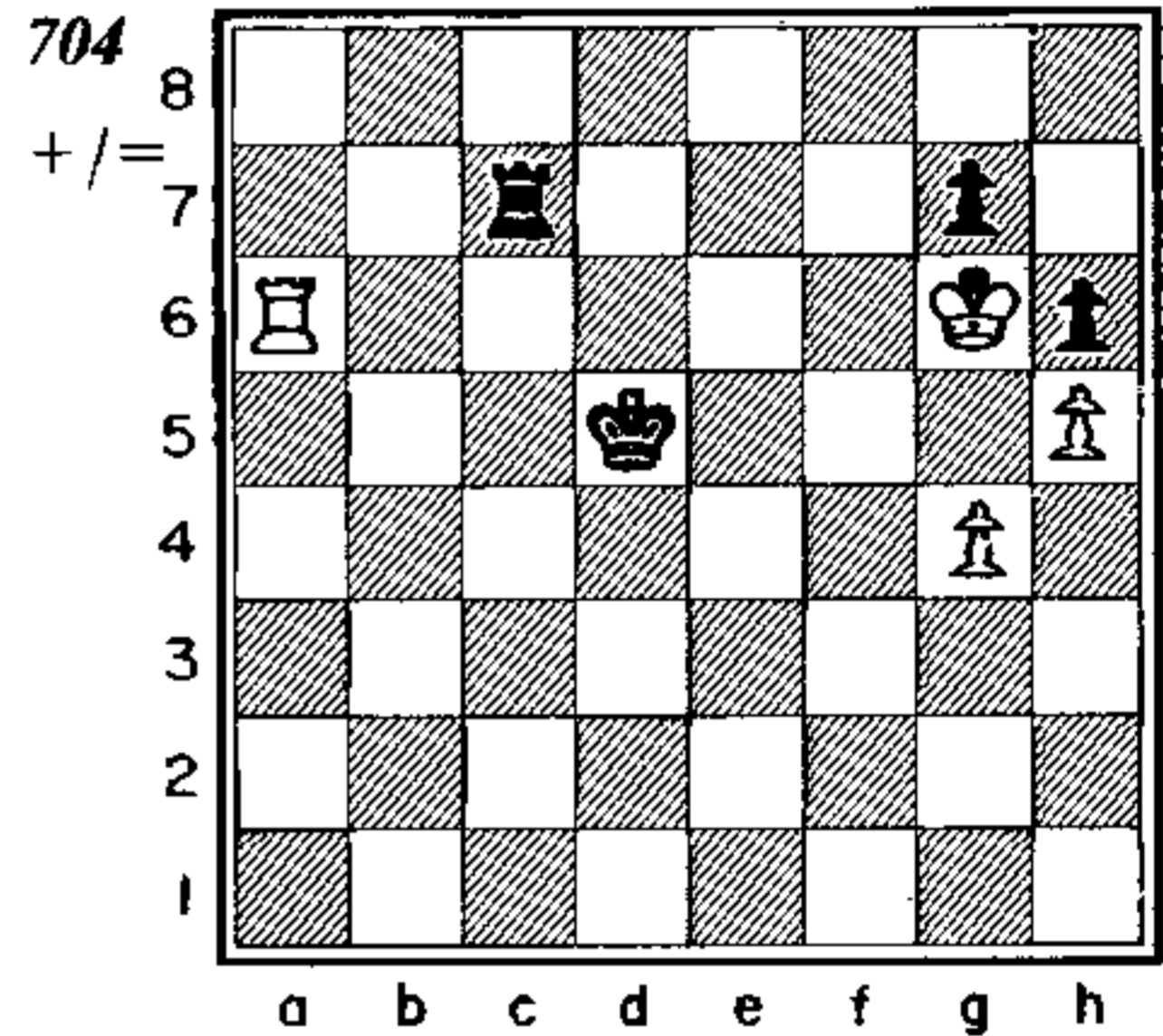
5 ... Ke6 is not possible due to 6 R × f7

K × f7 7 Kb7, when the black king does not manage to shut in its opponent on the rook's file. But what should White play now? Only the sacrifice of his rook leads to a win.

6 R × a7! R × a7 7 K × b6 Rb7 8 a7 Rh8 9 Ka6 Ke5 10 b6, and one of the pawns queens.

Thus in positions with blocked pawns the decisive role is played by the kings: if the weaker side can parry the threat of the opponent's king penetrating to help its rook, the result is a draw, otherwise he loses. The less advanced the pawns are, the easier it is to parry this threat.

We will now consider some examples where the king has already penetrated into the opponent's pawn formation.



704. Here the turn to move is of decisive importance. If White begins, he wins by 1 Kh7 and 2 Rg6.

But if it is Black to move, he succeeds in parrying this threat: 1 ... Ke5! (this insignificant approach towards the pawns would not appear to achieve anything, but ...) 2 Kh7 g5 +! (by a surprise sacrifice of both pawns, Black achieves a drawn position) 3 K × h6 Kf4 4 Ra4 +.

There is also no win after 4 Kg6 K × g4 5 h6 Kh4 6 h7 Rc8 7 Ra1 g4 8 h8 = Q R × h8 9 Rh1 + Kg3 10 R × h8 Kf2.

4 ... Kg3 5 K × g5 Rc5 +.

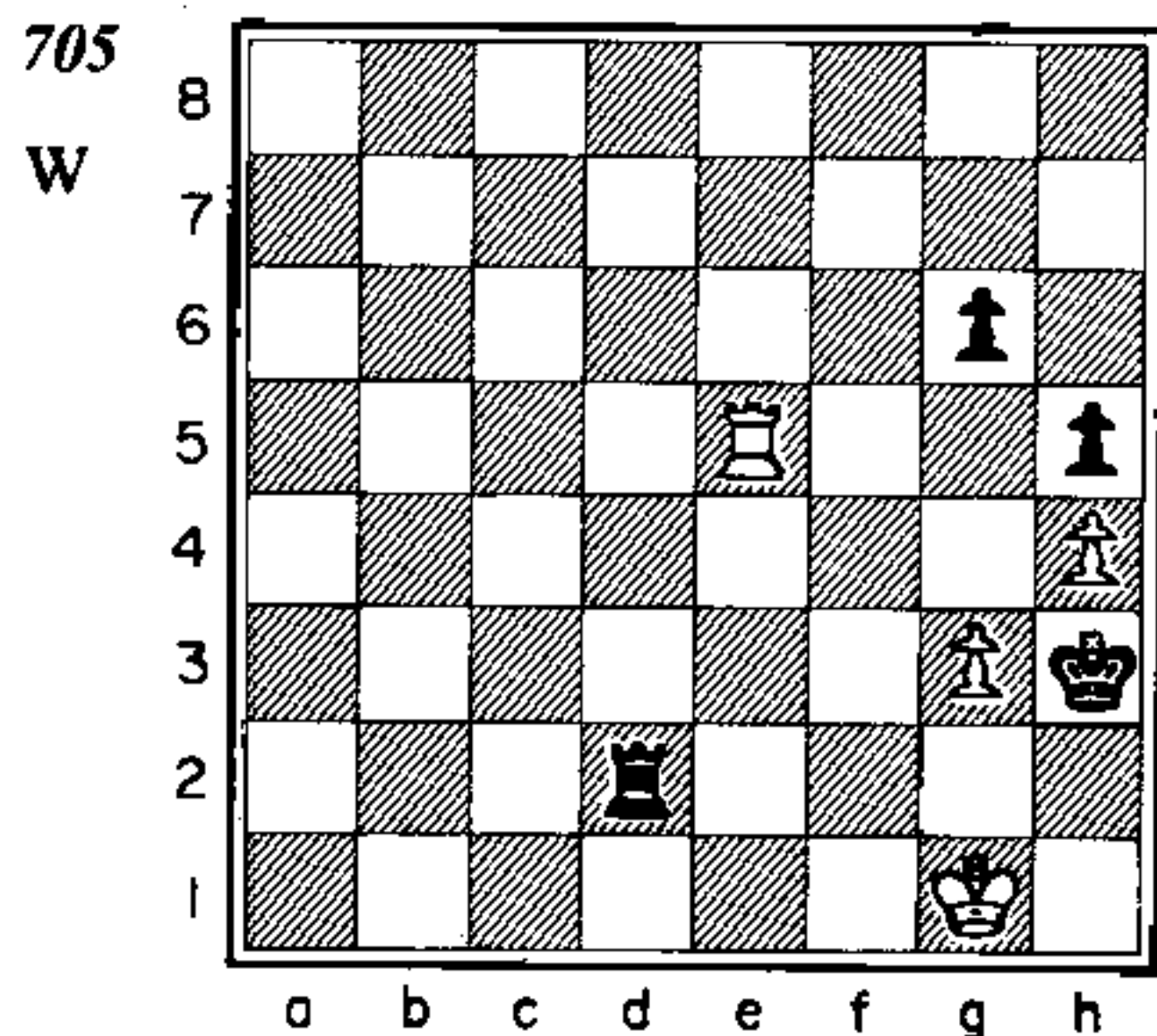
Now Black's problem is to establish his king on the blockading square g5. In parrying this threat, White loses his pawns.

Endings without Passed Pawns

6 Kf6 Rc6+ 7 Ke5 Rc5+ 8 Ke6 Rc6+ (the king must be driven two files away from the g-pawn) **9 Kd5 Rb6** (but not **9... Rh6 10 Re4 Ra6 11 Ke5**, winning) **10 Rc4 Kh4 11 Rc6 Rb5+ 12 Kc4 Rg5 13 Rg6 Kxg4** with a draw.

Thanks to a stalemating possibility, White could have saved the following position.

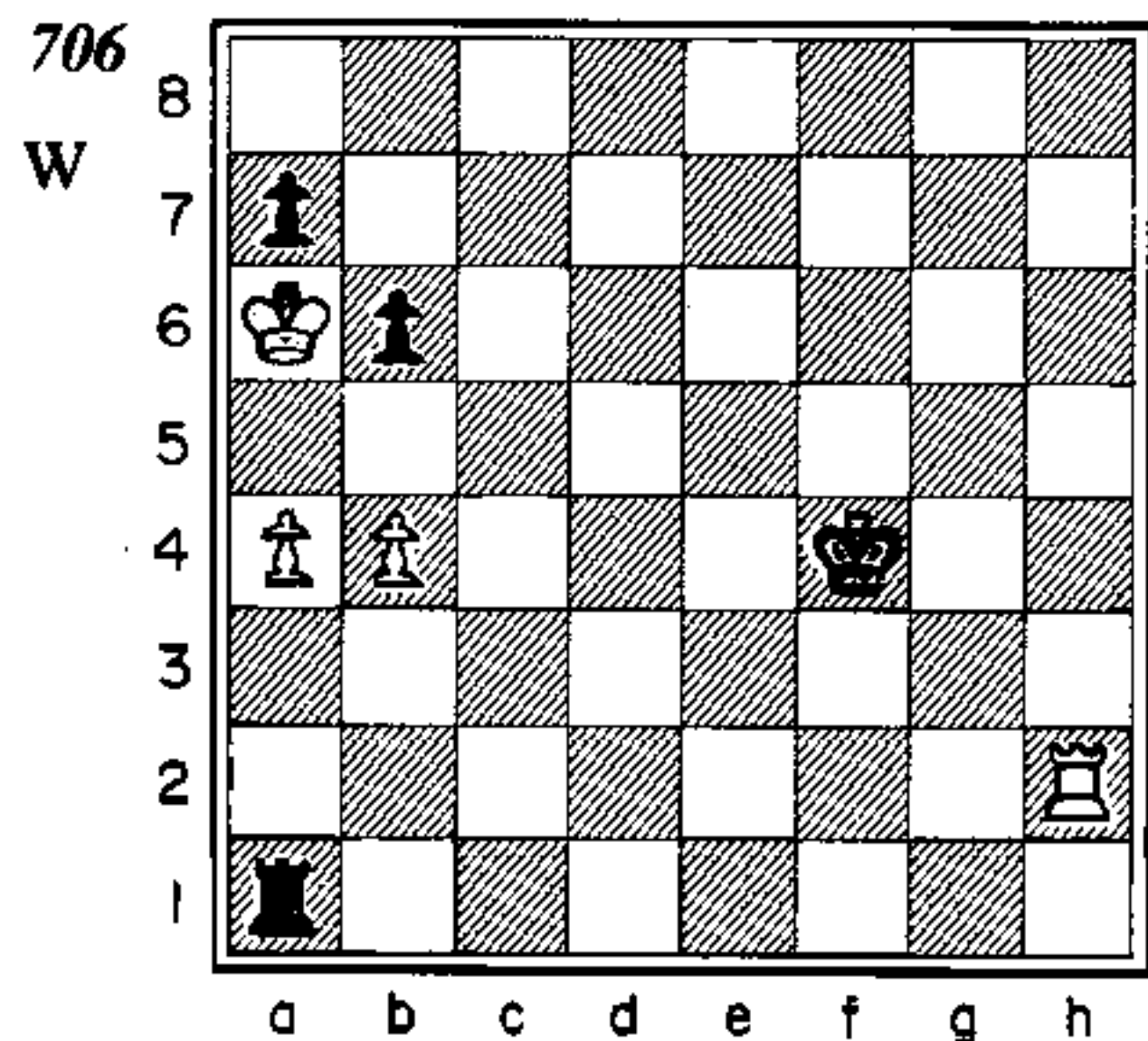
Trabattoni-Barlov
Malta, 1979



705. The game concluded: **1 Rg5? Rg2+ 2 Kh1 Rf2!** (2... *Rxg3* 3 *Rxg6!*) **3 Kg1 Rf6!** (White is in zugzwang) **4 Ra5 Rf3 5 g4 Rg3+ 6 Kh1 Kxg4 7 Ra4+ Kh3** White resigns.

1 Re6! was correct, after which Black can no longer win, e.g. **1... Rg2+ 2 Kh1 Rxg3 3 Rxg6**, or **2... Rf2 3 Kg1** etc.

Thelen-Florian
Szlin, 1945

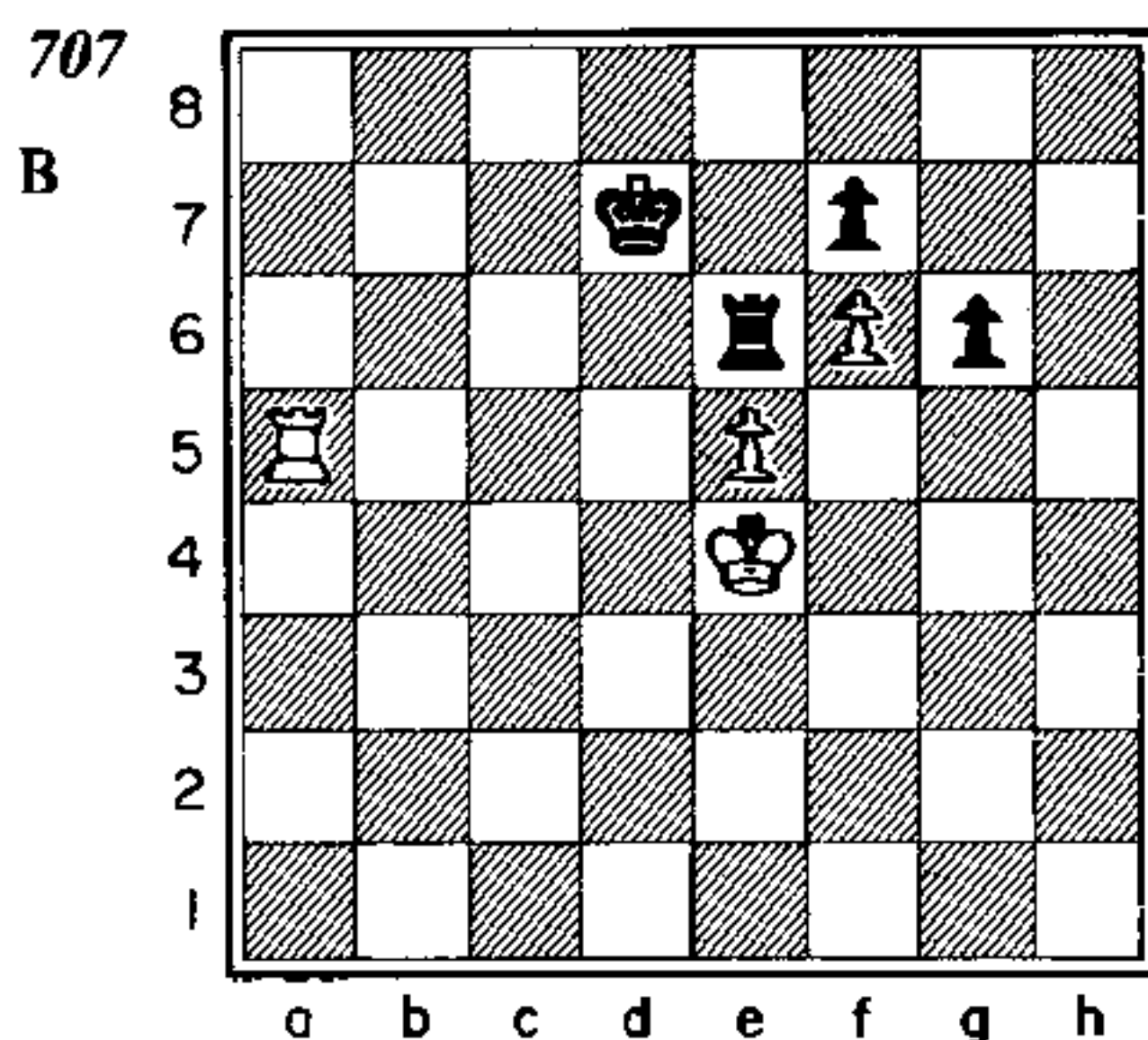


706. **1 Kxa7 Rxa4+**, and instead of **2 Kxb6? Rxb4+** with a draw, White should have played **2 Kb7! Kg3** (2... *Rxb4* 3 *Rh4+* and 4 *Rxb4*) **3 Rb2** and wins.

Black could have lost only on account of his king's poor position: with his king at f5 it would have been a draw.

In conclusion we give an ending which formally does not belong in this section (Black has a passed pawn), but which essentially reflects the same ideas.

Galic-Giobanu
Rumania, 1949



707. White's pieces are actively placed, his pawns are far advanced, and this enables him to win.

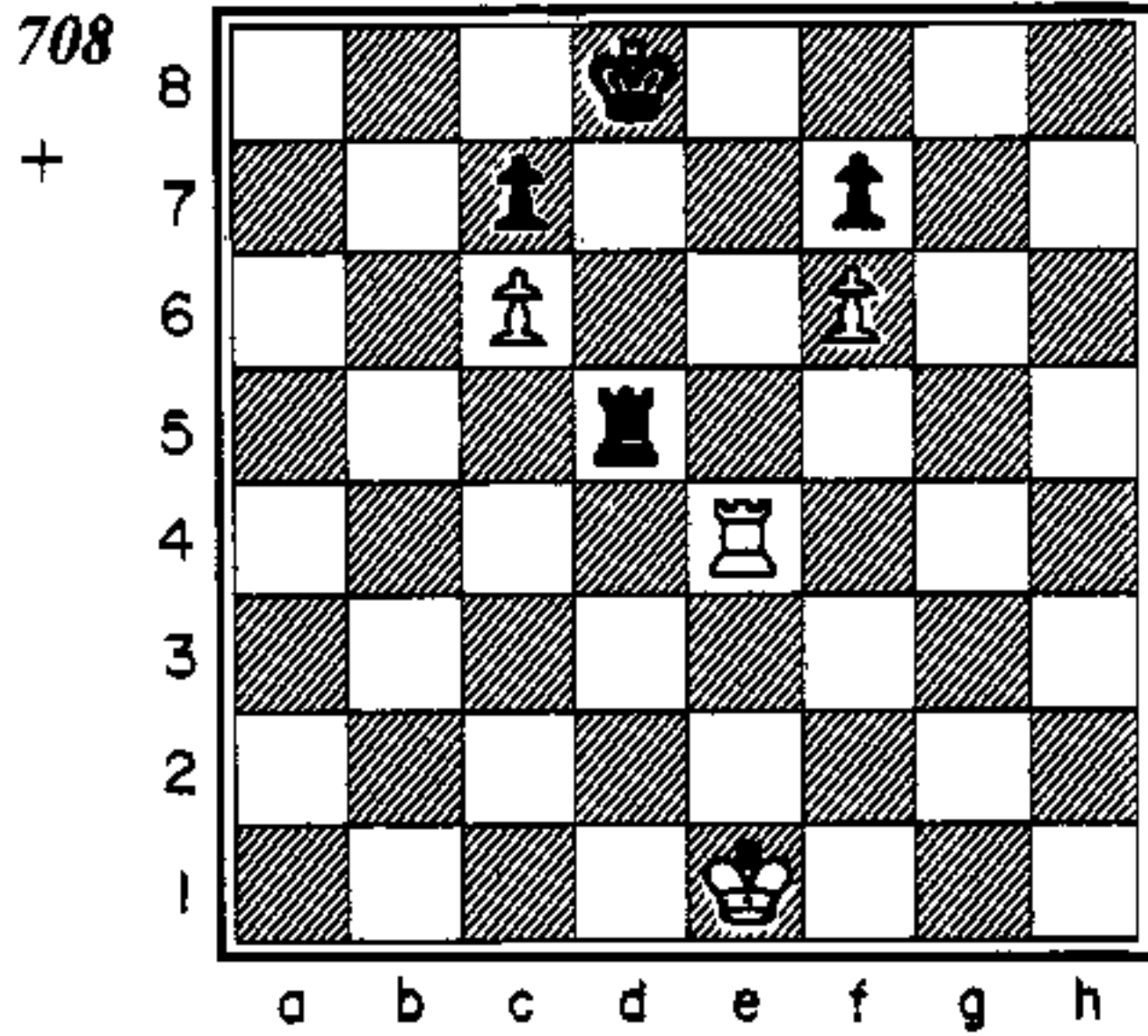
1... Rb6 (if **1... Rc6**, then **2 Ra7+ Rc7 3 Rxg7+ Kxc7 4 e6**, winning) **2 Ra7+ Ke8 3 Kf4** (the decisive by-passing manoeuvre: the king breaks through to g7) **3... Rb1 4 Ra8+** (4 *Kg5?* *Rh1*) **4... Kd7 5 Rf8 Rf1+** (5... *Ke6* 6 *Re8+* *Kd5* 7 *Rd8+* *Kc6* 8 *e6 fxe6* 9 *Kg5* etc.) **6 Kg5 Rf5+ 7 Kh6 Rxe5 8 Rxf7+ Ke6 9 Kg7 Kf5 10 Rb7** (10 *Re7* is simpler) **10... Kg5 11 f7 Rf5 12 Rb1 Kh5 13 Rh1+ Kg5 14 Rg1+** Resigns.

This example shows that, if the stronger side does not have a rook's pawn, he acquires an additional winning chance by means of a by-pass.

Rook and Two Pawns against Rook and Two Pawns

The following position is an exceptional one: White succeeds in carrying out a mating attack.

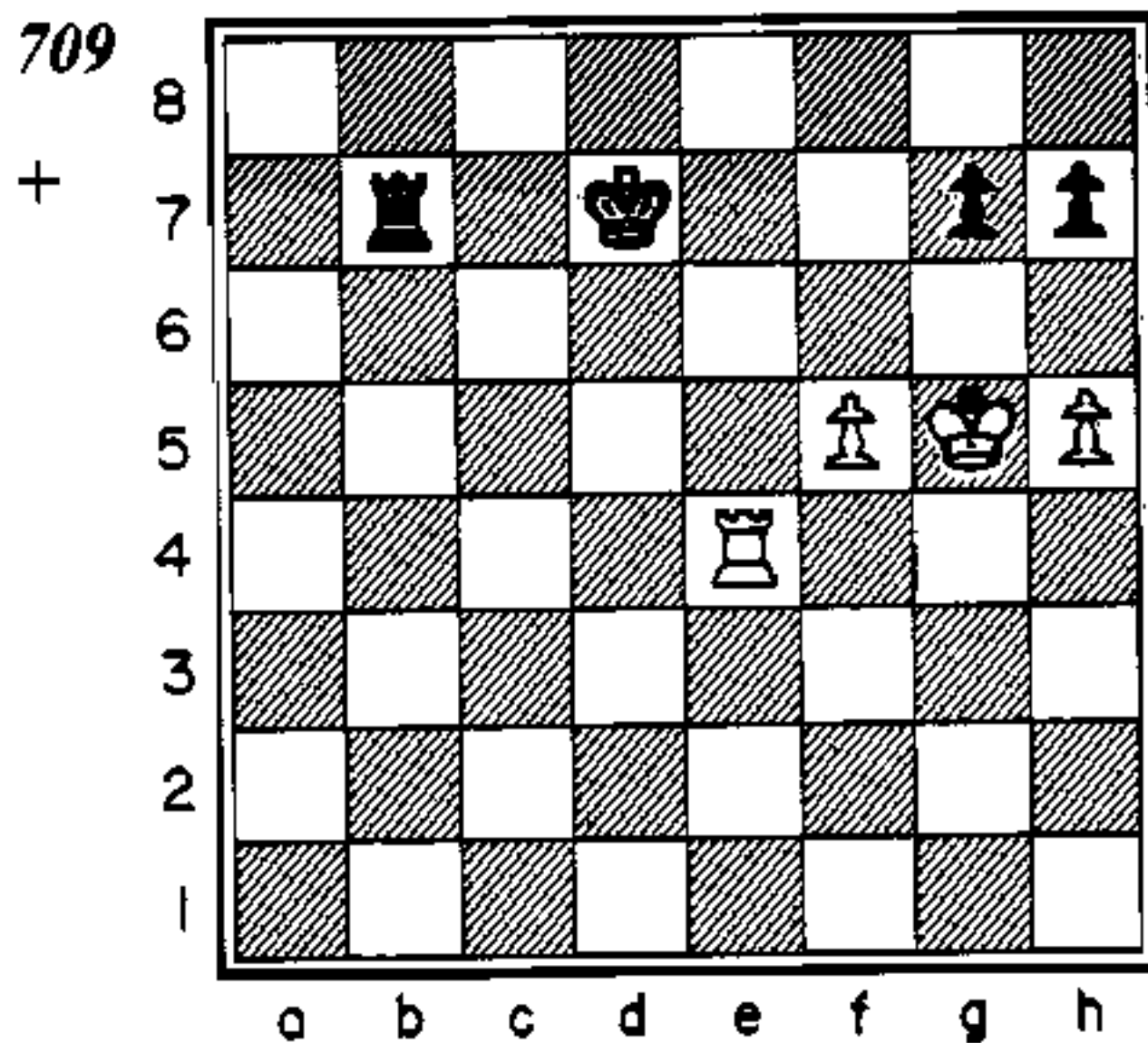
Dawson, 1923



708. The play is forcing: **1 Ra4!** (not **1 Rh4 Re5+ 2 Kd2 Re6**, and Black saves the game) **1 ... Ke8 2 Rh4! Re5+ 3 Kd2 Kd8 4 Ra4! Rd5+ 5 Ke3 Ke8 6 Rh4! Re5+ 7 Kd4**, and White wins.

10.12 Pawns on adjacent files

Here the stronger side's task reduces to the creation of a passed pawn.



709. White must immediately advance his pawn to h6, to set up a passed pawn on the f-

file. Any delay will lead to a draw, since Black can forestall this plan by **1 ... Rb6** or **1 ... Rb1**.

1 h6. Now Black has four possibilities, but none of them saves the game:

(a) **1 ... Kd6 2 h x g7 R x g7+ 3 Kf6 Ra7** (3 ... **Rg1 4 Rd4+ Kc6 5 Rh4** etc.) **4 Re6+ Kd5 5 Re7 Ra6+ 6 Kg7**, and the advance of the f-pawn is decisive.

(b) **1 ... Kd8 2 h x g7 R x g7+ 3 Kf6 Rc7 4 Rg4! h5** (4 ... **Rc6+ 5 Kf7 Rc7+ 6 Kf8 Rc6 7 Rf4** with a straightforward win) **5 Rg8+ Kd7 6 Rg7+ Kd6 7 R x c7 K x c7 8 Kg5! Kd7 9 K x h5**.

(c) **1 ... g x h6+** (the most tenacious defence) **2 Kf6!**

The natural **2 K x h6?** leads only to a draw after **2 ... Kd8!**, e.g. **3 f6** (or **3 Kg5 Rc7**) **3 ... Rf7 4 Kg5 Ra7**, and by playing his rook along the 7th rank Black does not allow the opponent any possibility of strengthening his position, and as soon as the rook leaves the e-file, the king moves across to f7.

2 ... Kd8 3 Rg4 h5 (after **3 ... Rb6+ 4 Kg7 Rb7+ 5 Kg8 Rb6 6 Rf4 Ke7 7 Kg7** the pawn cannot be stopped) **4 Rg8+ Kd7 5 Rg7+ Kc6 6 R x b7 K x b7 7 Kg5!** (the resulting pawn ending is a veritable study, in which White has a subtle win) **7 ... Kc7 8 K x h5 Kd6 9 Kh6! Ke5 10 Kg5 Kd5** (10 ... **Kd6 11 Kf6 h5 12 Kg7**, and the white pawn queens first with check) **11 Kf6 h5 12 Kg7 h4** (now the black pawn also queens, but due to the position of the king at d5 it is immediately lost) **13 f6 h3 14 f7 h2 15 f8=Q h1=Q 16 Qa8+ and 17 Q x h1**.

(d) **1 ... g6** (seeking a tactical way of saving the game) **2 f x g6!** (not **2 f6? Rb5+ 3 Kg4 Rf5 4 Re7+ Kd6 5 R x h7 Ke6 6 Rh8 Rh5! 7 h7 K x f6** with a draw) **2 ... Rb5+ 3 Kg4** (3 **Kf6? Rb6+ 4 Kg7 R x g6+ 5 K x h7 Rg1** with a draw) **3 ... h x g6 4 Re3! Rh5 5 Rh3 Ke7 6 h7**.

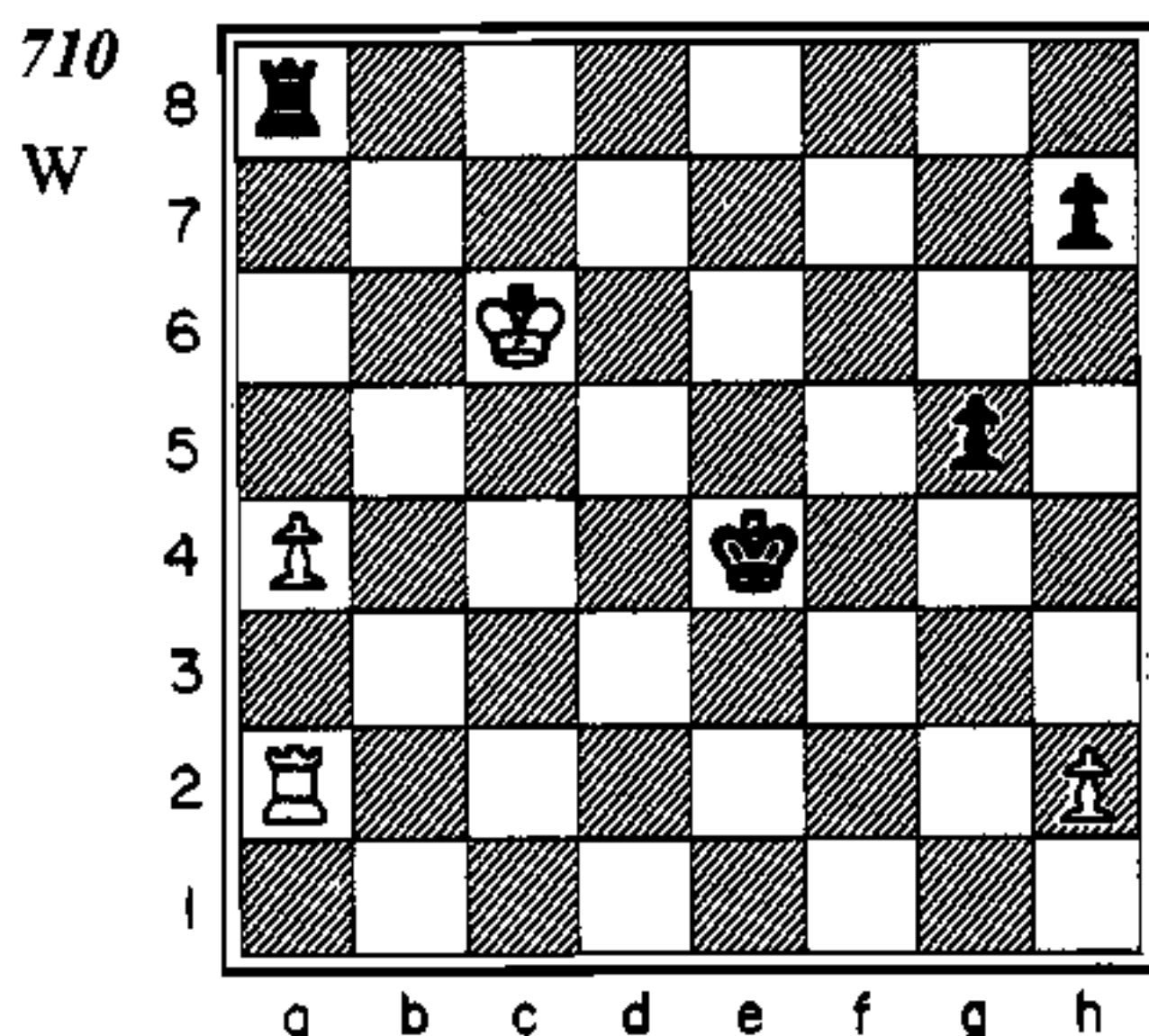
10.2 ENDINGS WITH PASSED PAWNS

The presence of passed pawns significantly sharpens the play. The defence is more complicated if, apart from a passed pawn, the other side also has the more active pieces.

10.21 One side has a passed pawn

A good illustration of this theme is provided by the following ending.

Talmanov–Gawlikowski
Lodz, 1955



710. The plans for the two sides are clearly marked: the side with the passed pawn will try to queen it, while to obtain counter-chances the opponent must create a passed pawn.

1 a5 g4?

This move is bad, since it deprives Black of the possibility of obtaining a passed pawn supported by his king, e.g. 2 Ra3! h5 3 a6 h4 4 Kb7! Rh8 5 a7 g3 (5 ... Rh7+ 6 Kc6 R×a7 7 R×a7 and wins) 6 h×g3 h3 7 g4 h2 8 Ra1 Kf3 9 Rh1 Kg2 10 R×h2+ K×h2 11 a8=Q, and White wins.

The correct continuation was 1 ... Kf3!, and only then the advance of the pawn. But both here and later White fails to exploit his opponent's mistakes.

2 Kb7? (2 Ra3!) 2 ... Rg8 3 a6? Rg7+?

3 ... h5?, suggested by Levenfish and Smyslov as leading to a draw, is also wrong: after 4 Ra3! White wins. The only correct move is 3 ... Kf3!

4 Kc6 Rg6+.

Black also loses after 4 ... Ra7 5 Ra3 h5 6 Kb6 Ra8 7 Kb7 Rg8 8 a7 h4 9 a8=Q Ra8 10 K×a8 Kf4 11 Kb7 g3 12 Ra4+ Kf3 13 R×h4 g2 14 Rh3+ and 15 Rg3.

5 Kc5.

There is also a win by 5 Kd7 Rg7+ 6 Ke6 Ra7 7 Kf6 Kf4 8 Ra3! (putting Black in zugzwang, whereas after 8 Ra4+? Kf3 9 Kg5 Kg2 10 Ra2+ Kh3 he gains a draw) 8 ... h5 9 Ra4+ Kf3 10 Kg5.

5 ... Rg5+ 6 Kc4.

This move, condemned by some commentators, does not at all throw away the win. It is later that White makes the decisive mistake.

6 ... Rg8 7 a7 Ra8 8 Kb5? (8 Ra3!) 8 ... h5? (8 ... Kf3!) 9 Kb6?

White misses the last chance to move his rook to the 3rd rank, which would have won, e.g. 9 Ra3! h4 10 Ka6 Rh8 11 Rb3 with the threat of 12 Rb8.

9 ... Kf3! (at last Black makes the correct moves!—note that 9 ... h4 would have lost to 10 Ra3!) 10 Kb7 R×a7+ 11 K×a7 (or 11 R×a7 Kg2 12 Ra2+ Kh3 followed by ... h4 and g3 ... with a draw) 11 ... b4 12 Ra4 h3! 13 Ra2 g3 14 Ra3+ Kg2 15 h×g3 h2 16 Ra2+ K×g3. Drawn.

711. Here Black's defence is very difficult, since the pawn formation does not allow him to create a passed pawn. All his attempts must therefore be directed towards not allowing the advance of the b-pawn.

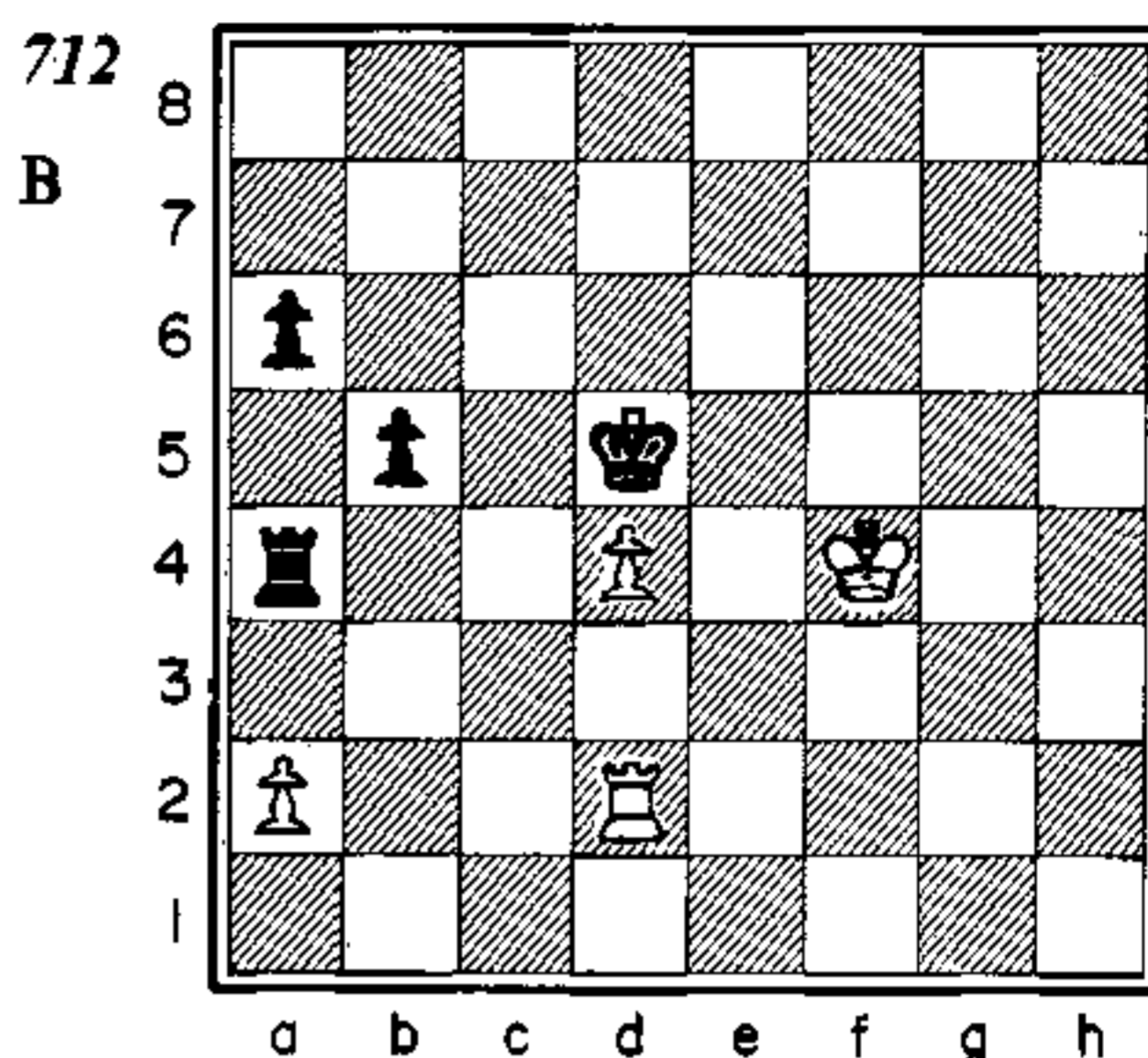
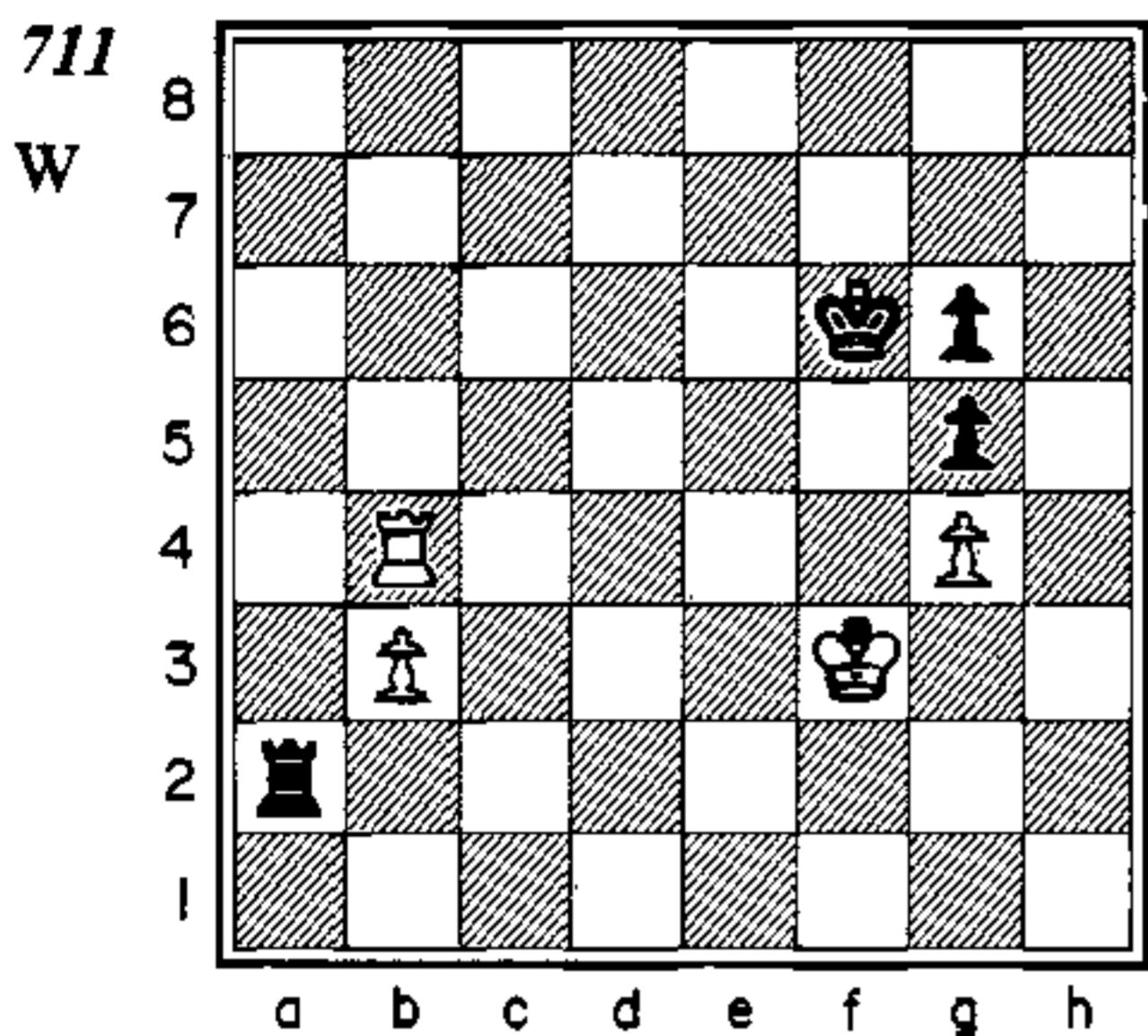
1 Re4!

Cutting off the opponent's king from the pawn, and threatening to bring his own king to its aid. It was later shown by Keres that Black could have neutralized this plan by 1 ... Rb2! 2 b4 Rd2 (an important point: the rook cuts off the white king from the pawn) 3 Ke3 Rd1 4 Ke2 Rd6 5 b5 Rb6 6 Rb4 Ke5 7

Rook and Two Pawns against Rook and Two Pawns

Keres–Levenfish
Moscow, 1949

Mieses–Em. Lasker
1890



Kd3 Kd5 8 Rb1 Kc5 9 Ke4 Re6+ 10 Kd3 Rb6, with a draw in view of the threat of 11 ... R × b5.

1 ... Ra8 2 b4 Rb8? (the decisive mistake; 2 ... Rd8! 3 Ke3 Rd1! was correct) 3 Ke3 Rd8 (after the loss of several tempi the rook has occupied the d-file, but now this fails to save the game) 4 b5 Rb8 5 Rb4 Ke5 6 b6 Kd5 7 b7 Kc5 8 Rb1 Re8+ 9 Kd3 Rd8+ 10 Kc3 Rb8 11 Rb2! (a waiting move) 11 ... Kd5 (11 ... Kc6 12 Kd4 Kc7 13 Kc5 R × b7 14 R × b7+, and the pawn ending is easily won for White) 12 Rb4! (it is too early to allow the king across to the g-pawn) 12 ... Kc5 13 Kb3 Kd5 14 Rb5+! (but not 14 Ka4? Kc6, and after the capture of the b-pawn the game is drawn) 14 ... Ke4 15 Ka4 Kf3 16 Rb4 R × b7.

The result is unaffected by 16 ... Kg3 17 Ka5 R × b7 18 R × b7 K × g4 19 Kb4, and then as in the game.

17 R × b7 K × g4 18 Kb3 Kf3 19 Kc3 g4 20 Kd2 g3 21 Ke1 Kg2 22 Rg7 Resigns.

We will now consider an example where the black pieces are so active that White's passed pawn does not play any part.

712. Here Black hastily took the pawn, but after 1 ... R × d4+ 2 Ke3! R × d2 3 K × d2 it transpired that the pawn ending could not be won.

The game concluded: 3 ... Kd4 4 Kc2 Kc4

5 Kb2 Kb4 6 Kb1! a5 7 Kb2 a4 8 Kb1 Kc3 9 Kc1 Kc4 10 Kc2 Kd4 11 Kd2. Drawn.

Black could have won the subtle 1 ... Ra3!, cutting off the white king from the pawns, e.g. 2 Kf5 b4 3 Kf4 a5 4 Kf5 a4 5 Rb2 b3 6 a × b3 a × b3 7 Rd2 Ra2 8 Rd3 b2 9 Rb3 K × d4, and wins.

10.22 Both sides have passed pawns

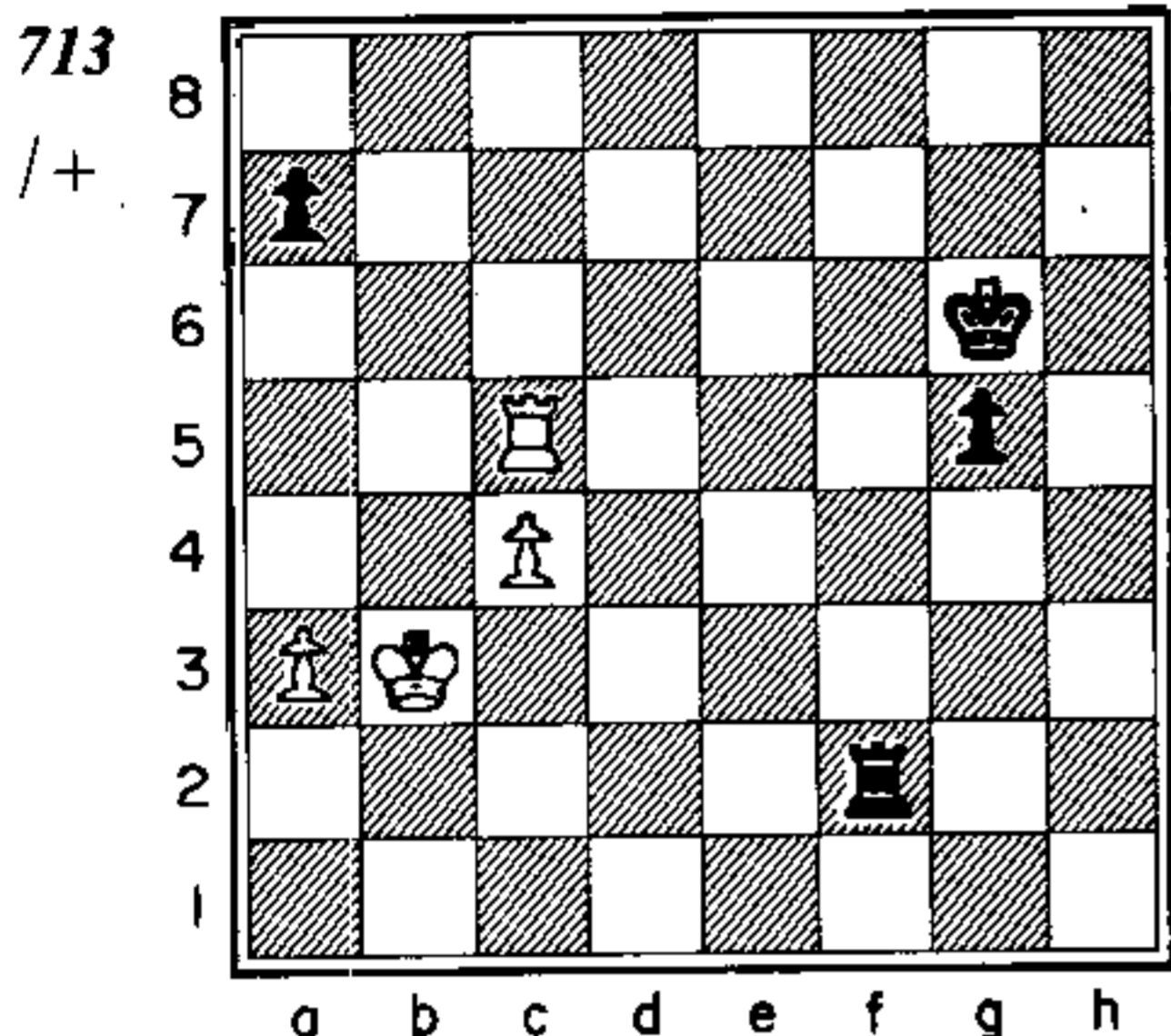
In such endings an outside passed pawn is an important advantage. In this case the stronger side does not have to fear a pawn ending, since after the exchange of rooks his king will be the first to attack the opponent's pawns. The plan for realizing the advantage is therefore clear: to restrict the opponent's rook to the maximum extent by the advance of the passed pawn, after which the king supported by the rook breaks through to the enemy pawns.

713. 1 ... g4 2 Rc8 Rf7! (defending the a-pawn, and preparing to switch the rook to the g-file) 3 Rd8 Rg7 4 c5 g3 5 Rd1 Kf5 6 Kc4 g2 7 Rg1 Ke6.

After forcing the opponent's rook to occupy an unfavourable square in front of the passed pawn, Black switches his king to attack the white pawns.

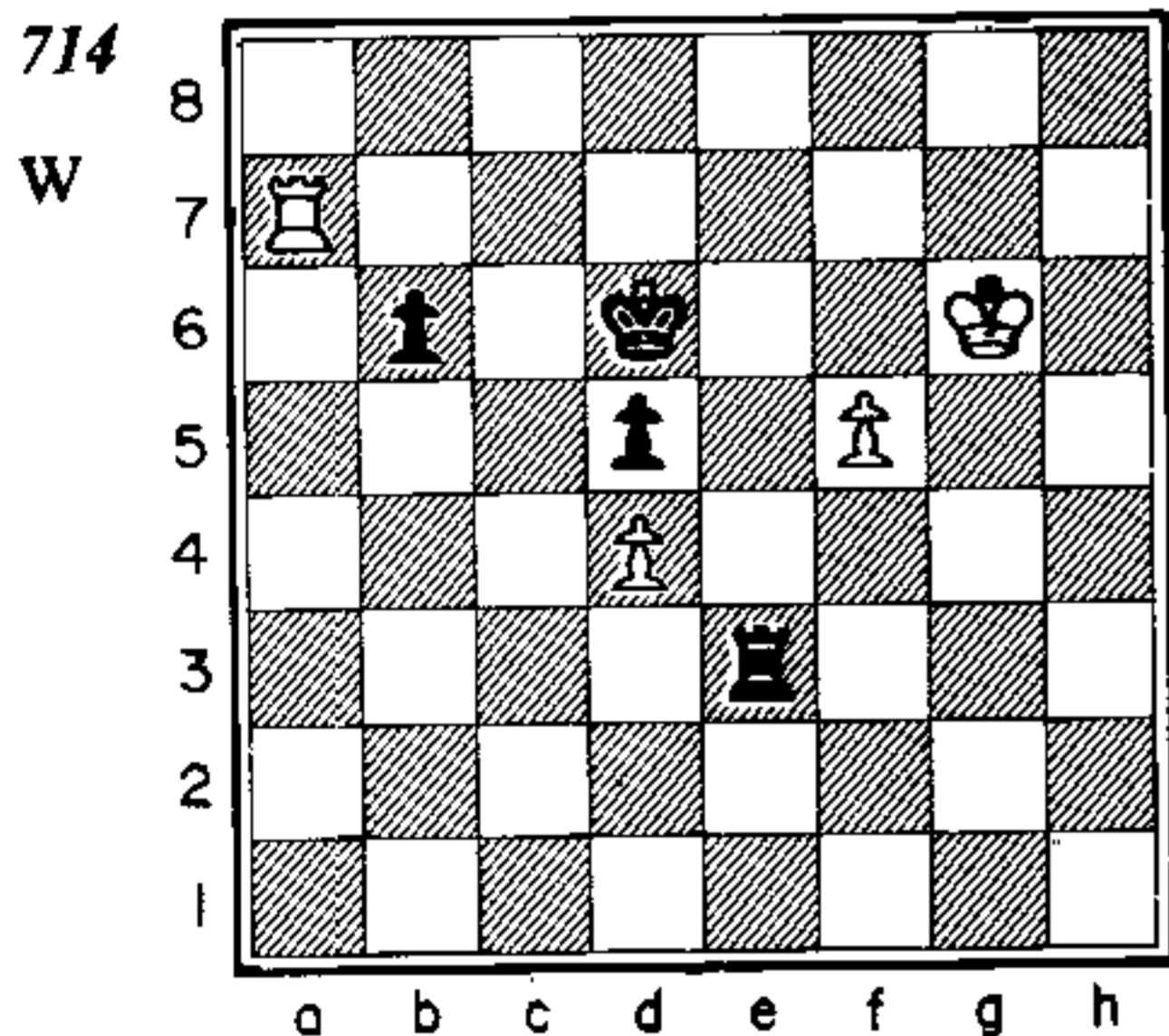
Endings with Passed Pawns

Alexander-Spielmann
Margate, 1937



8 Kb5 Kd7 9 a4 Kc7 10 Ka6 Rg4 11 Ka5 Kc6
White resigns.

Rubinstein-Alekhine
Carlsbad, 1911



714. White's passed pawn is further advanced than Black's and is supported by his king. This advantage suffices for a win.

1 f6 Rg3+.

Black tries to drive the opponent's king in front of the pawn, but White has the possibility of covering with his rook.

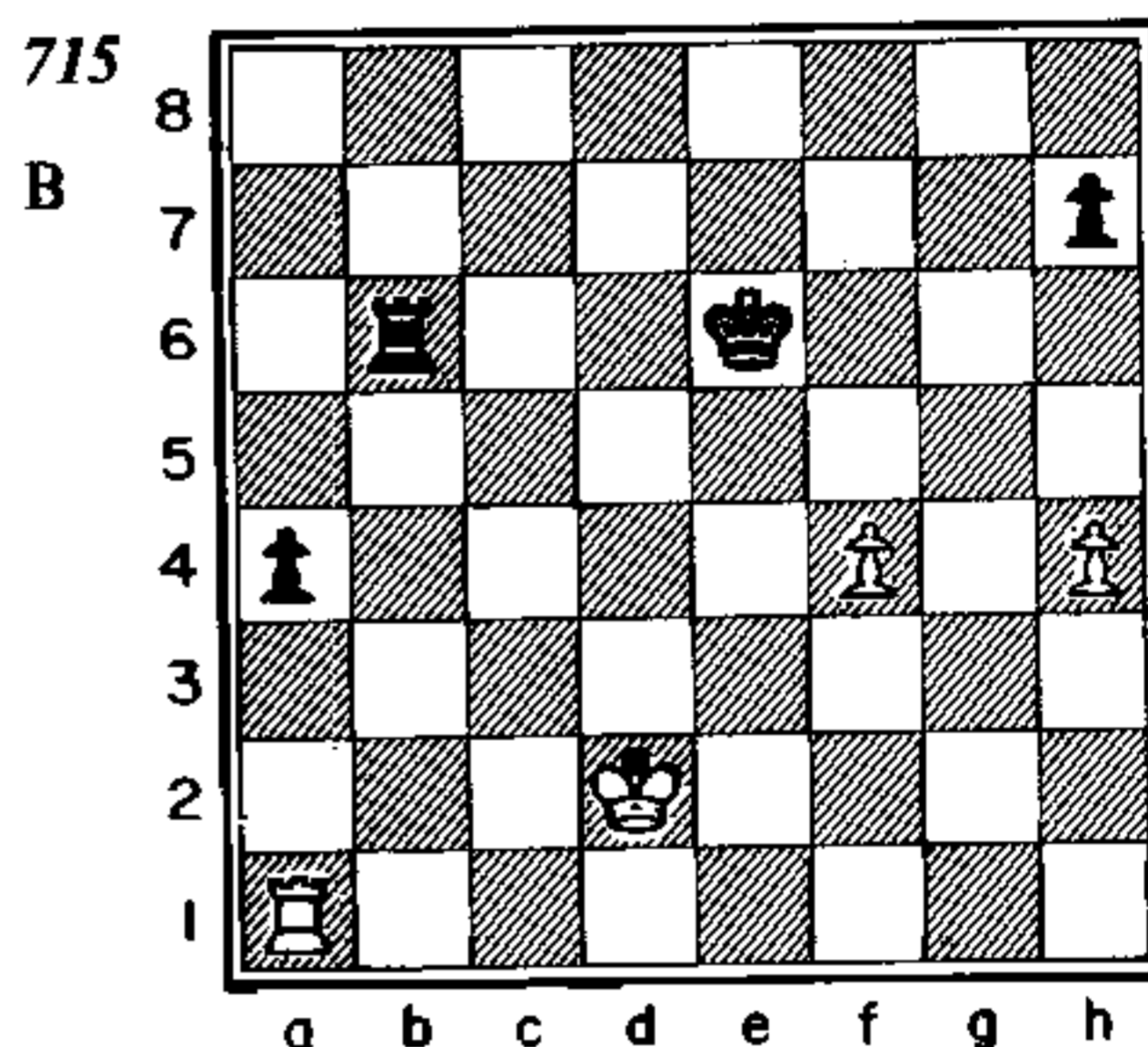
2 Kh7 Rf3 (2... Rh3+ 3 Kg8 Rg3+ does

not help due to 4 Rg7) 3 f7 Rf4 4 Kg7 Rg4+ 5 Kf6!

A precise move. After 5 Kf8? Rxd4 the game would have ended in a draw.

5... Rf4+ 6 Kg5 Rf1 7 Kg6 Rg1+ (7... Rf4 is met by 8 Ra8) 8 Kf6 Rf1+ 9 Kg7 Rg1+ 10 Kf8 Rd1 11 Ke8 Re1+ 12 Kd8 Rf1 13 Rd7+ (if 13 Re7, then 13... Ra1!) 13... Ke6 14 Ke8 Rf4 15 Re7 Kb5 16 Rc7! Resigns.

Chukayev-Shagalovich
Tallinn, 1956



715. Black has an undisputed positional advantage: he has an outside passed pawn which his rook can support from behind, and also an active king.

The game continuation was 1... Ra6 2 Ra3 Kf5 3 Ke3 Kg4 4 h5 Kxh5 5 Ke4 Ra5 6 Kf3 Kg6 7 Kg4 Kf6 8 f5 Ra8 9 Kf4 Ra7 10 Kg4 Ra5 11 Kh5 Kxf5 12 Rg3 Kf4+ 13 Kh4 Rh5+ White resigns.

But White failed to exploit all his defensive resources. The correct plan was to blockade the a-pawn not with the rook, but with the king: 1... Ra6 2 Rg1! (switching the rook to an active position) 2... Kf5 (White does not have to fear 2... a3 3 Kc2 a2 4 Kb2 a1=Q+ 5 Rxa1 Rxa1 6 Kxa1, when his king reaches f1 in time) 3 Rg5+ Kxf4 4 Kc2 h6.

Or 4... a3 5 Kbl Rh6 6 Ra5 Rxh4 7 Ra4+ Kg5 8 Ra5+ Kf6 9 Ra6+ Ke5 10

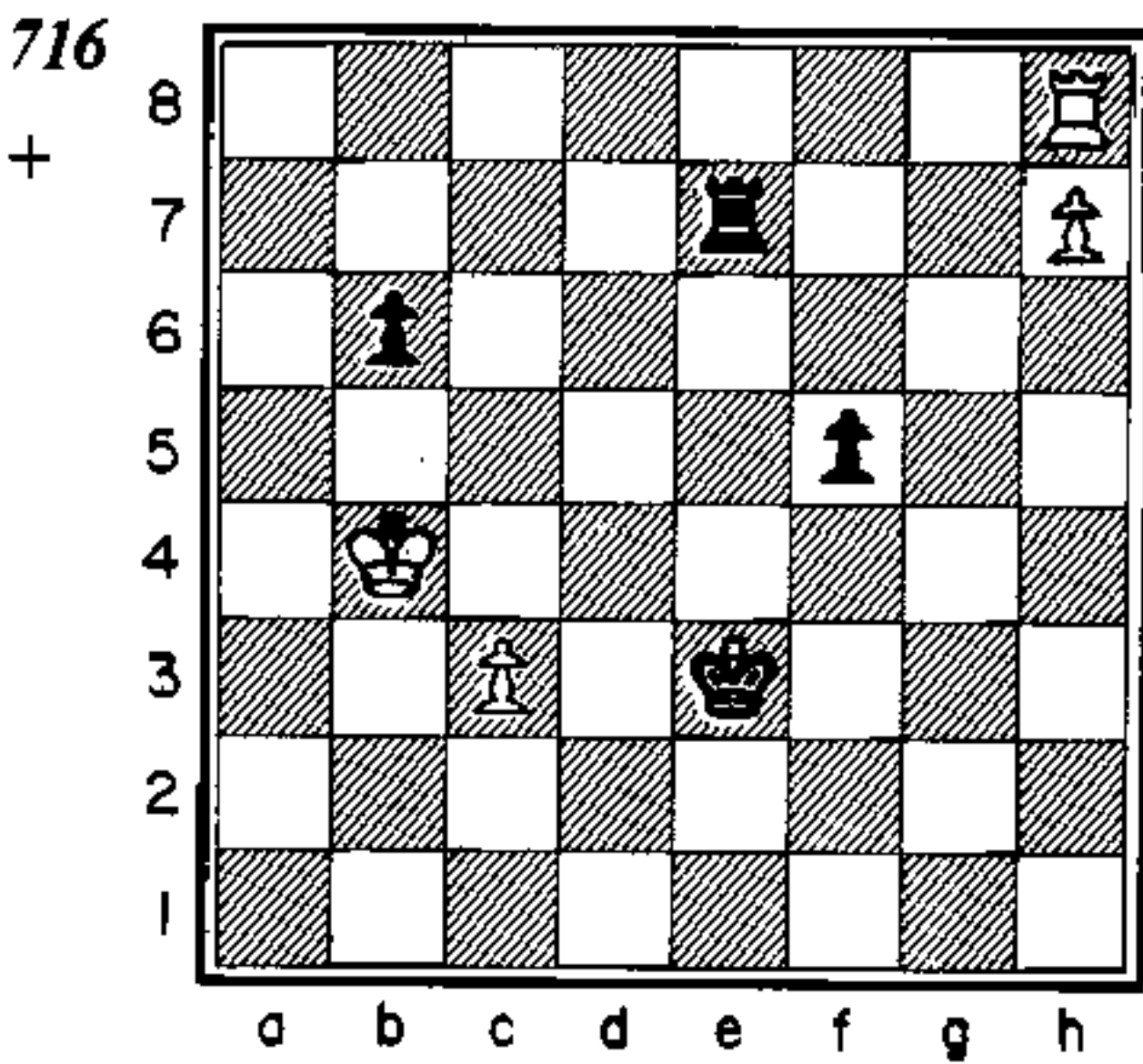
Rook and Two Pawns against Rook and Two Pawns

Ra5+ Kd6 11 Ra6+ Kc5 12 R×a3 with an obvious draw.

5 Rg8 Ra5 6 Rg6 a3 (if 6 ... Rh5 7 Ra6, joining the above analysis) 7 Kb1 Rh5 8 Ka2 R×h4 9 Rc6. Draw.

We will now consider some examples where one side has a passed pawn on the 7th or 6th rank, supported by the rook from the queening square. Such positions contain a great deal of venom.

Reti, 1925



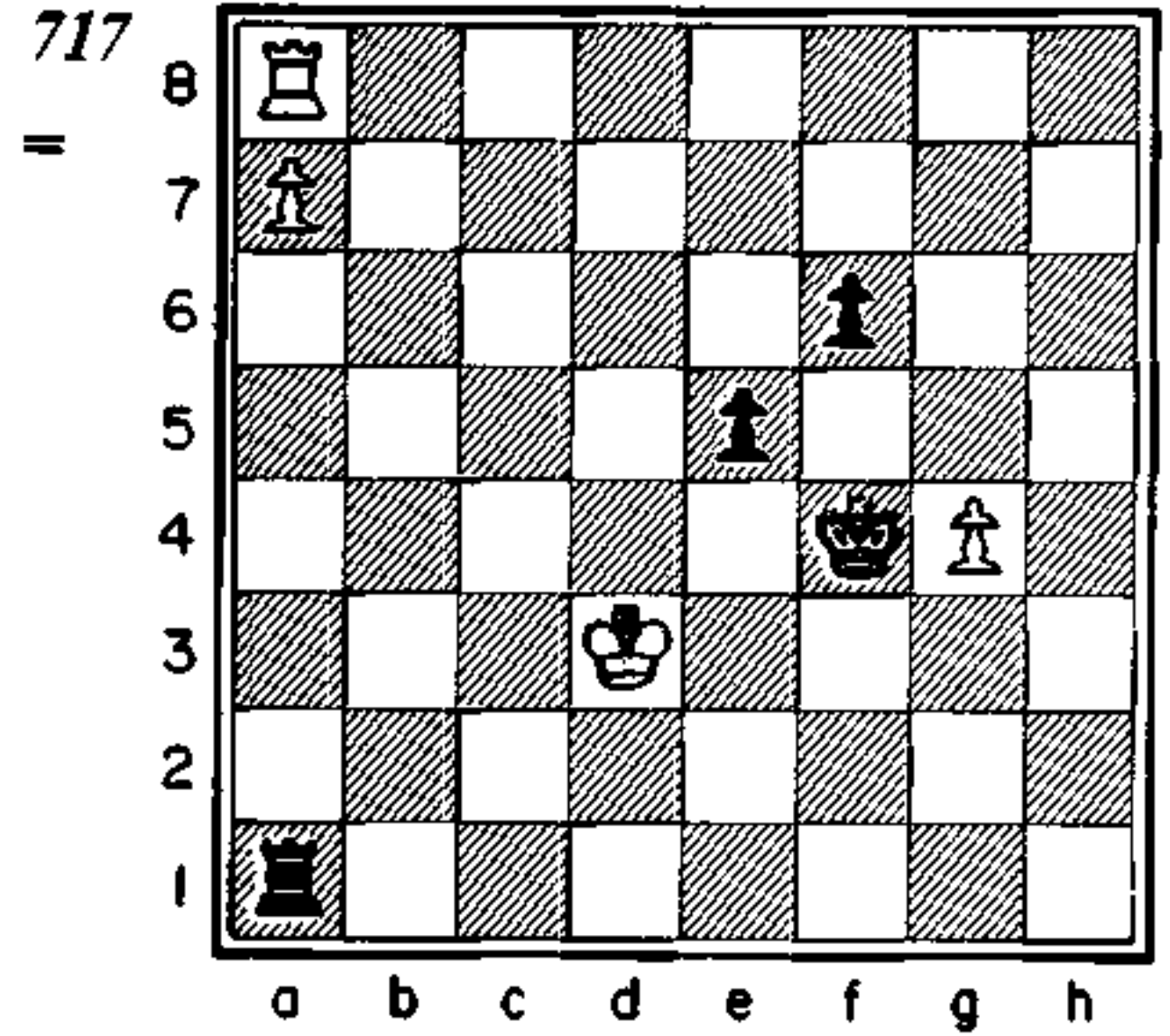
716. White is threatening to win the b-pawn and drive the opponent's rook off the 7th rank, after which the black king will be forced to occupy one of the squares in the path of the f-pawn, whereas the c-pawn will have a free road to the queening square.

1 Kb5 f4 2 Kc6! (2 K×b6? f3 3 Kc6 f2 4 Rf8 R×h7 with a draw) 2 ... Kf2 (2 ... f3 is met by 3 Kd6 f2 4 K×e7 f1=Q 5 Re8) 3 K×b6 f3 4 Kc6 Rf7 5 Kd6 Rf6+ 6 Kd5! Rf5+ 7 Ke6! Rh5 8 Kd6 Rh6+ 9 Kc5 Rh5+ 10 Kb4, and by advancing his pawn White wins, since the black king cannot move, e.g. 10 ... Kf1 11 Rf8 R×h7 12 R×f3+ Ke2 13 Rf5 etc.

717. Black draws by setting up a defensive position along the f-file (cf. position 416).

1 g5 Rd1+ 2 Kc4 Rd7 3 g×f6 Ke4 4 Kb5 Rf7 5 Kc5 (5 Kb6 R×f6+ 6 Kc5 Rf7 with a draw) 5 ... Kf5 6 Kd5 Rd7+!

Foltys-Makarczyk
Czechoslovakia v. Poland, 1949



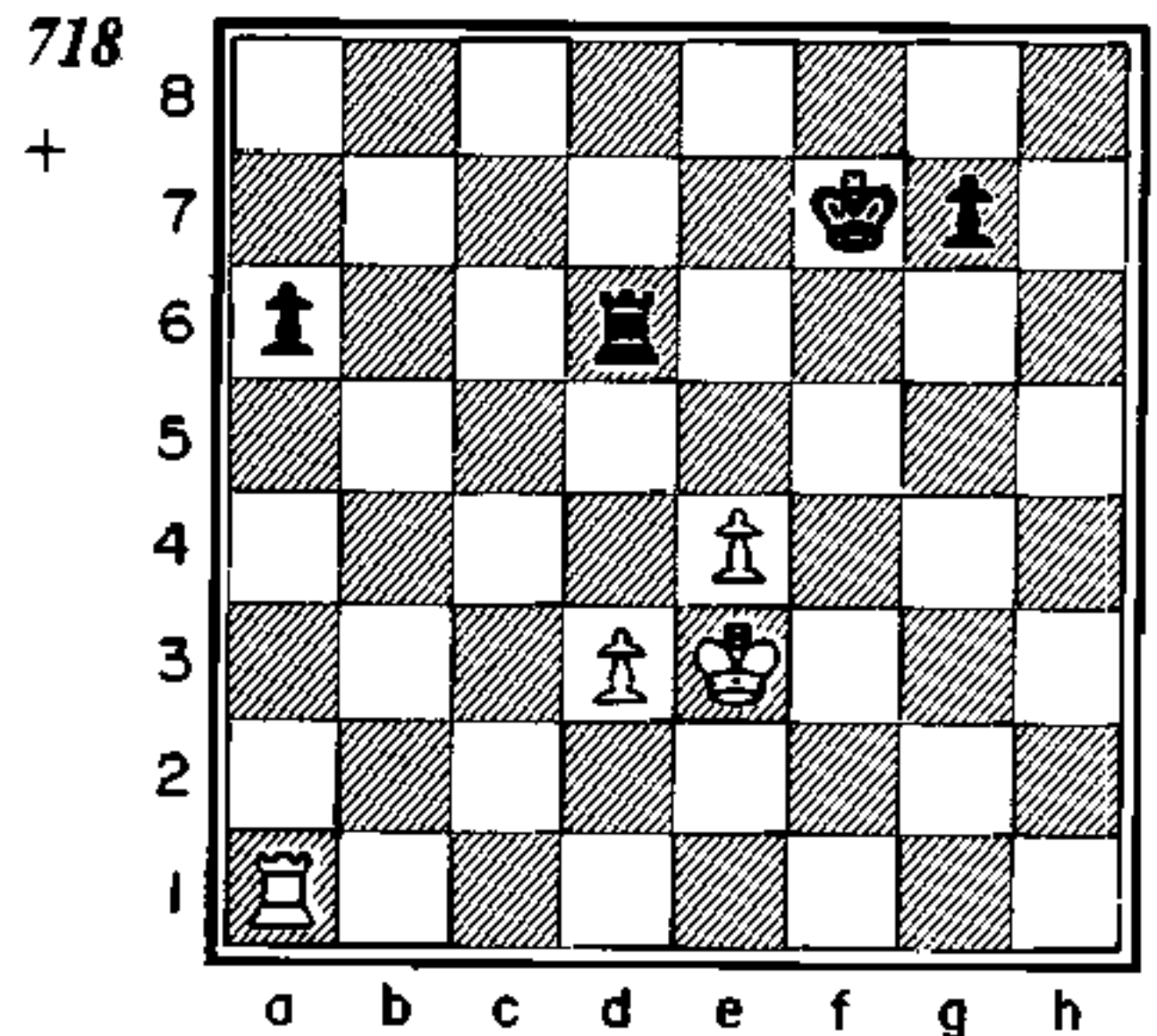
This should have been played. Black continued 6 ... K×f6? 7 Ke4! Kg7 and after 8 Rg8+ he resigned. The e5 pawn played a negative role: had it not been there, 7 ... Re7+ and 8 ... Rf7 would have drawn.

7 Kc6 Rf7. Draw.

10.23 All the pawns are passed

Connected pawns often prove stronger than isolated pawns.

Alekhine-Alexander
Margate, 1937



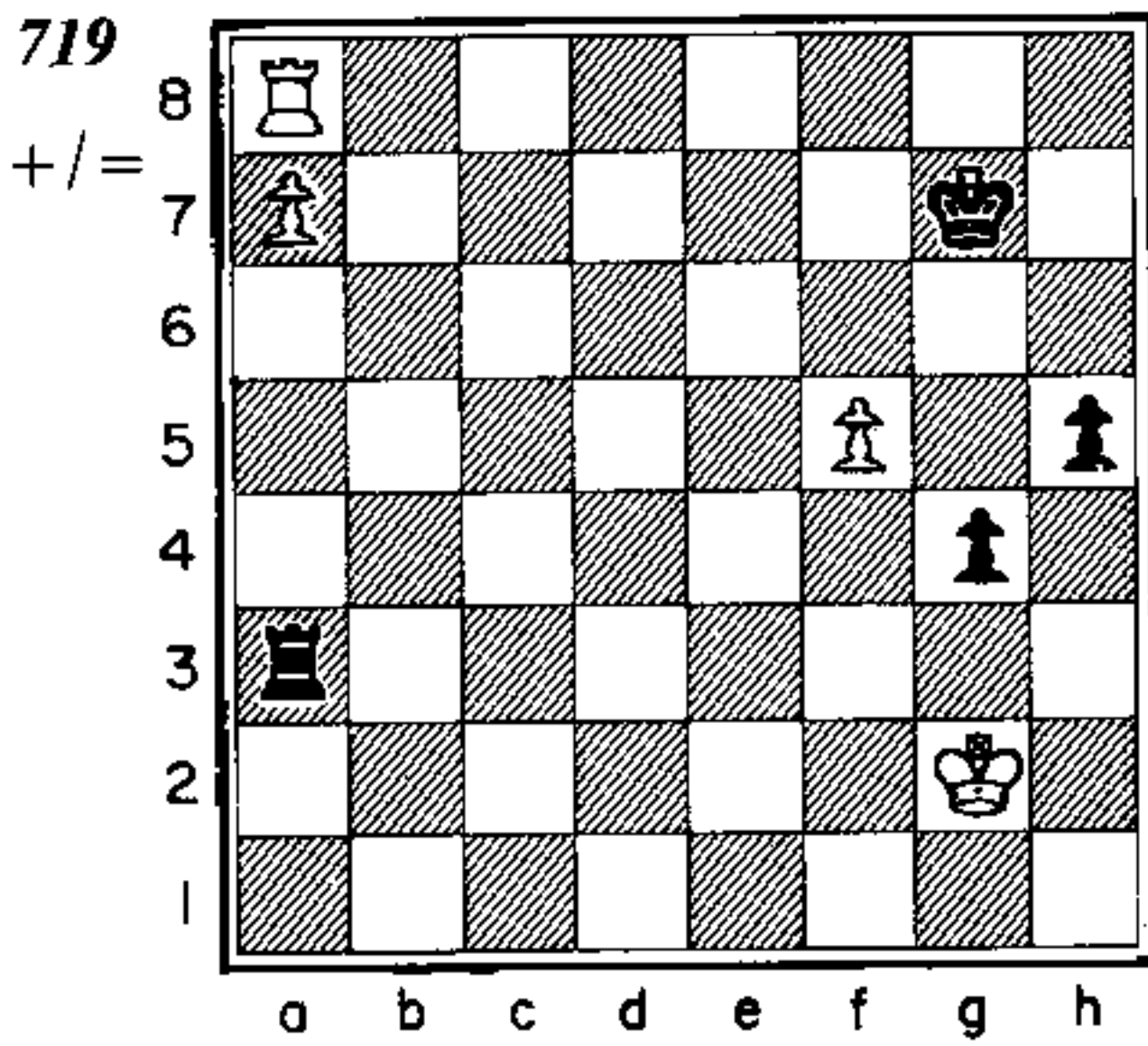
718. Black is threatening to play ... g5

Endings with Passed Pawns

and then ... Rg6, but it is White to move: 1 Ra5! Rb6 2 d4 Rb3+ 3 Kf4 Rb4 4 d5 Rb6 5 Rc5 Rb4 6 Rc7+ Kf8 7 Ra7 Resigns.

In positions where both sides have passed pawns, general considerations often become of secondary importance. Everything is decided by specific calculation, and a slight change in a position may have a decisive effect on its assessment.

Kholmov, 1973

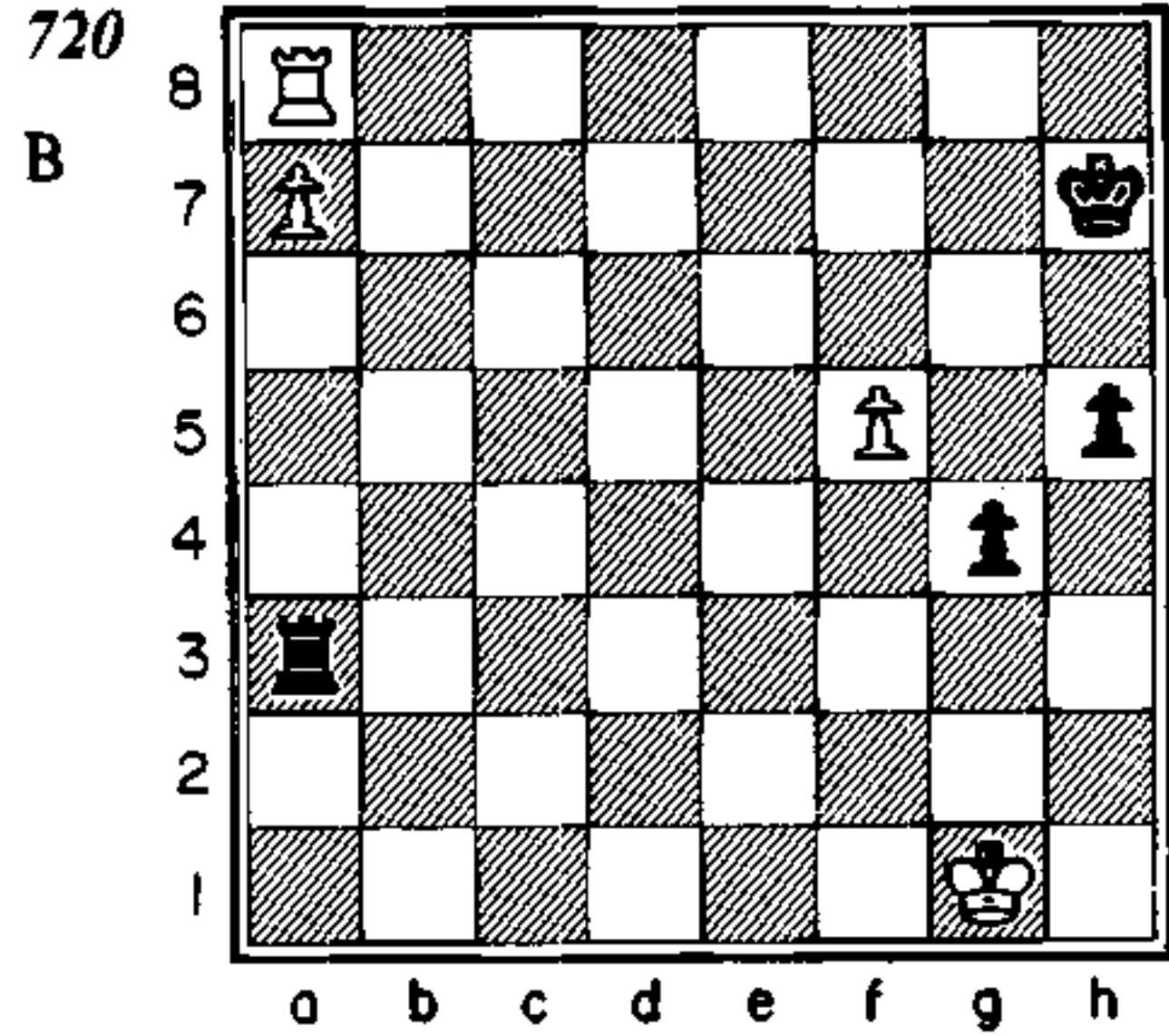


719. If it is White to play, he wins by a standard procedure: 1 f6+ Kf7 2 Rh8.

But with Black to move, after 1 ... h4 2 f6+ Kf7! (2 ... Kh7? 3 f7 h3+ 4 Kf1 h2 5 Rh8+ k×h8 6 f8=Q+ and 7 a8=Q) White's threat proves not to be dangerous, e.g. 3 Rh8 h3+ 4 Kh2 Ra2+ 5 Kg3 h2! 6 R×h2 Ra3+! 7 K×g4 K×f6 with a draw.

720. The position differs from the previous one, only in that the kings are differently placed. This change appears to favour White, e.g. 1 ... h4 2 f6 h3 3 f7 Ra1+ 4 Kh2 Ra2+ 5 Kg3 h2 6 Rh8+ K×h8 7 f8=Q+ and 8 a8=Q, or 5 ... Rg2+ 6 Kf4 Rf2+ 7 K×g4 R×f7 8 Rh8+ K×h8 9 a8=Q+.

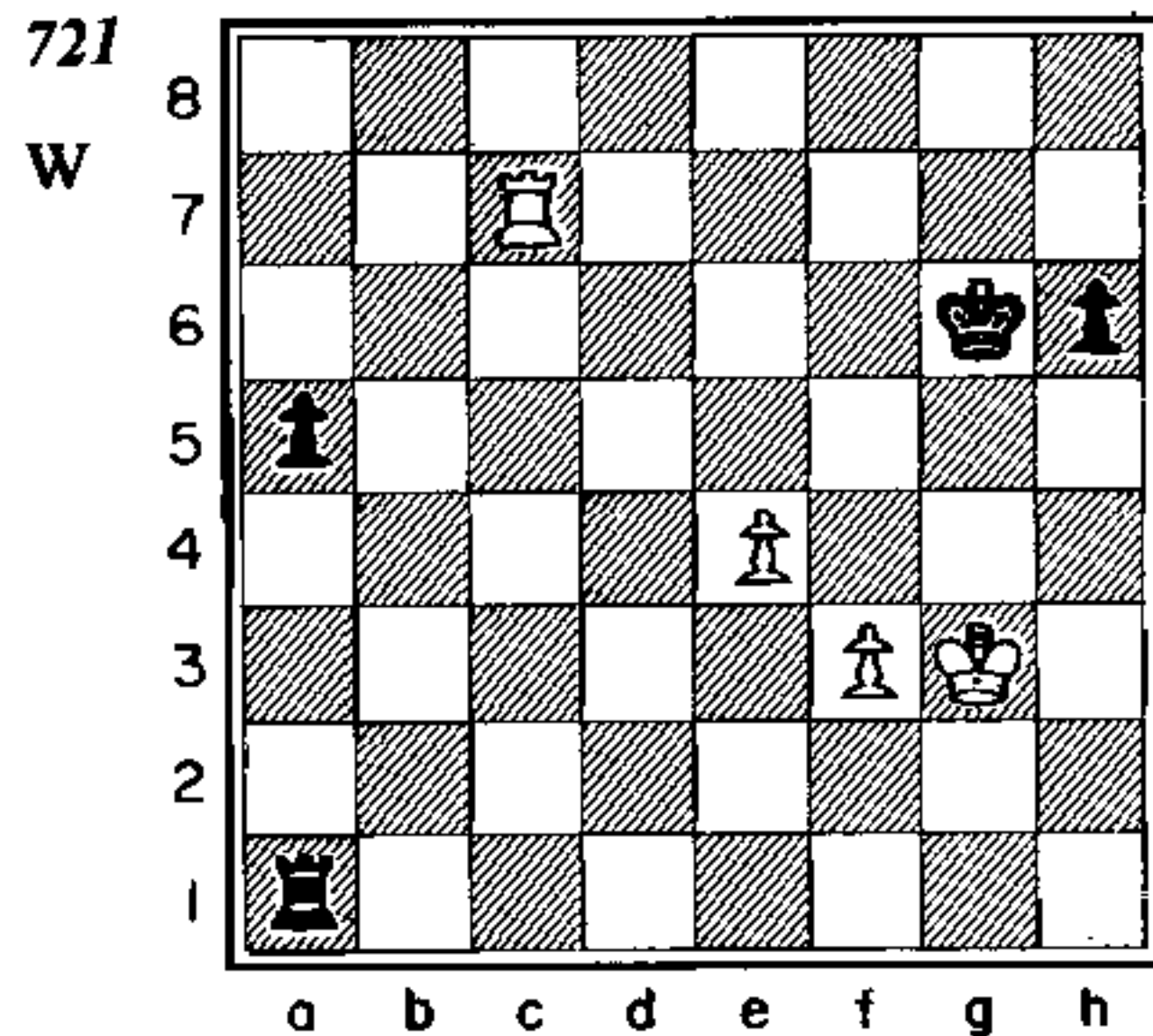
But Black has a clever way of neutralizing White's threat: 1 ... Ra1+ 2 Kg2 Ra2+ 3 Kg3 Ra3+ 4 Kh4 Kg7! It transpires that 5 f6+ is not dangerous, since 5 ... K×f6 6



Rf8+ Kg6! is possible, when White has to agree to give perpetual check.

In the following example White has the more active position.

Gligoric-Filip
Zagreb, 1955



721. The game ended in a draw after 1 f4 a4 2 Rc6+ Kh5 3 Rc5+ Kg6 4 Rc6+ Kh5 5 Rc5+.

As was shown by Vukovic, White should have played 1 Kf4 a4 2 Rc6+, with the following alternatives:

(a) 2 ... Kh5 3 Kf5 a3 4 f4 a2 5 Ra6 Kh4 6 R×h6+ Kg3 7 Rg6+ Kf3 8 Ra6 etc.

(b) 2 ... Kh7 3 Kf5 a3 4 f4 a2 5 Rc2 h5 6 e5

Rook and Two Pawns against Rook and Two Pawns

Kg7 7 e6 h4 8 Rg2+ Kf8 (8 ... Kh6 9 Re2) 9 Kf6, and the threat of **10 e7+** is decisive.

(c) **2 ... Kg7 3 Kf5 a3 4 Rg6+! Kf8 (4 ... Kf7 is met by 5 f4 a2 6 Rg2 h5 7 e5 h4 8 e6+ Kf8 9 Kf6, and 4 ... Kh7 by 5 f4 a2 6 Rg2 h5 7 e5 h4 8 e6 h3 9 Re2 and wins) 5 f4 a2 6 Ra6 h5 7 e5 h4 8 Kf6! Kg8 9 e6 Rf1 10 e7! R × f4+ 11 Ke5**, and White wins.

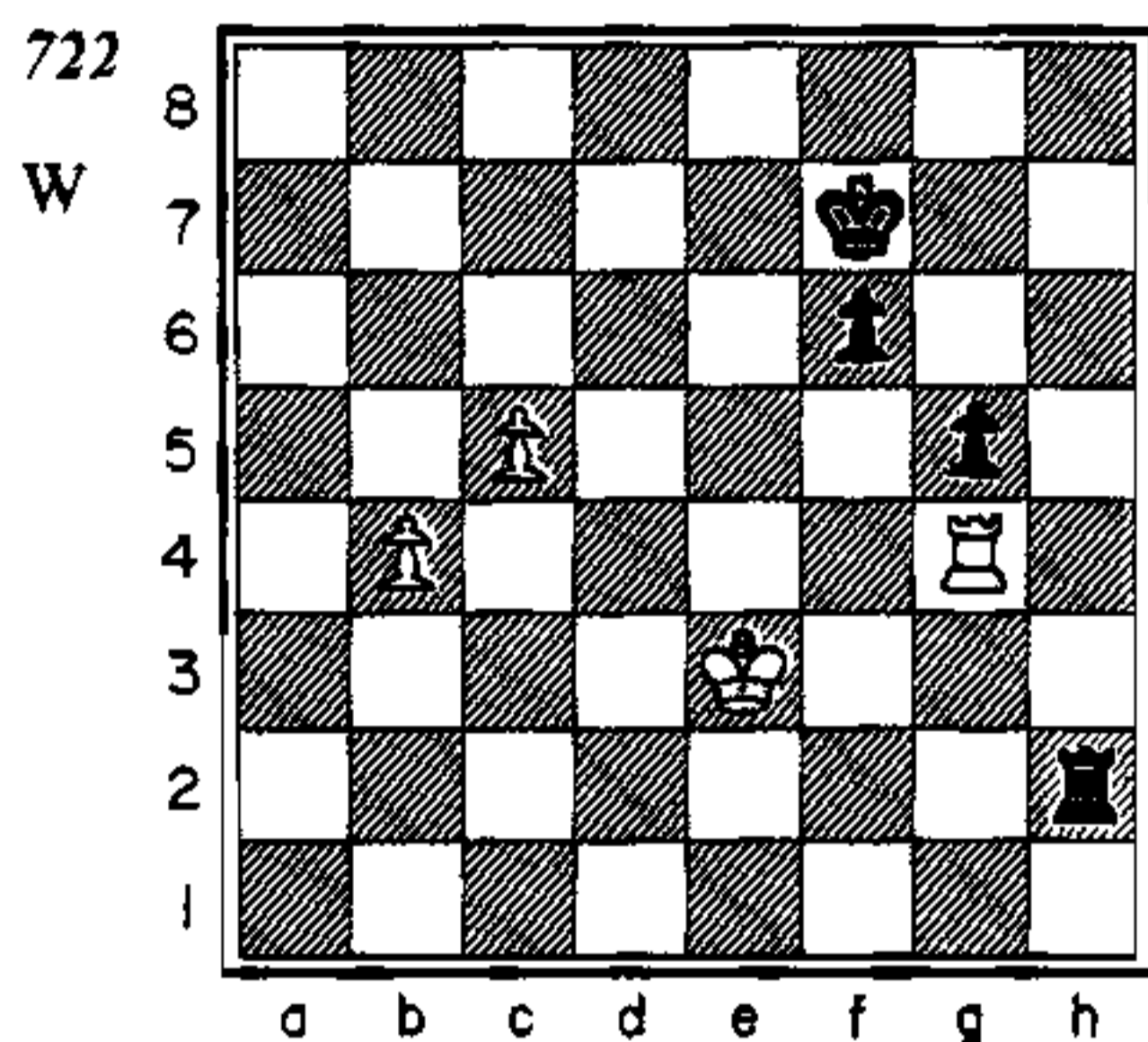
If both sides have connected passed pawns, the result is often difficult to foresee.

4 ... Kd8 5 b6 Kc8 6 b7+ Kb8 7 Rb6 f5 8 Ra6 and wins.

The isolation of the opponent's king from a passed pawn (cf. 2 Rd4!) is of great importance in many types of rook ending.

A case where two connected pawns are opposed by doubled pawns is seen in the following practical example.

Keres–Alekhine
Amsterdam, 1938



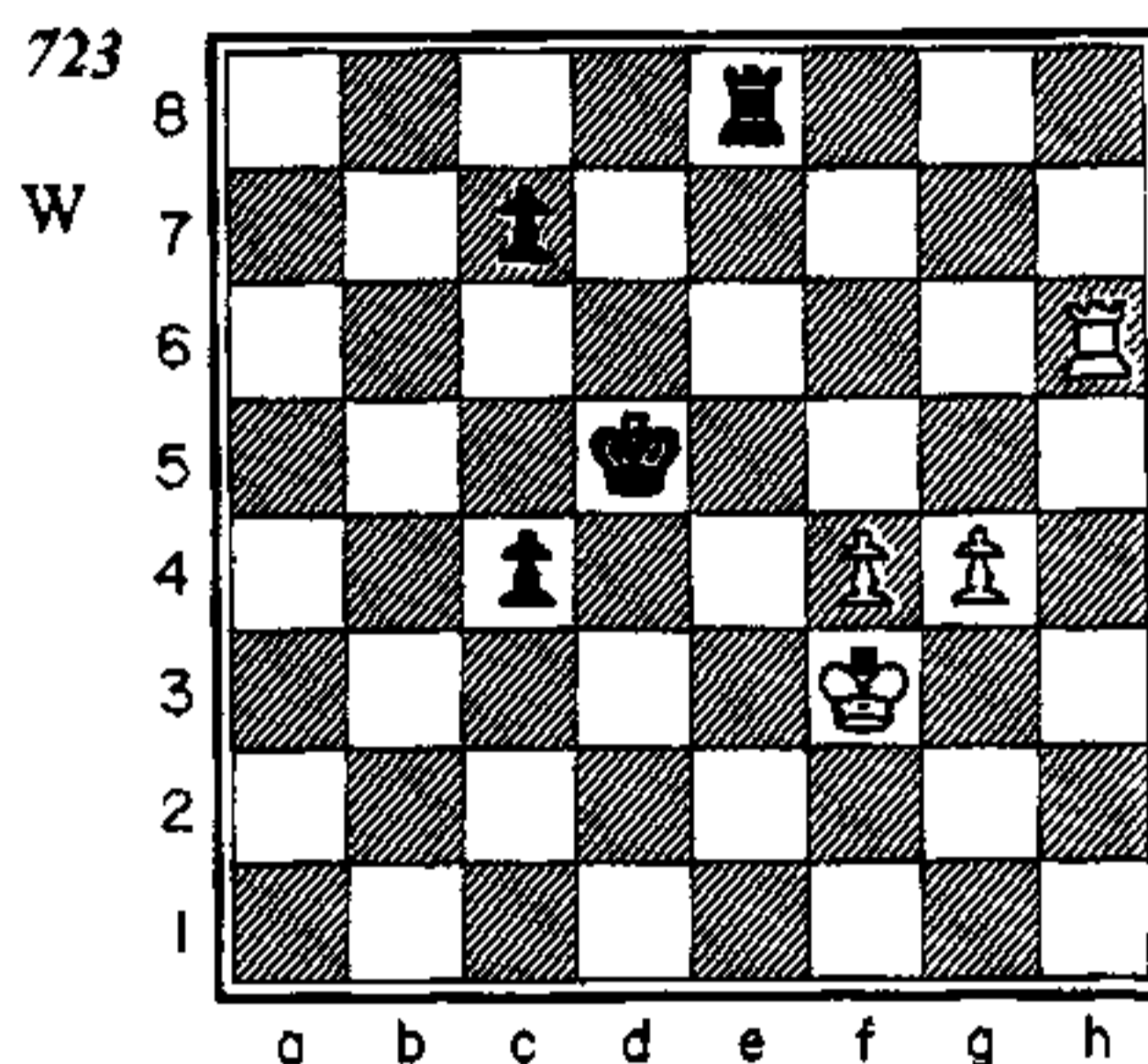
722. Which side is stronger here? Let us examine the position more carefully. White's pawns are one rank further forward than Black's, and in addition it is his turn to move. This tells us that the stronger side is White, but are these advantages sufficient for a win?

The game went **1 c6 Ke7 2 b5? Rb2 3 Rc4 Kd8 4 Rc5 g4 5 Kf4 Rb4+ 6 Kg3 Kc7 7 Kh4 Kc8 8 Rh5 Kc7 9 Rh7+ Kc8 10 Rb7 Rc4 11 Kg3 f5 12 Kh4 Rc5**. Drawn.

We will now consider White's best continuation: **2 Rd4! Rc2 (2 ... Rb2 is met by 3 Kd3 Rb1 4 Kc2 Ra1 5 c7 Ra8 6 b5) 3 b5 Rc5 4 Rb4!**

The best move! If **4 Rd7+**, then **4 ... Ke6 5 Rb7 g4 6 Kf4 f5 7 c7 Rc4+ 8 Kg3 Rc3+ 9 Kh4 g3 10 Kh3 f4 11 b6** and **12 Rb8**, but this complicates matters.

Petrosian–Fischer
Portoroz, 1958



723. 1 Rh1?

This natural move is a loss of time, and by energetic play Black is able to exploit this factor.

As was shown by Levenfish and Smyslov, **1 Rh7!** was correct, e.g. **1 ... c6 2 Rd7+ Kc5 3 Rd1 c3 4 g5 Kc4 5 g6 c2 6 Rc1 Kd3 7 f5 Rg8 8 Kf4** with an extra tempo compared with the game. If instead Black replies **1 ... c5**, then **2 Rd7+ Kc6 3 Rd1 Kb5 4 g5 c3 5 g6** etc.

1 ... c3 2 g5 c5 3 Rd1+.

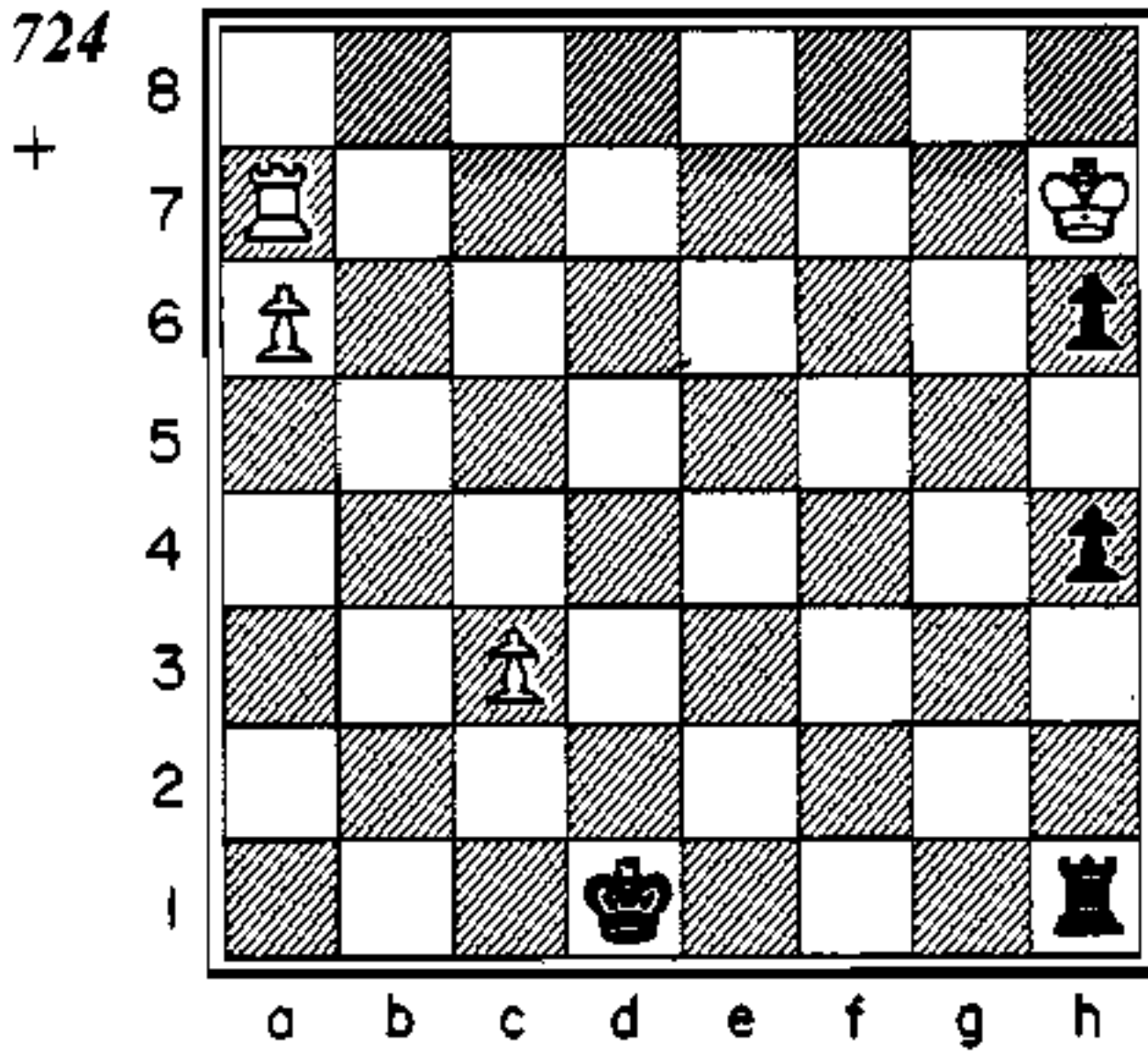
3 g6 can be met by **3 ... Rg8 4 f5 Ke5 5 Kg4 Kf6 6 Rc1 Rd8 7 R × c3 Rd4+ 8 Kh5 c4 9 Rg3 Rd3!** etc.

3 ... Kc4 4 g6 c2 5 Rc1 (no better is **5 Rg1 Rd8 6 g7 Rg8**, when against the capture on g7 there is no defence) **5 ... Kd3 6 f5 Rg8 7 Kf4 Kd2 8 R × c2+ K × c2 9 Kg5 c4 10 f6 c3 11 f7**. Drawn. Indeed **11 ... R × g6+ 12 K × g6 Kb2 13 f8 = Q c2** leads to a draw.

Endings with Passed Pawns

In conclusion here is a study which shows an interesting possibility in rook endings.

Rinck, 1911



724. White queens his a-pawn by force: **1 Rg7! Kc2.**

If Black plays **1... Re1**, trying to penetrate with his rook onto the 8th rank, there follows **2 Rg1! R × g1 3 a7**. Therefore he vacates the 1st rank.

2 Rg2+ Kb3 3 Ra2! K × a2 4 a7, and White wins.

11. Endings with Several Pawns (material advantage)

In rook endings an extra pawn is not such a great advantage as it is in, say, minor piece or especially pawn endings. The point is that the rook is a powerful, dynamic piece, and its degree of activity strongly influences the assessment of a position. As a rule, an extra pawn can be realized in a rook ending only if the pieces, and in particular the rook, are actively placed. If the rook is passively placed, this may lead to the material advantage being devalued.

In his time Tarrasch put forward a rule, that a rook should always be deployed behind a passed pawn. If it is your own pawn, the rook as though urges it on, while if it is an enemy pawn, the rook restrains it and at the same time retains the possibility of mounting attacks from the side.

As we will see below, Tarrasch's rule is applicable in many cases, but is by no means universal. Usually this rule is correct only when it is the rooks that are involved in the battle with a pawn. But if a passed pawn is being opposed by the enemy king, the rook is better placed at the side, when it not only defends the pawn, but also takes part in the play on the opposite wing.

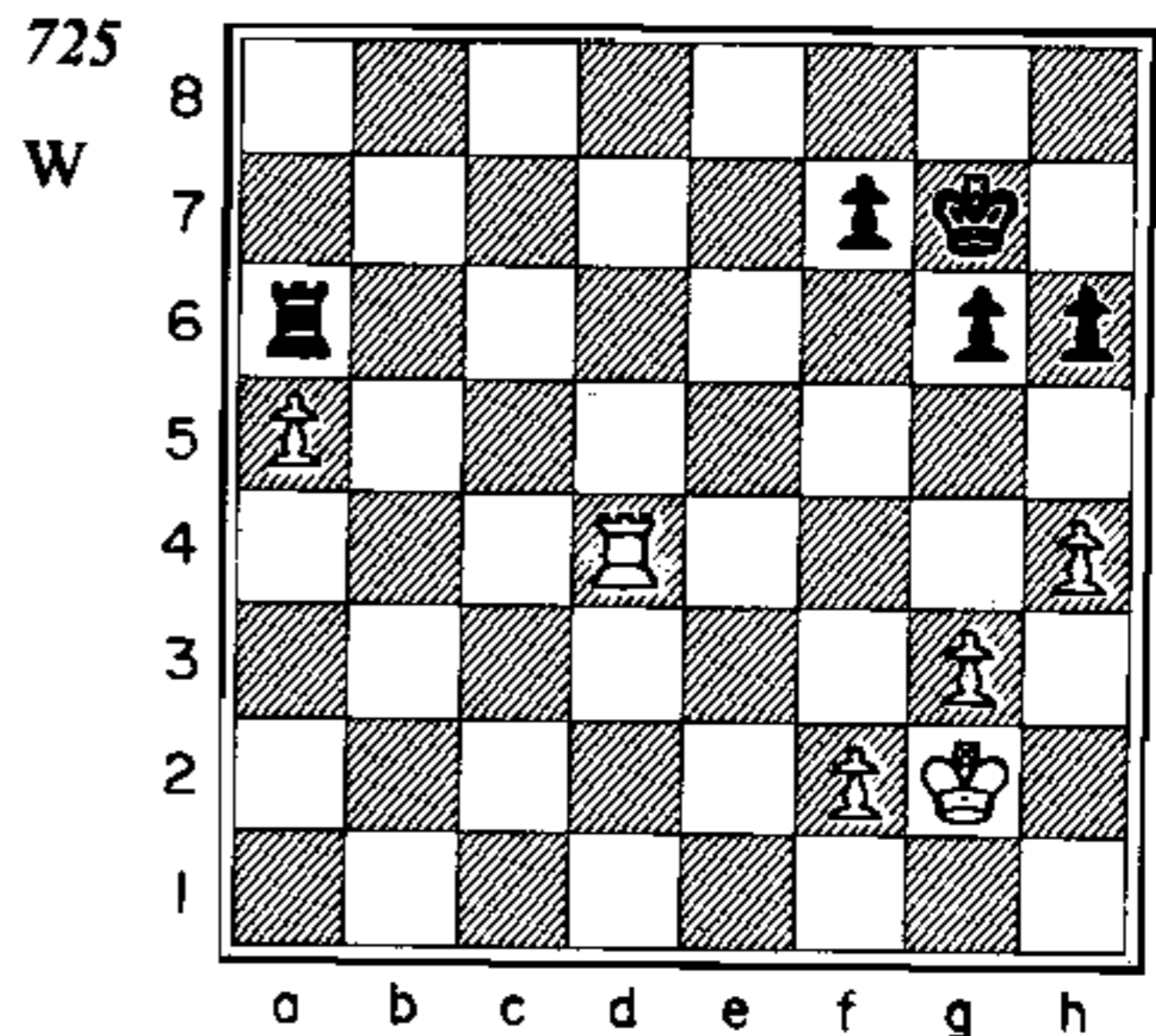
11.1 EXTRA PASSED PAWN

We will begin by studying positions where the stronger side's rook is actively placed.

725. 1 Ra4!

A very strong move. Alekhine deploys his rook in accordance with Tarrasch's rule. The black rook cannot move from a6 and is forced to remain passive, otherwise the pawn will immediately advance.

Alekhine–Capablanca
Buenos Aires, 1927



Now White's problem is to bring up his king and drive away the opponent's rook. Therefore Black must send his king to the aid of his rook.

1 ... Kf6 2 Kf3 Ke5 3 Ke3 h5 4 Kd3 Kd5 5 Kc3 Kc5 (for the moment Black succeeds in not allowing the opponent's king up to the pawn) **6 Ra2!**

White openly waits for his opponent to run out of moves and end up in zugzwang. Black cannot win the a-pawn: this leads to a hopeless pawn ending. **6 ... Ra8** is met by **7 a6**.

Capablanca finds the best defence: he blockades the pawn with his king, freeing his rook for active play.

6 ... Kb5 7 Kd4!

Exploiting the fact that the black king has been diverted by the passed pawn, the white king heads for the opponent's pawns on the opposite wing. This procedure is widely

Extra Passed Pawn

employed in the most diverse types of endings.

7... Rd6+ 8 Ke5 Re6+ 9 Kf4 Ka6 10 Kg5!

White has achieved a major success: his king has broken into the opponent's pawn position. For this reason, 3... h5 seems to me to be a poor move: without real necessity Black has weakened the approaches to his pawns.

10... Re5+ 11 Kh6 Rf5 12 f4.

This allows Black to drag out the resistance somewhat. Playing for zugzwang would have immediately decided the game: 12 Kg7! Rf3 13 Rd2! (suggested by Klaman), e.g. 13... Kx a5 (the threat was 14 Rd6+ and 15 Rf6) 14 Rd5+ Kb4 (14... Kb6 15 Rd6+) 15 Rd4+ and 16 Rf4.

12... Rc5! 13 Ra3 Rc7 14 Kg7 Rd7 15 f5.

Other ways were also possible. The simplest would seem to be 15 Kf6 Rc7 16 Rf3 Kx a5 17 f5.

15... gxf5 16 Kh6 f4 (Capablanca defends desperately, but all the same he cannot save the game) **17 gxf4 Rd5 18 Kg7 Rf5 19 Ra4 Kb5 20 Re4!**

The decisive move. The a-pawn has played its diverting role, and it can now be given up with a clear conscience.

20... Ka6 21 Kh6.

The most thematic way to win was by 21 Kg8 Rf6 22 Kf8 Rf5 23 Kg7, when Black suffers decisive loss of material.

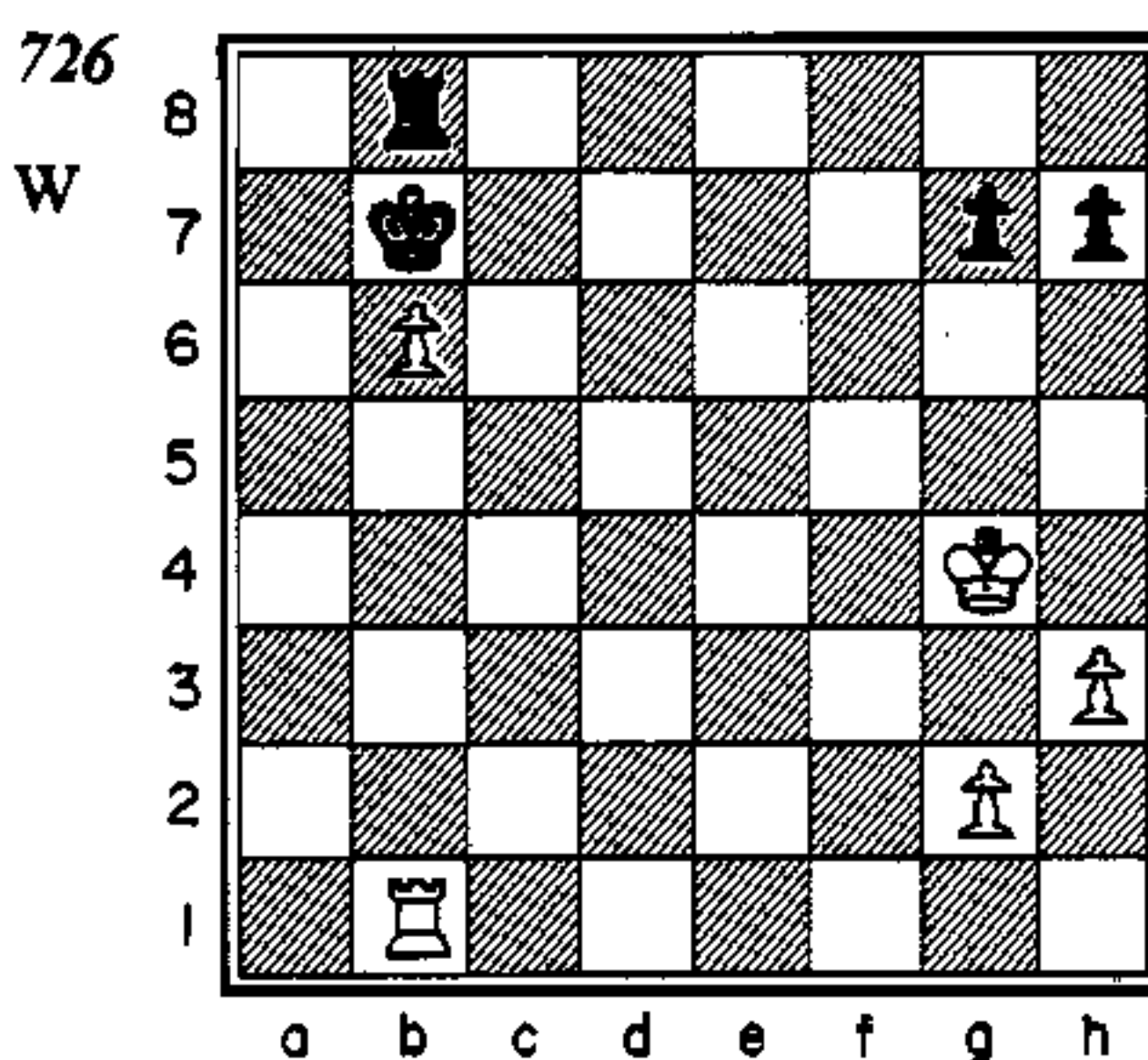
21... Rxa5 (White also wins easily after 21... Kb7 22 Re5 Rxf4 23 Kxh5 f6 24 Re1 Ka6 25 Rh1) **22 Re5 Ra1 23 Kxh5 Rg1 24 Rg5 Rh1 25 Rf5 Kb6 26 Rxf7 Kc6 27 Re7**, and Black resigned: his king cannot take part in the battle against the pawns.

Thus we see that the standard plan for realizing an extra pawn, which we have considered in other types of endings, is also applicable in rook endings: *the stronger side creates a passed pawn, and with the support of the rook tries to advance it. If the pawn is stopped by the opponent's rook the king heads towards the pawn, to drive the rook away. But if the pawn is stopped by the opponent's king,*

the stronger side should defend the pawn with his rook from the side, and try to penetrate with his king or rook into the opponent's pawns on the opposite wing.

In the example just considered the king was easily able to penetrate into the opponent's position. Sometimes, to clear the way for the king, a breach has to be made in the enemy pawns. How this is done is shown in the following example.

Botvinnik-Boleslavsky Moscow, 1941



726. Black is securely blockading the b-pawn with his king, and is intending to activate his rook. Therefore it would be a mistake to play immediately 1 Kf5 Rf8+ 2 Ke6 Rf2 3 g4 Rf3, when the rook is markedly more active. White must first improve the position of his own rook.

1 Re1! Rg8 (of course, not 1... Kxb6 2 Rb1+, when the pawn ending is easily won for White) **2 Re6! Ka6 3 Kg5 Kb7** (Black can merely wait to see what White will do) **4 h4!**

A typical plan in such positions: the h-pawn plays the role of a battering-ram.

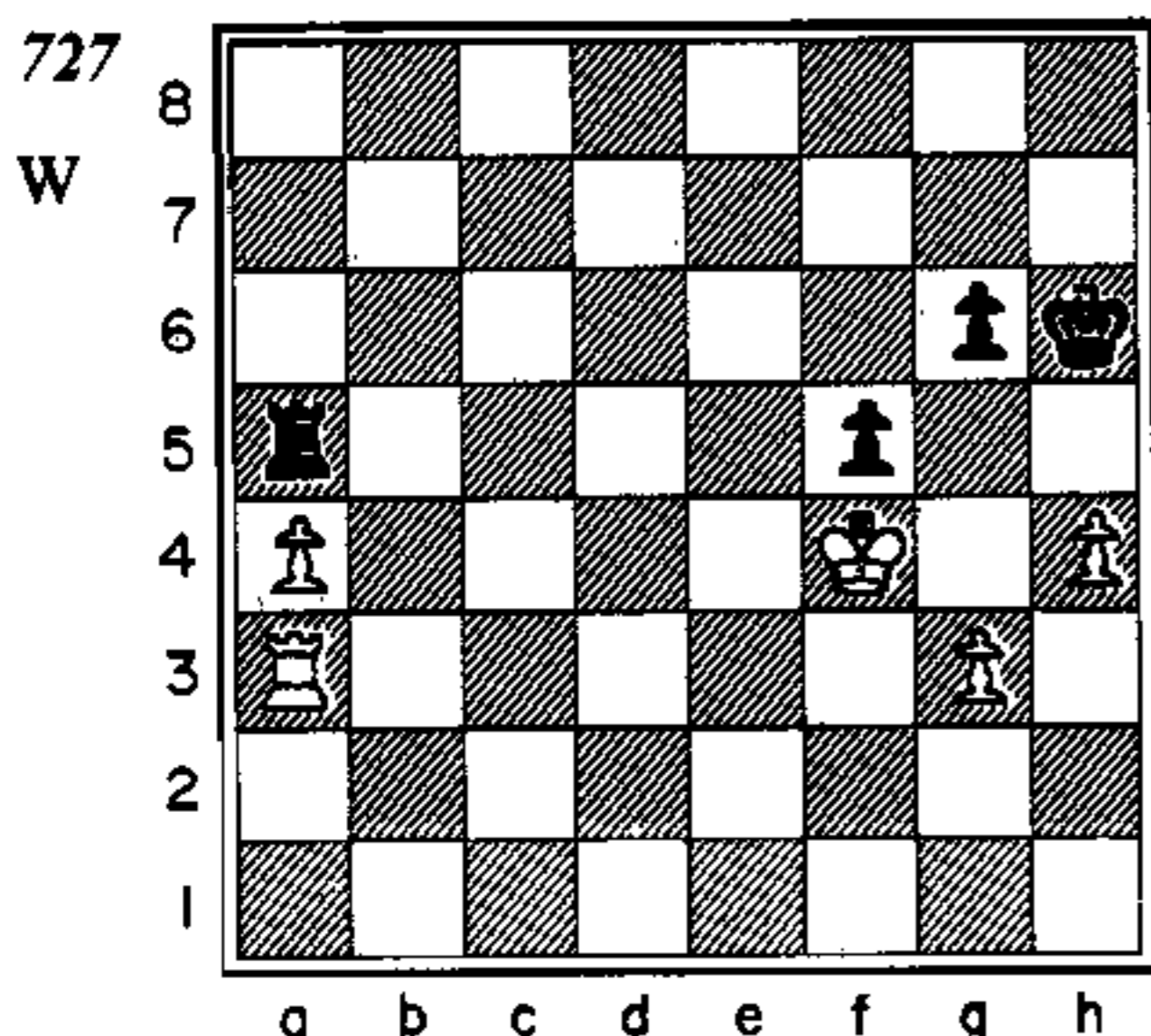
4... Ka6 5 h5 Kb7 6 g4 Ka6 7 Kh4 Kb7 8 h6 (all the necessary preparations are complete, and the assault commences) **8... gxh6 9 Rxb6 Rg7 10 Kh5 Ka6 11 Rc6 Re7 12 Rc7**

Several Pawns (material advantage)

Re5+ 13 g5 K×b6 14 R×h7, and White won.

We will now consider some examples where the weaker side has possibilities of counter-play.

Khavin–Goldberg
Kiev, 1940



727. Compared with example 726, here the passed pawn is not very far advanced, which naturally improves Black's defensive chances. White's plan is clear: he must move his king across to the aid of his pawn.

Black cannot prevent this, but his king is able to attack the enemy pawns on the opposite wing.

1 Ke3 Kh5.

Stronger was 1... g5! 2 h×g5+ (otherwise 2... g×h4 3 g×h4 Kh5) 2... K×g5 3 Kd4 f4! (by this series of exchanges Black obtains a drawn ending) 4 g×f4+ K×f4 5 Kc4 Ke5 6 Kb4 Ra8 7 Rd3 Ke6 8 a5 Ke7 9 Kb5 Rd8! 10 Rc3 Kd7 11 a6 Rb8+ 12 Ka5 Rc8 etc.

2 Kd4 Kg4.

And this counter-attack is too late. Extreme measures were called for: 2... f4! 3 g×f4 K×h4 4 Ra1 Kg3 5 Ke3 (5 Ke4 Ra8 6 Rg1+ Kf2 7 R×g6 R×a4+ 8 Ke5 Kf3 9 f5 Ra5+ 10 Ke6 Kf4 11 f6 Ra6+ 12 Kd5 Ra5+! 13 Kc6 Ra8! etc.) 5... Kg2 6 Ke4 Kg3 7 Ra2

Ra8! 8 a5 Re8+ 9 Kd5 K×f4 10 a6 Ra8 with a draw.

3 Kc4 f4 4 g×f4 K×h4 (4... K×f4 is also inadequate: 5 Kb4 Ra8 6 Rd3 Kg4 7 Rd4+ Kh5 8 a5) **5 Ra1! Kh3** (5... Kg4 is completely bad: 6 Kb4 Ra8 7 Rg1+ K×f4 8 R×g6 Ke5 9 a5) **6 Kb3!**

A necessary finesse. After 6 Kb4? Rf5 the f4 pawn is captured with check, and Black gains a draw.

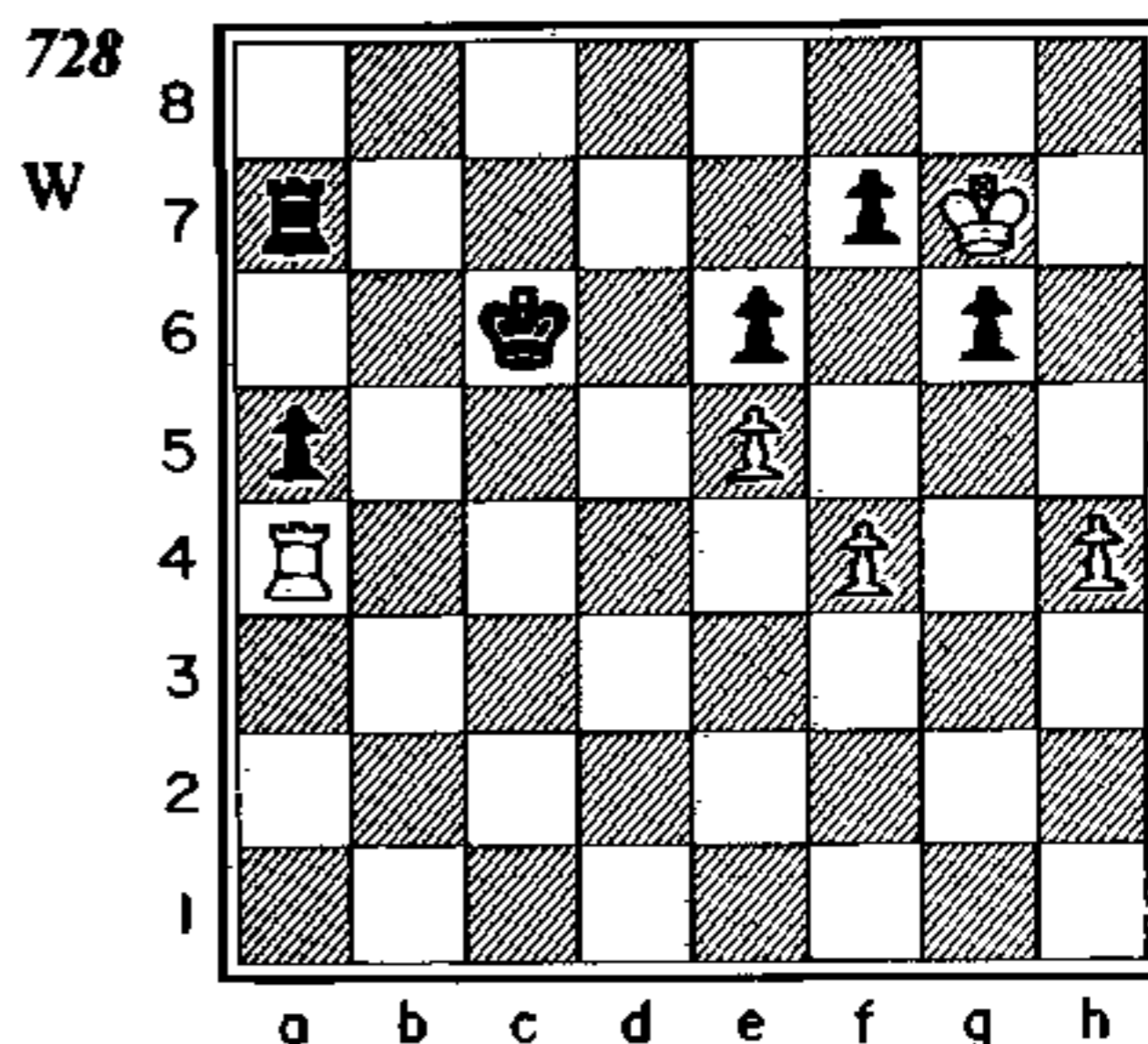
6... Kg2 7 Rc1.

A familiar procedure: the pawn is supported by the king, so the rook can be moved to a more favourable position.

7... Ra6 8 Rc4 Kf3 9 Kb4 Ke3 10 Kb5 Rf6 11 a5 Kd3 12 Rc6 R×f4 13 R×g6 Rf1 14 a6, and White won.

In such endings an important defensive resource is the ability, in turn, to create a passed pawn. In this case the play may become much more sharp, and the result will depend on the specific situation.

Em. Lasker–Levenfish
Moscow, 1925



728. White's position looks hopeless, since the standard 1... Kb5 followed by the advance of the a-pawn is threatened. And yet, by sacrificing a pawn but creating a passed pawn, White can save the game.

1 f5!! e×f5 (after 1... g×f5 White im-

Extra Passed Pawn

mediately acquires a passed pawn) 2 e6! f×e6+ 3 K×g6 Kb5 4 Ra1 f4 5 h5 e5.

No better is 5... f3 6 Rf1! a4 7 R×f3 a3 8 Rf1 a2 9 Ra1 Kc4 10 h6 Kb3 11 h7 Ra8 12 Re1! Kb2 13 Re2+ Kb3 14 Re1, and the draw is obvious.

6 Re1! Kc4 (6... a4 7 R×e5+ Kc6 8 Re4 a3 9 R×f4 a2 10 Rf1 etc.) 7 R×e5 Kd3 8 h6 f3 9 h7 R×h7 10 K×h7 f2 11 Rf5 Ke3 12 Rf8 a4 13 Re8+ Kf3 14 Rf8+ Kg2 15 Rg8+ Kh3 16 Rf8 with a draw.

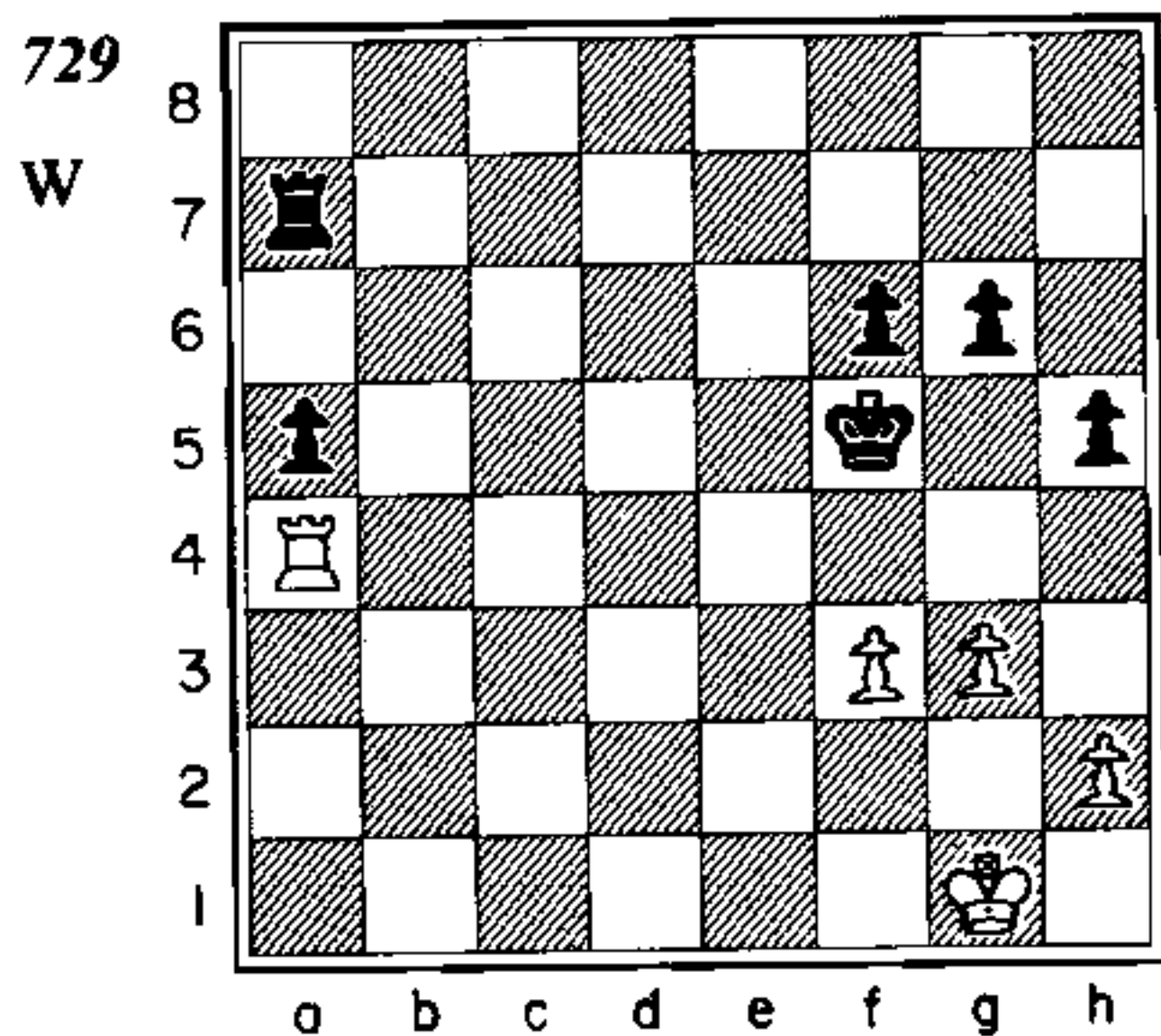
But none of this happened in the game. White delayed his breakthrough, and the extra tempo allowed Black to win.

1 Kf6 Kb5 2 Ra1 a4 3 f5 e×f5 4 e6 f×e6 5 K×g6 f4! 6 h5 f3 7 h6 e5! 8 Re1! (on 8 h7 there would have followed 8... R×h7 9 K×h7 e4 10 Rf1 a3 11 Kg6 a2 12 Kf5 e3! 13 Ke4 e2) 8... a3 9 R×e5+ Kc4 10 Re1 a2 11 h7 Ra8!

Accuracy to the end. Had Black immediately given up his rook for the pawn—11... R×h7 12 K×h7 f2, after 13 Rf1 Kd3 14 Ra1! he would have had to agree to a draw.

12 Kg7 (12 Ra1 Kb3 13 Rf1 f2 14 Kg7 a1=Q+ 15 R×a1 R×a1 16 h8=Q Rg1+) 12... f2 13 Ra1 Kb3 14 Rf1 a1=Q+ 15 R×a1 R×a1 16 h8=Q Rg1+ White resigns.

Botvinnik–Borisenko Moscow, 1955



729 At first sight this position is a typical example on the theme of realizing an extra pawn. Indeed, if it were Black to move, he would play 1... Ke5, beginning to march his king over to the a-pawn. But it is White to play, and he lands a counter-blow.

1 g4+!

How should Black continue? He replied 1... h×g4 2 f×g4+ Ke5, but this allowed White to create a passed pawn on the h-file: 3 h4! Kd5 4 h5 g×h5 5 g×h5. Now moving the king across to the a-pawn no longer succeeds: 5... Kc5 6 h6 Kb5 7 Rh4 Rh7 8 Rh5+ Kb4 9 Rh4+ Kb3 10 Rh3+ Kb2 11 Rh4, and Black can make no progress. He therefore decided to tackle the h-pawn with his king: 5... Ke6 6 h6 Kf7 7 Rg4 Kf8 8 Rf4 Ra6 9 Rg4 Ra7 10 Rf4 Kg8 11 R×f6 a4 12 Rf2 Kh7 13 Ra2 K×h6 14 Kf2 Kg5 15 Ke3, and a draw was agreed.

Couldn't Black have played more strongly? Let us see. If, for example, instead of 2... Ke5 he had replied 2... Kg5, White would have drawn after 3 Kg2 Kh4 4 Kg1! Kh3 5 Kh1 f5 (5... Rb7 6 Ra3+ K×g4 7 R×a5) 6 g×f5 g×f5 7 Kg1 f4 8 Kf2 etc.

The best continuation was most probably 1... Ke6, not exchanging pawns. It is true that then Black acquires a weakness which gives the opponent some counter-play. The game could have continued: 2 g×h5 g×h5 3 Kf2 Kd6 4 Ke3 Re7+ (otherwise the white king, in turn, will head for the f- and h-pawns) 5 Kd3 Re5 6 Rf4 Rd5+!

Other commentators considered only 6... f5 7 Rh4 Kd5 8 R×h5 f4 9 Rh4 Re3+ 10 Kd2 R×f3 11 Rh5+ and 12 R×a5 with a draw.

But things are by no means so simple. Black's plan is to give up a pawn at a point when the a-pawn will become dangerous. Here are some possible variations:

(a) 7 Ke3 f5 8 Rh4 Kc5 9 Kf2 Kb5 10 R×h5 a4 11 Rh8 a3 12 Re8 f4! 13 h4 Kb4 14 Re1 a2 15 Kg2 Ra5 16 Ra1 Kc3 17 Kh3 Kb2.

(b) 7 Kc3 Kc6 8 Ra4 Rf5 9 Kd3 Kd6 (9... R×f3+ 10 Ke4 Rf2 11 R×a5 with a

Several Pawns (material advantage)

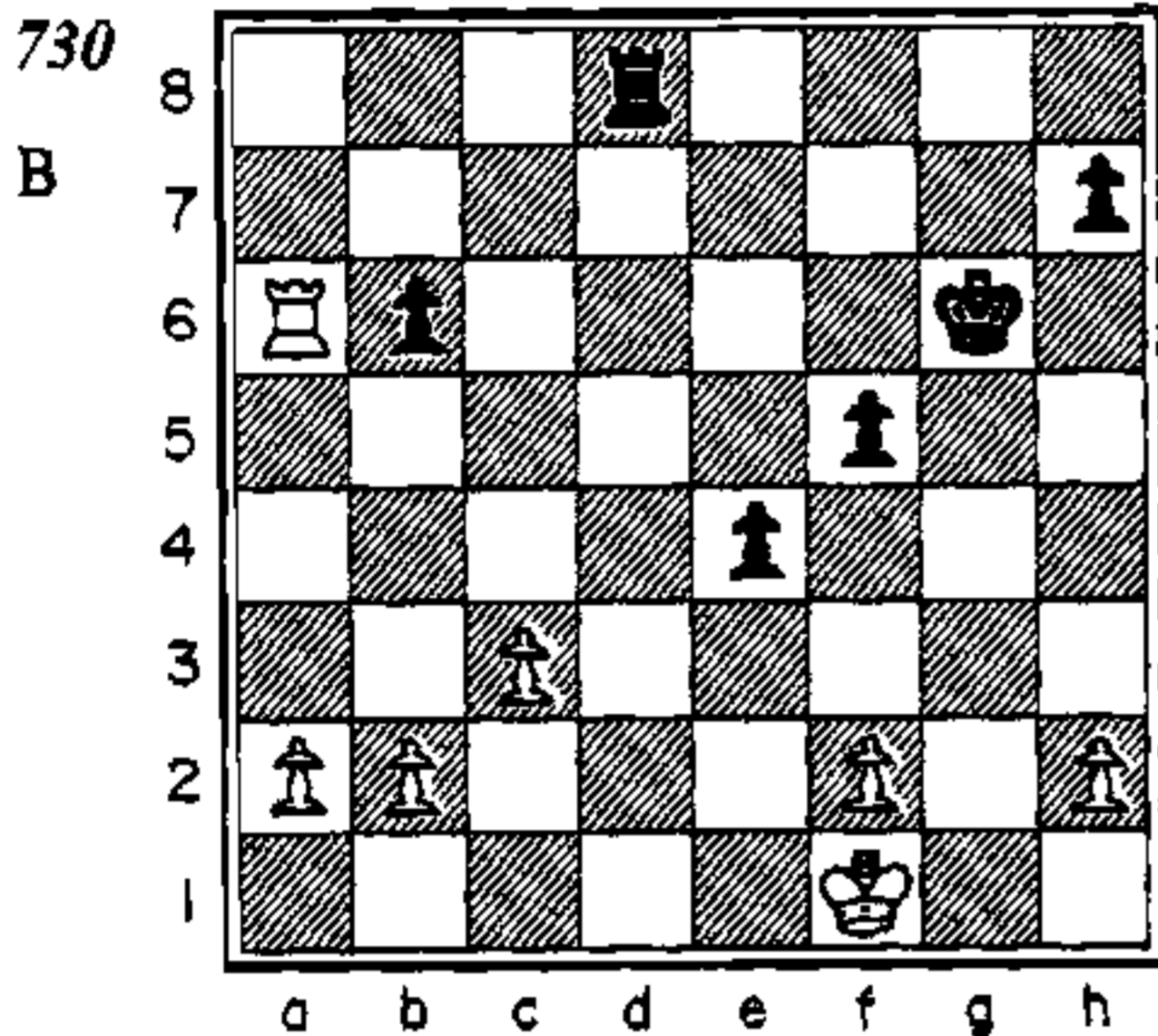
theoretical draw) 10 Ke4 Rd5 11 Ke3 Kc6 12 Rf4 f5 13 Rh4 Kb5 etc.

It should be noted that, in defence too an actively placed rook often compensates for a material deficit.

9 c4 Kg2 10 Rf4 Rc2 11 Rh4 Kf3 12 Kd1 R × f2 13 c5 Ke3 14 R × h5 Kd4. Drawn.

An exceptional saving resource in such endings is shown in the following position.

Tarrasch–Rubinstein
San Sebastian, 1911



730. Black is already a pawn down, and is threatened with the loss of a second. Passive defence is no use: 1 ... Rd6 is met by 2 Ke2 followed by 3 a4 with the threat of 4 a5. The only way to save the game is by active play!

1 ... Rd2! 2 R × b6+ Kg5.

White is two pawns up, but Black intends by ... f4–f3 to create mating threats, e.g. 3 a4 f4 4 a5 f3 5 Ke1 Re2+, and White is obliged to repeat moves since 6 Kd1 R × f2 7 a6 e3 8 a7 Rd2+ 9 Kc1 f2 etc. is dangerous for him. He therefore has to think in terms of defence.

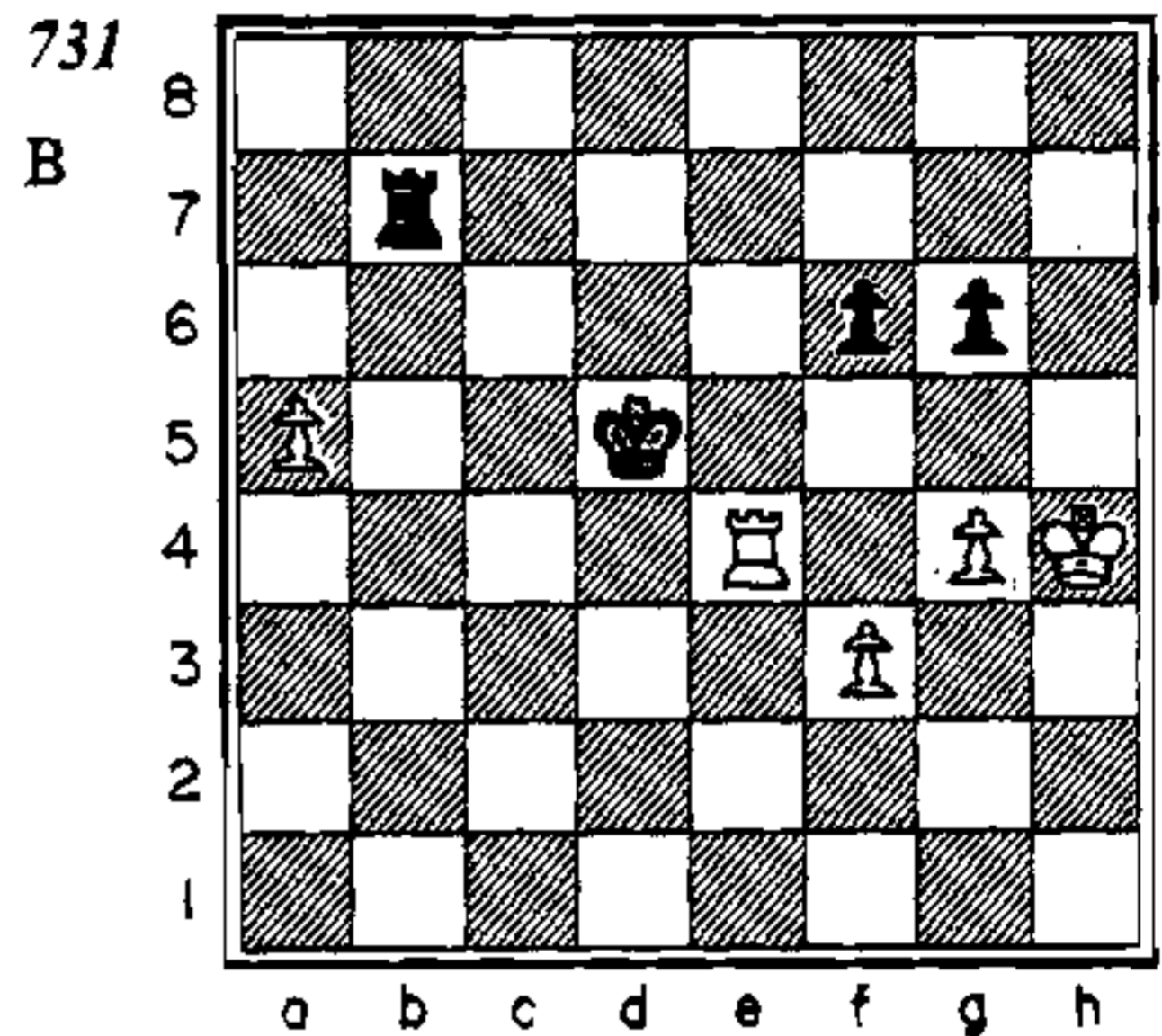
3 Ke1 Rc2 4 Rb5! Kg4! 5 h3+!

An essential move. Had White allowed ... f4, in view of the threat of ... Kf3 he would have been in danger of losing.

5 ... K × h3 6 R × f5 R × b2 7 Rf4 R × a2 8 R × e4 h5.

White has managed to retain his material advantage, but Black has acquired a new trump—a passed pawn supported by his king. This proves sufficient to save the game.

Dvoryetsky–Kupreichik
Minsk, 1976



731. It appears that, by placing his rook behind the a-pawn, White will obtain a won ending. That would be so, if his king were at g3.

Black found a splendid defensive resource: 1 ... Rb3! 2 Ra4 R × f3 3 a6 Ke6!, and it transpires that 4 a7 loses to 4 ... g5+ 5 Kh5 Kf7 with inevitable mate. If instead 4 Rb4, then 4 ... Ra3. White had to reply 4 g5 f × g5+ 5 K × g5 Rf8 with a draw.

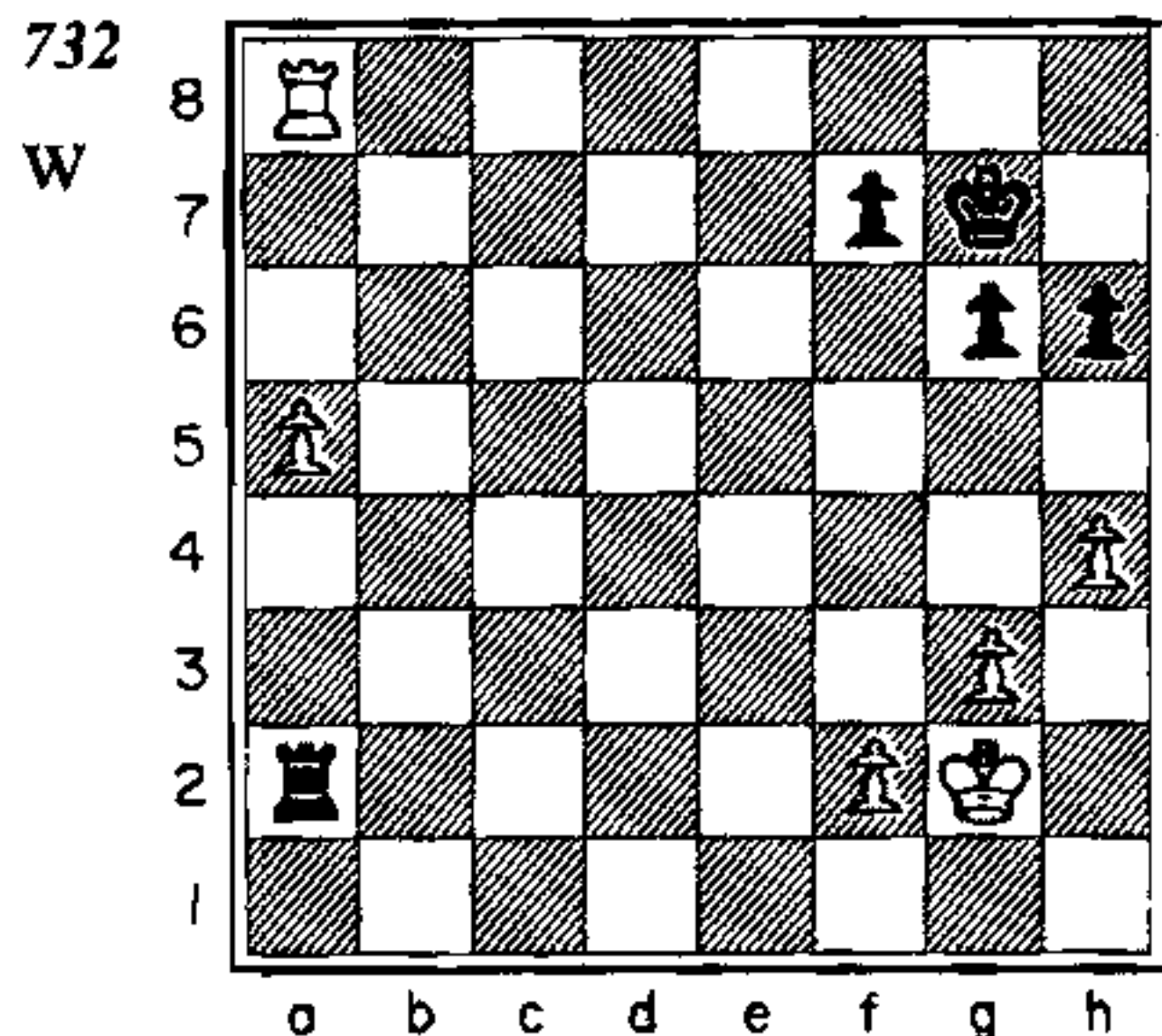
With the exception of the last two positions, up till now we have been considering examples where the defender's rook has been restricted: it has been placed in front of the enemy passed pawn, and its main role has been to prevent the advance of this pawn. For such a powerful piece as a rook, such a role is too small, and does not allow it to display its powers to the full.

What if the weaker side's rook occupies a more active position? Tarrasch considered that a rook was best placed behind the opponent's passed pawn, and so we will now turn

Extra Passed Pawn

to a study of positions where the rook is deployed 'according to Tarrasch'.

Kopayev, 1958



732. Compared with diagram 725, here it is essentially only the placing of the rooks that has changed. The weaker side's rook is now attacking the passed pawn from the rear, while the opponent's rook is supporting it from in front. It is not hard to demonstrate that such an arrangement of the pieces is more favourable to the weaker side, since his rook is now active and can simultaneously fulfil two tasks: fight against the passed pawn and attack the opponent's pawns on the opposite wing.

How is White to realize his extra pawn? If he advances it to a7, this does not improve his chances, since all the same his rook cannot break out from a8. In this case marching the king up to the aid of the pawn also does not help: as soon as it reaches b6 or b7, the rook drives it away with checks from the rear, and then again takes up position behind the pawn.

White can try a different plan: to leave his pawn at a6, retaining a7 as a shelter for his king. But then he runs up against other difficulties. When advancing towards the passed pawn, the king will be forced to abandon his K-side pawns to their fate. The

opponent will be able to attack them, and while the king is 'en route', win one or even two of them.

If Black plays sufficiently actively, this plan of White's will also not succeed: 1 a6 Kf6 2 Kf3 h5 3 Ke3.

3 Ke4 is risky: 3 ... Rxf2 4 Kd5 Ra2! 5 Kc6 Kf5 6 Kb7 Kg4 7 Rf8 Kxg3 8 Rxf7 Kxh4 9 a7 g5, and Black cannot lose.

Before advancing his king towards the passed pawn, White improves the placing of his K-side pawns.

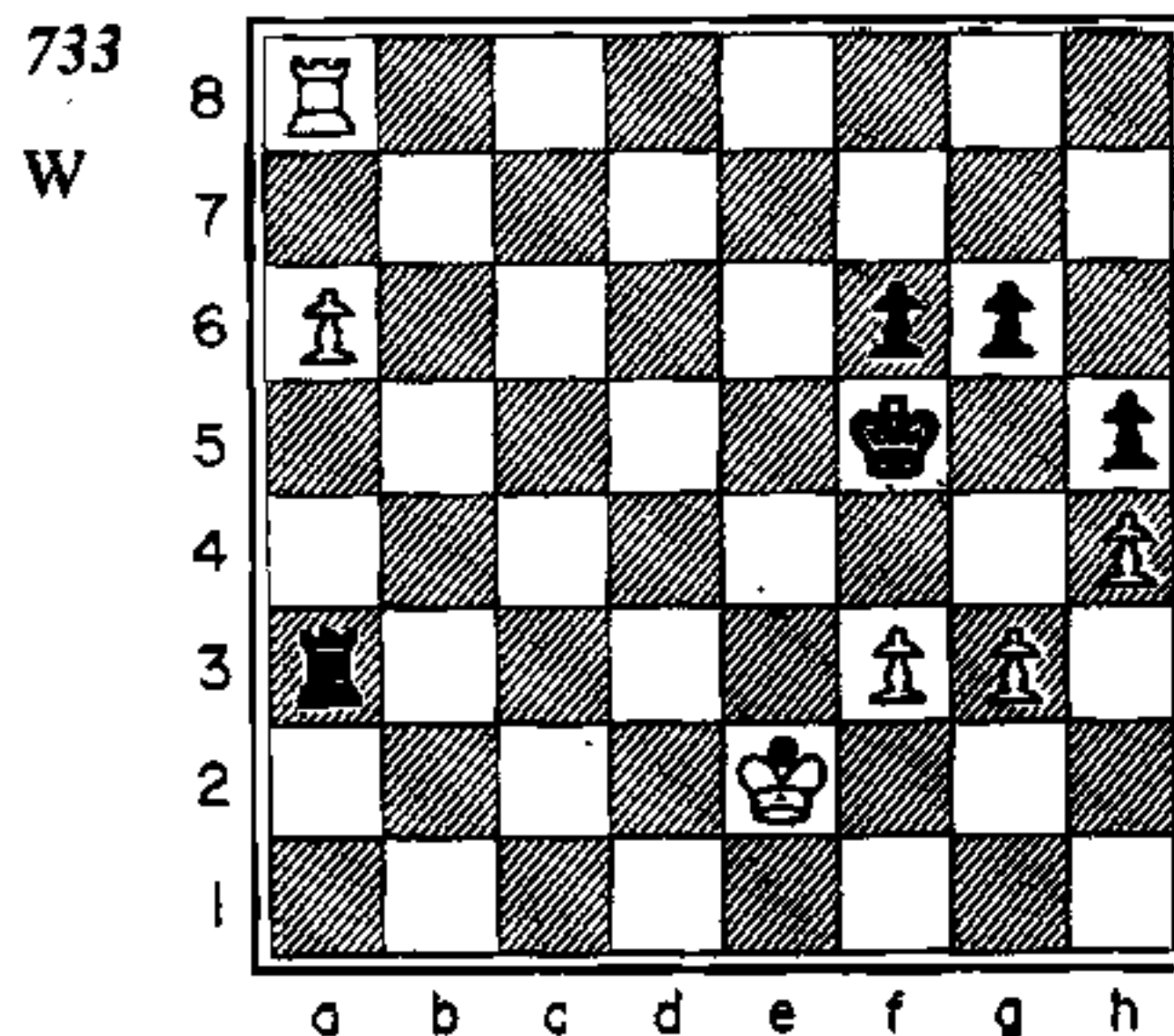
3 ... Kf5 4 f3 Ra3+ 5 Kd4 Rxf3 6 Rf8 (6 Kc5 is weaker: 6 ... Ra3 7 Kb6 Kg4) 6 ... Ra3 (6 ... Kg4 is dangerous: 7 a7 Ra3 8 a8=Q Rxa8 9 Rxa8 Kxg3 10 Ke3, when Black has difficulties) 7 Rxf7+ Kg4 8 Rf6 Kxg3 9 Rxg6+ Kxh4.

Black has achieved material equality, but the rather unhappy position of his king, obstructing his own pawn, complicates the defence somewhat.

10 Kc5 Kh3 11 Kb6 h4 12 Rg5 Rxa6+ (the simplest, although Black also does not lose after 12 ... Kh2 13 Ra5 Rxa5 14 Kxa5 h3 15 a7 Kg1 16 a8=Q h2) 13 Kxa6 Kh2 14 Kb5 h3 15 Kc4 Kh1 16 Kd3 h2 17 Ke2—stalemate.

Here are some more examples demonstrating the features of such endings.

Unzicker-Lundin
Amsterdam, 1954



Several Pawns (material advantage)

733. The pawn structure very much resembles the previous one, the only difference being that the black pawn is not at f7, but f6. This difference has a fatal effect on the outcome—Black loses.

1 a7!

Were Black's pawn at f7, his king could now return to g7, after which all White's winning attempts would be in vain. But here there is no way back for Black's king, and he is obliged to await the development of events.

1 ... Ra2+ 2 Kd3 Ra1 3 Kd4 Ra5 4 Kc4 Ra3 5 Kc5 Ra1.

Black loses after 5 ... Rxf3 6 Rf8 Ra3 7 a8=Q Rxa8 8 Rxa8 Kg4 9 Ra3 g5 10 h×g5 f×g5 11 Kd4 h4 12 g×h4 g×h4 13 Ke3 Kg3 14 Ra8 etc.

6 Kd6 Ra3? 7 Ke7.

The g6 pawn is a weakness in Black's position, and it is for this that the white king is aiming. But Black's last move was a mistake (6 ... Ra6+ was correct, although 7 Ke7 Ra5 8 Kf8! Ra6 9 Kf7 etc. transposes into the game), since by 7 Rc8 with the threat of 8 Rc5 mate White could have immediately concluded matters.

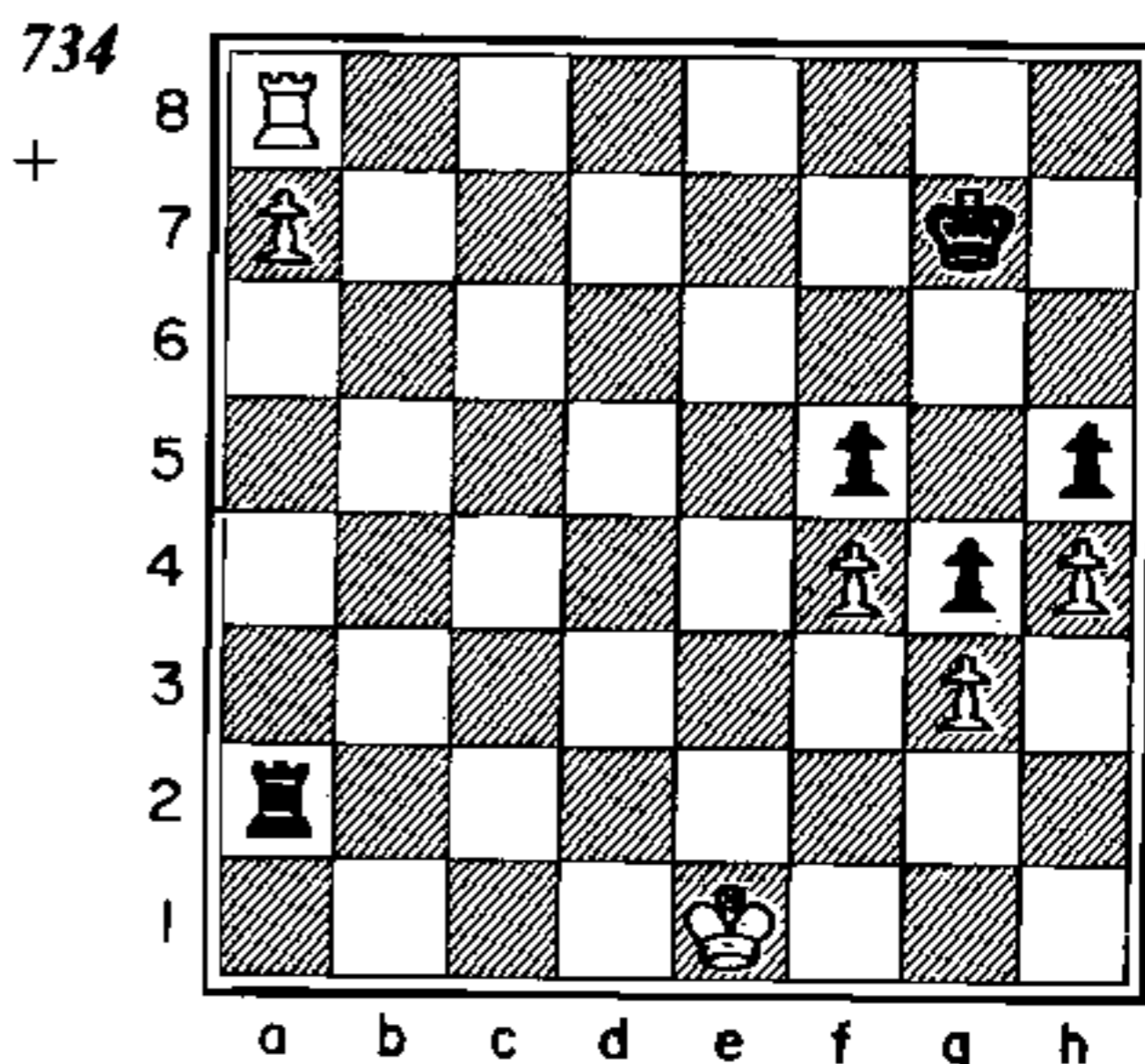
7 ... Ra6 8 Kf7 Ra3 9 Kg7 Ra1 (9 ... g5 does not help: 10 h×g5 K×g5 11 Kf7 Kf5 12 g4+ h×g4 13 f×g4+) 10 Kh6! Ra6 11 Rb8 R×a7 12 Rb5+ Ke6 13 K×g6 Ra8 14 K×h5 Rg8 15 g4 Rh8+ 16 Kg6 Resigns.

Black could also have defended differently: 1 ... Ra6 2 Kd3 Rd6+ 3 Kc4 Rd7, trying to prevent the white king from reaching h6, but after 4 Kb5! Re7 5 Kc6! he is in zugzwang, and is forced to go into the variation already considered: 5 ... Re6+ 6 Kd7 Ra6.

Usually in such positions the advance of the passed pawn to the 7th rank is a threat, if the opponent has undefendable weaknesses. Here are two classic examples.

734. Black cannot defend his f-pawn, e.g. 1 Kd1 Kh7 2 Kc1 Kg7 3 Kb1 Ra6 4 Kb2 Ra5 5 Kb3 Ra1 6 Kb4 Ra2 7 Kb5 Ra1 8 Kb6 Rb1+ 9 Kc6 Ra1 10 Kd6 Ra6+ 11 Ke5 Ra5+ 12 Ke6 Kh7 13 Kf6 etc.

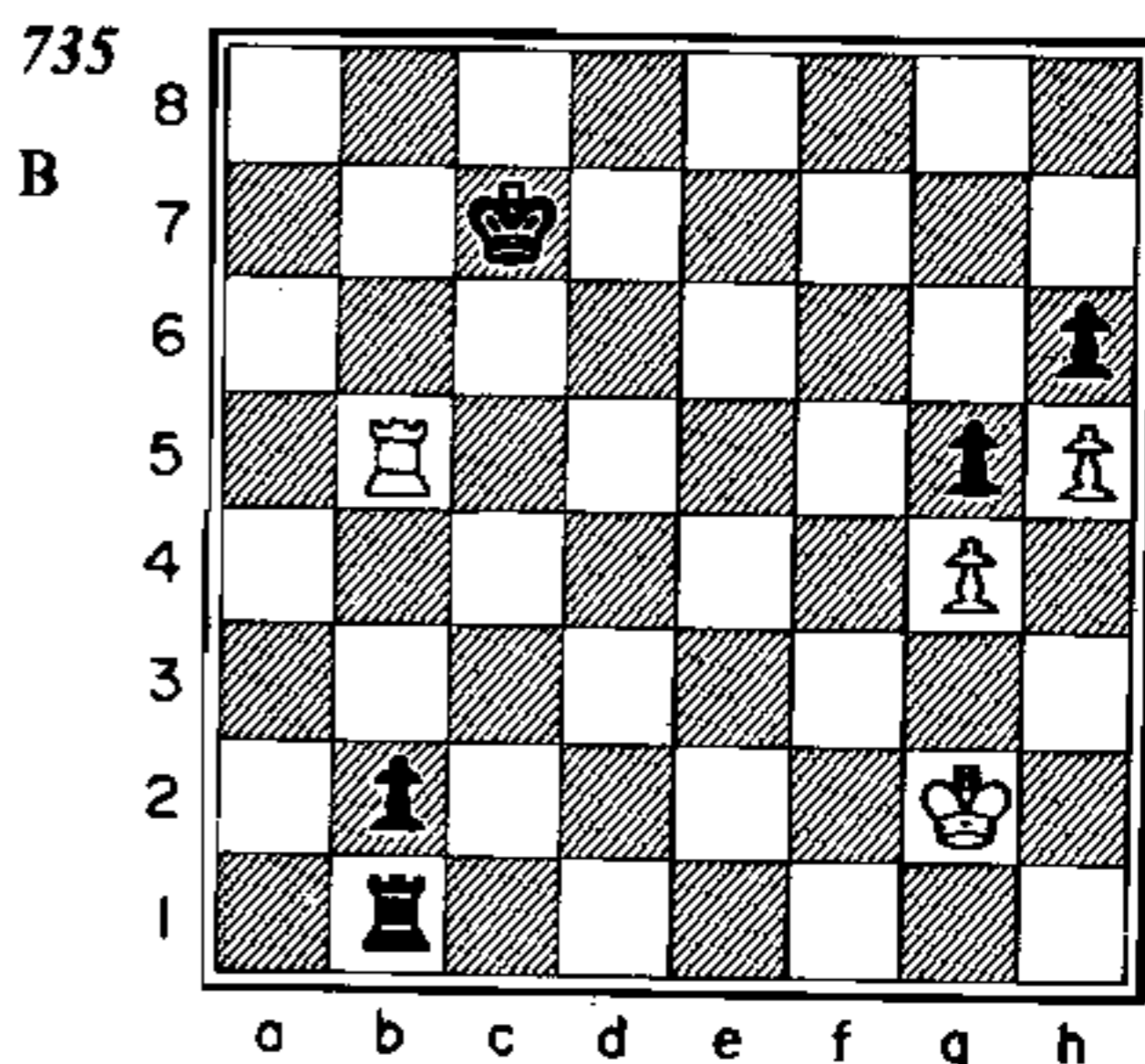
In this example White won a second pawn,



after putting his opponent in zugzwang.

Sometimes the procedure involves a pawn sacrifice, with the aim of exchanging rooks and transposing into a won pawn ending.

Nemet-Sokolov
Yugoslavia, 1974



735. Here the weakness of the g4 pawn is not as marked as the weakness of the f5 pawn in the previous example. Nevertheless Black is able to exploit it in a pawn ending.

1 ... Kc6 2 Rb8 Kd5 3 Rb4 Kc5.

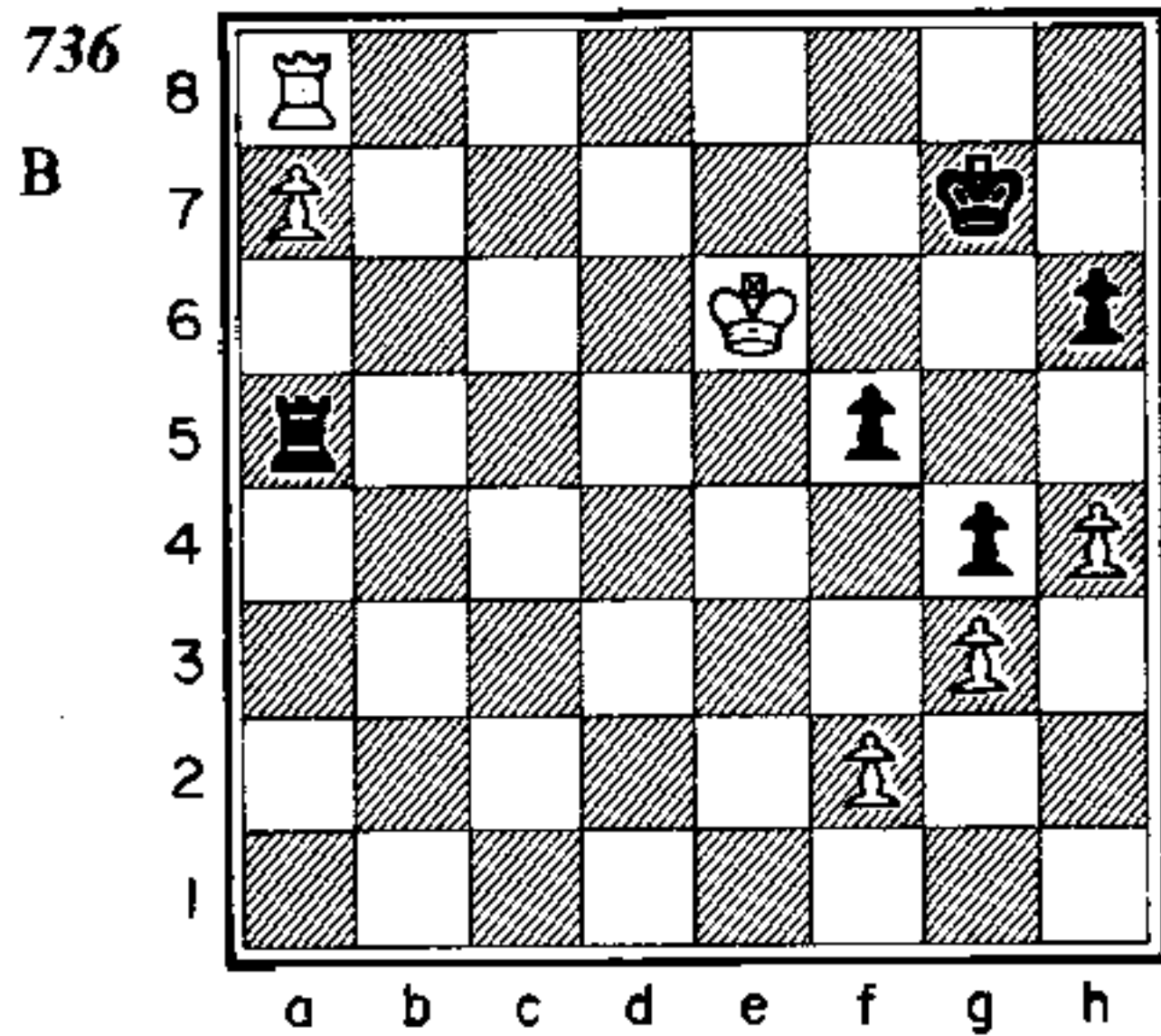
3 ... Ke5 can be met by 4 Kh2, when the king has to return, since Black fails to win after 4 ... Re1 5 R×b2 Kf4 6 Rb6 K×g4 7 R×h6 Re2+ 8 Kgl Kg3 9 Rf6 etc.

4 Rb8 Kc4, and White resigned in view of

Extra Passed Pawn

the possible continuation **5 Rb7 Kc3! 6 Rc7+ Kd3 7 Rd7+** (if **7 Rb7**, then **7... Rcl! 8 Rxb2 Rc2+**) **7... Ke3 8 Rb7 Rd1! 9 Rb3+ Rd3 10 Rxb2 Rd2+ 11 Rxd2 Kxd2**, and the pawn ending is hopeless for White.

It is always worth remembering, however, that winning a second pawn is not yet a sufficient condition for victory—after all, the white rook at a8 is passively placed.



736. Had White's pawn been at f4, he would have won exactly as in example 734. But the pawn is at f2, and this gives Black defensive resources.

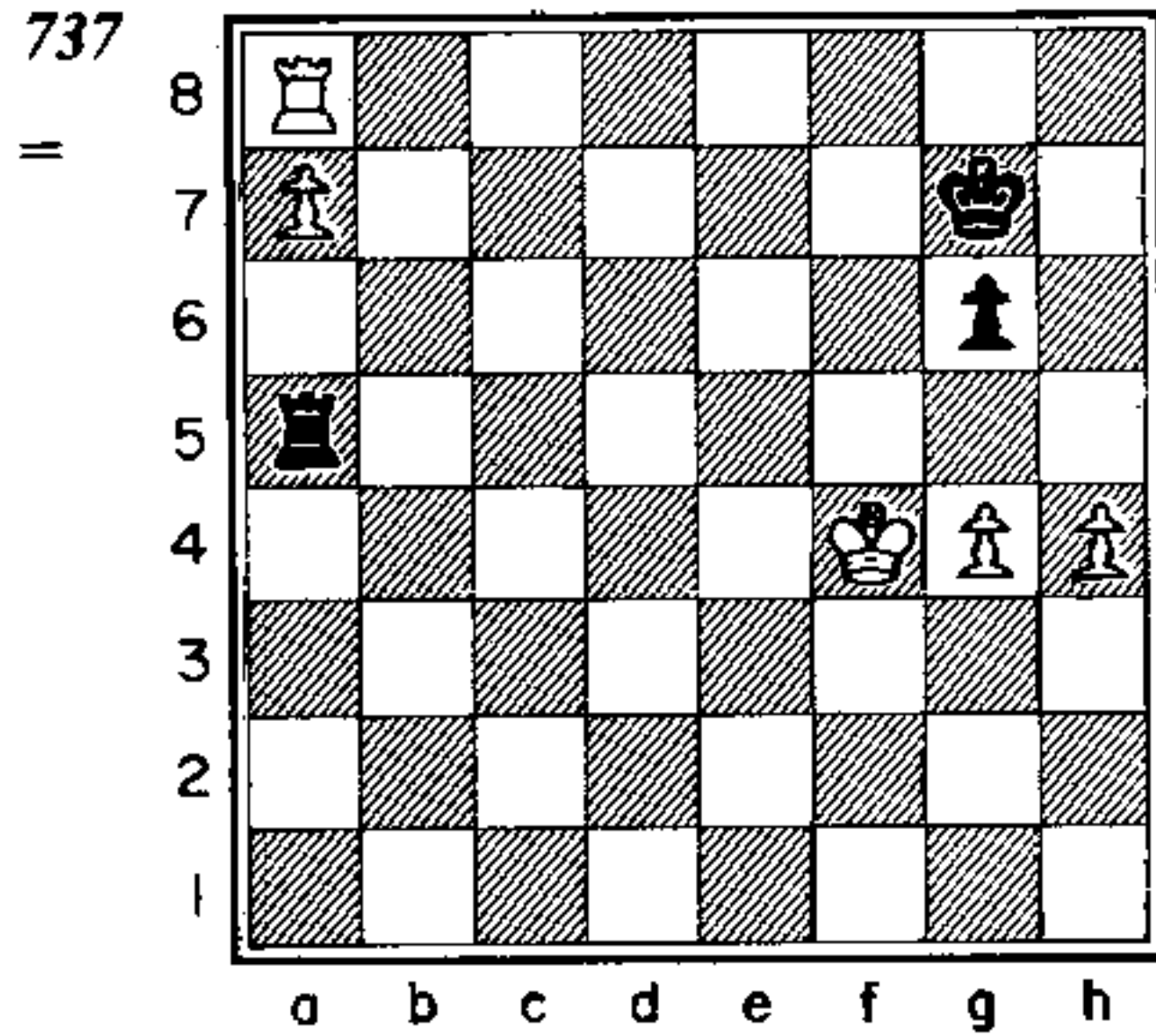
1... Ra2!

The only move! After **1... h5 2 Kd6!** (2 **Re8 Ra6+!** 3 **Kxf5 Rxa7 4 Kg5 Ra5+ 5 Kf4 Ra2** leads to a draw) **2... Kh7 3 Ke7 Kg7 4 Ke6 Ra2 5 Kxf5 Rxf2** (5... **Ra5+ 6 Kf4 Kh7 7 Rf8! Rxa7 8 Kg5 Ra5+ 9 Rf5**, winning) **6 Kg5 Ra2 7 Kxh5 Ra4 8 Re8 Rxa7 9 Kxg4** White wins.

2 Kxf5 Rxf2+ 3 Kxg4 Ra2. Draw.

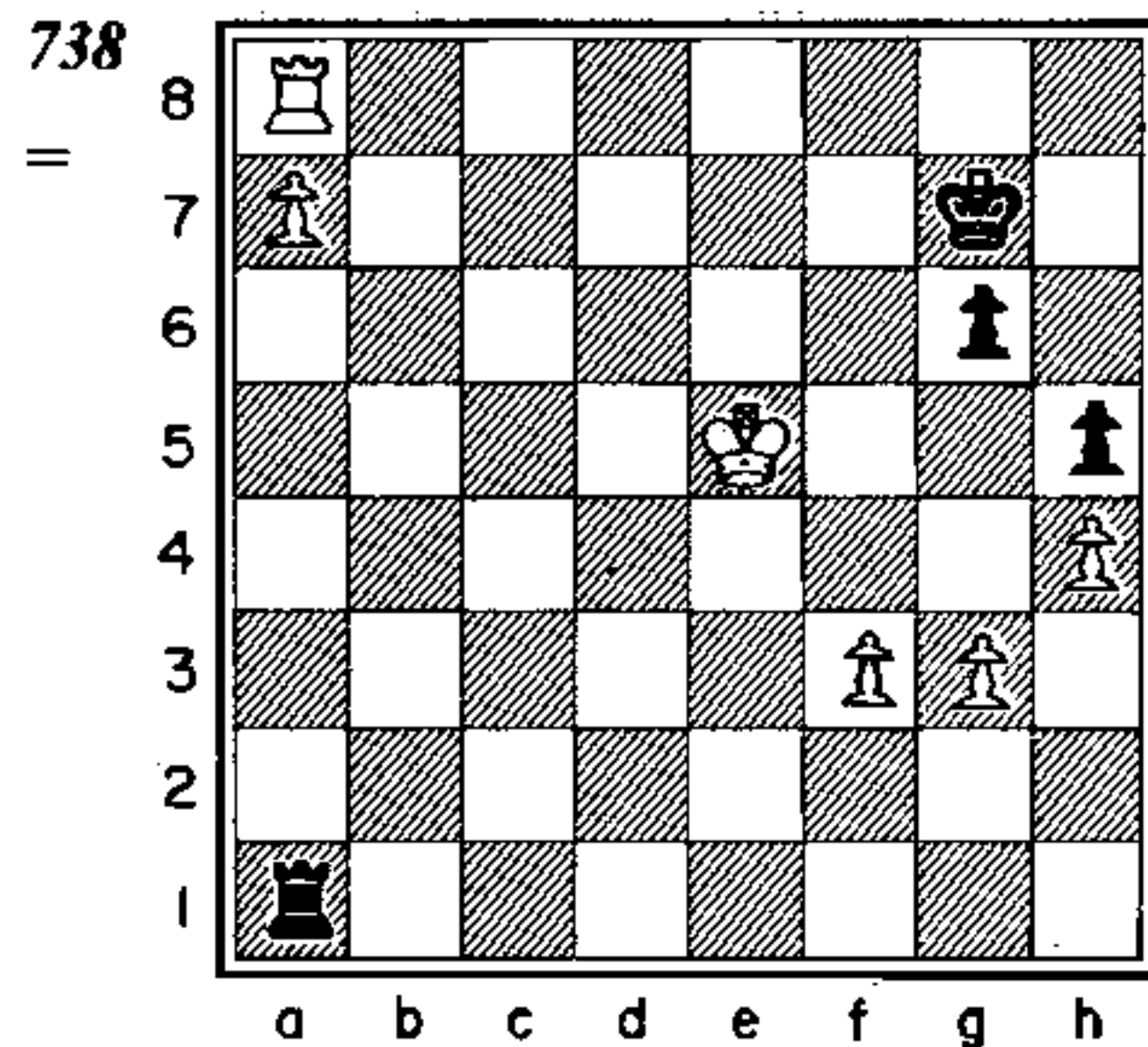
White is also unable to realize his big material advantage in the following position.

737. 1 Ke4 Ra1 2 Kd4 Rd1+ 3 Kc3 Ra1 4 Kb4 Rb1+ 5 Kc5 Rc1+ 6 Kd6 Rd1+ 7 Ke6 Re1+ (of course, not **7... Ra1?** 8 **Rd8 Rxa7 9 Rd7+** or **8... Ra6+ 9 Rd6**), and the king has to return without achieving anything.



The following position is also an important drawing guide in the ending with pawn at a7 and rook at a8.

Kholmov, 1983



738. White is two pawns up, but he is not able to exploit his advantage. It is pointless to play **1 g4**: creating a second passed pawn on the g- or h-file does not win here.

He can try to create a passed pawn on the f-file, but how can this be done? If **1 Kf4**, threatening **2 g4 h x g4 3 Kxg4** followed by **4 f4** and **5 h5**, Black replies **1... Ra4+ 2 Ke3 Ra3+ 3 Kf2 Ra2+ 4 Kg1 Ra1+**.

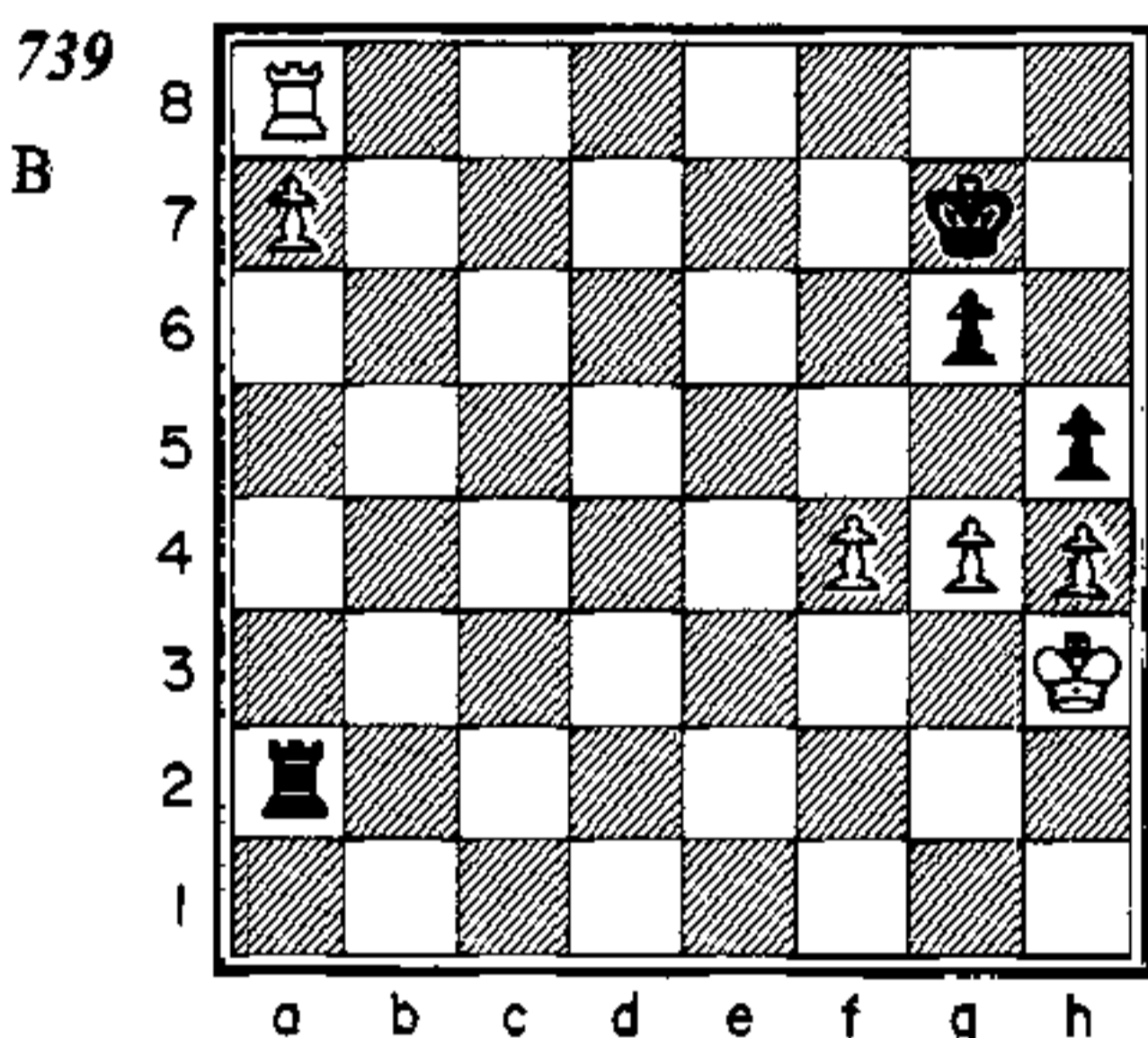
It seems dangerous for Black to wait: **4... Ra3 5 g4 h x g4 6 f4**, e.g. **6... g3 7 Kg2! Kh7**

Several Pawns (material advantage)

8 Kh3 Kg7 9 h5 g×h5 10 f5 h4 11 f6+ and wins. But 6 ... Kh7 is stronger, when after 7 h5 g×h5 8 f5 Black can draw by clever defence (720).

5 Kg2 Ra2+ 6 Kh3. The threat now is 7 g4 h×g4+ 8 K×g4, but this is most simply parried by 6 ... Ra4!, and if 7 f4 Ra3!

But what if, instead of 6 ... Ra4, Black replies 6 ... Ra3 7 f4 Ra2, giving White the opportunity to play 8 g4 (739)?



739. Now comes 8 ... Ra3+ 9 Kg2, and here, according to analysis by Kholmov, Black has even two ways of maintaining the balance:

(a) 9 ... h×g4 10 h5 g×h5 11 f5, and we reach example 719 in which by 11 ... h4 Black gains a draw.

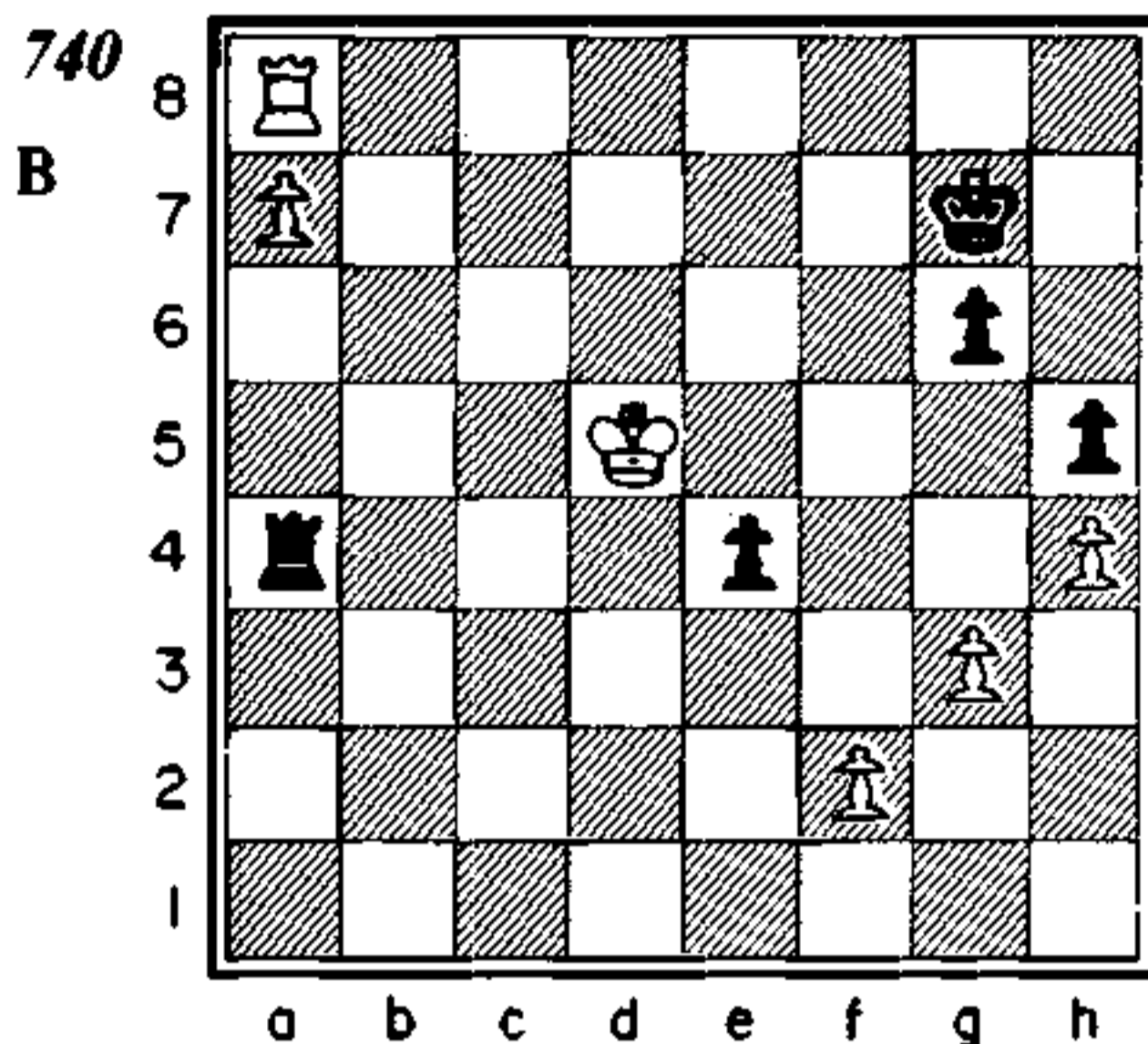
(b) 9 ... Ra2+ 10 Kf3 Ra3+ 11 Kf2 (11 Ke4 h×g4 12 h5 g3) 11 ... Ra2+ 12 Ke1 (12 Ke3 h×g4) 12 ... Ra1+ 13 Kd2 Ra2+ 14 Kd1 Ra1+, and 15 Kc2 is dangerous in view of 15 ... h×g4 16 h5 g3.

On the basis of example 738, it is not difficult to analyse the following endings.

740. From previous analysis it is clear that Black can afford to part with his e-pawn. Therefore 1 ... Ra1! is correct, leaving the pawn undefended.

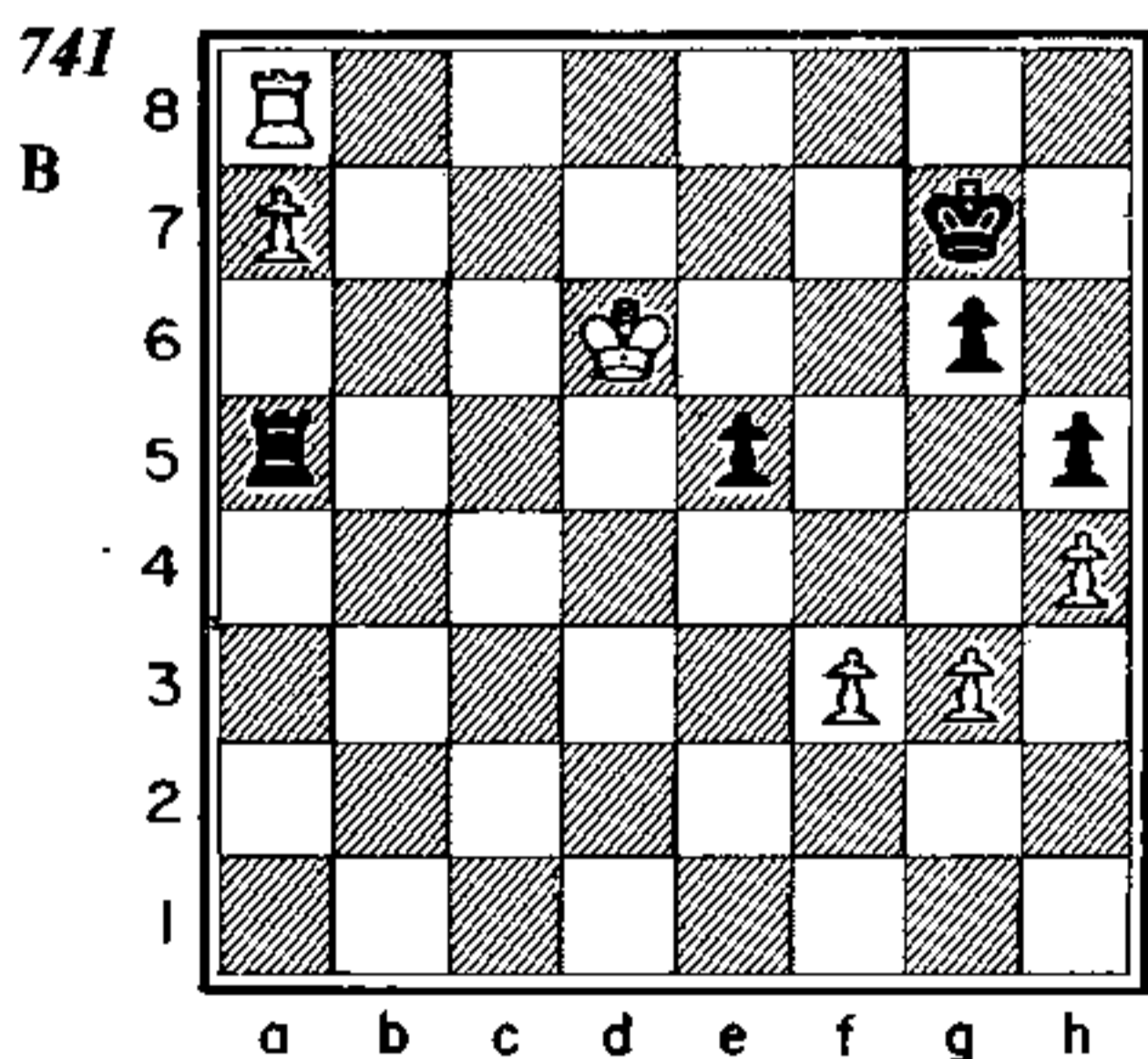
But Black played 1 ... Kh7?, and after 2 Ke6! Ra2 3 Rd8! R×a7 (3 ... Ra6+ 4 Rd6) 4 Rd7+ R×d7 5 K×d7 g5 6 Ke6 he resigned.

Mokry-Pribyl
Olomouc, 1977



It remains to clarify whether or not White can make a similar pawn sacrifice, by declining to capture on e4, e.g. 1 ... Ra1! 2 Kc6 Rc1+ 3 Kd6 Rd1+ 4 Ke6 Ra1 5 Rd8. In this case, as shown by Kholmov, Black can save the draw: 5 ... R×a7 6 Rd7+ R×d7 7 K×d7 Kf6! 8 Kd6 g5! 9 h×g5+ K×g5 10 Kd5 e3! 11 f×e3 Kg4 12 e4 K×g3 13 e5 h4, and the queens appear simultaneously.

from Kholmov, 1983



741. Here too Black draws easily, by parting with his e-pawn: 1 ... Ra1 (1 ... Ra6+ is also possible) 2 Rc8 (capturing on e5 leads to

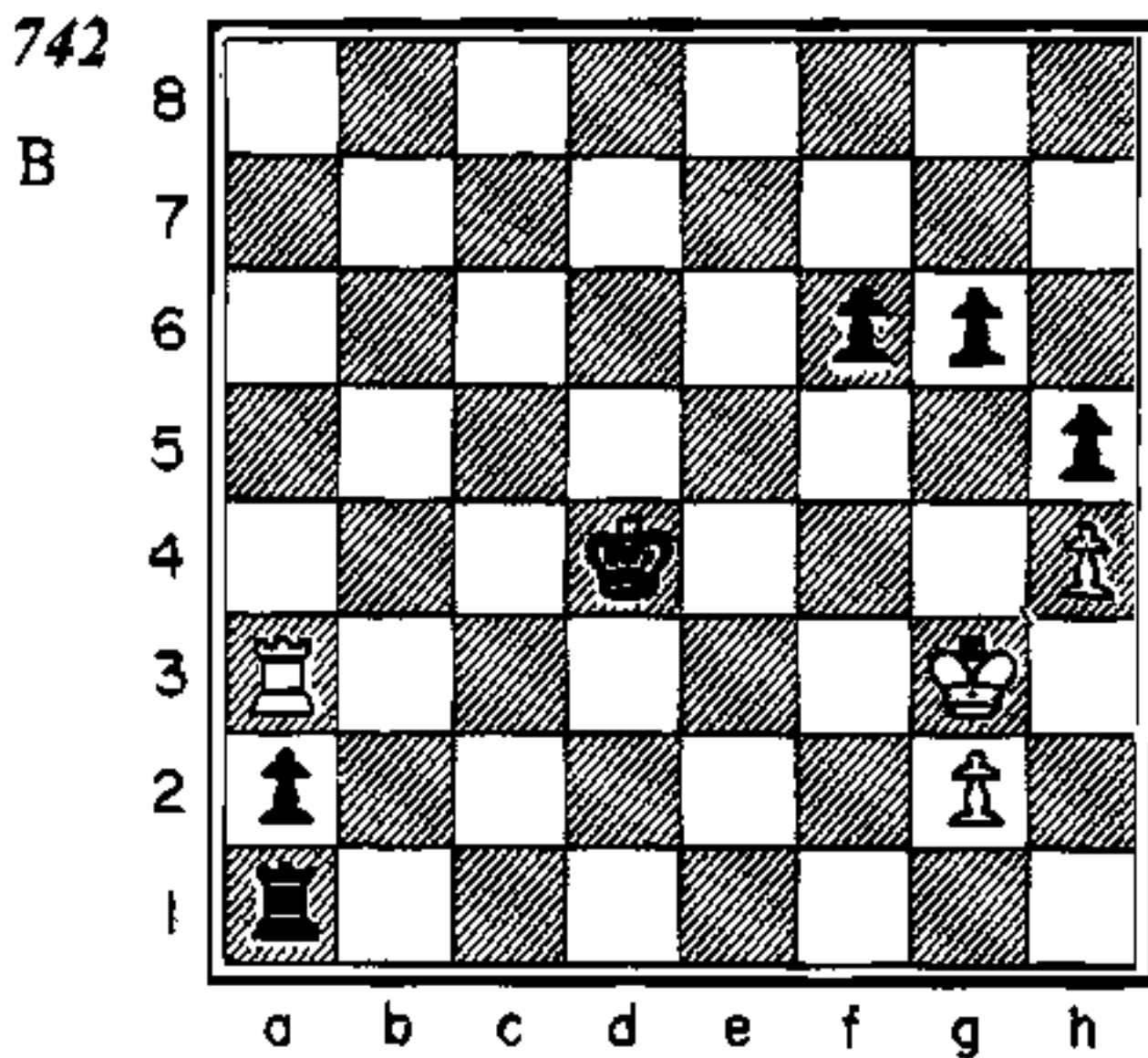
Extra Passed Pawn

a draw) 2 ... **Ra6+** 3 **Rc6 R×a7** 4 **Rc7+ R×c7** 5 **K×c7 Kf7** 6 **Kd7 Kf6** 7 **Kd6 Kf5** 8 **Kd5**.

If 8 **Ke7**, then 8 ... **g5!** 9 **h×g5 K×g5** 10 **Ke6 e4!** 11 **f×e4 Kg4** 12 **e5 K×g3** with a draw.

8 ... **Kf6** 9 **g4 h×g4** 10 **f×g4 e4!** 11 **K×e4 Ke6** with a drawn pawn ending.

Kholmov–Timoshchenko
Pavlodar, 1982



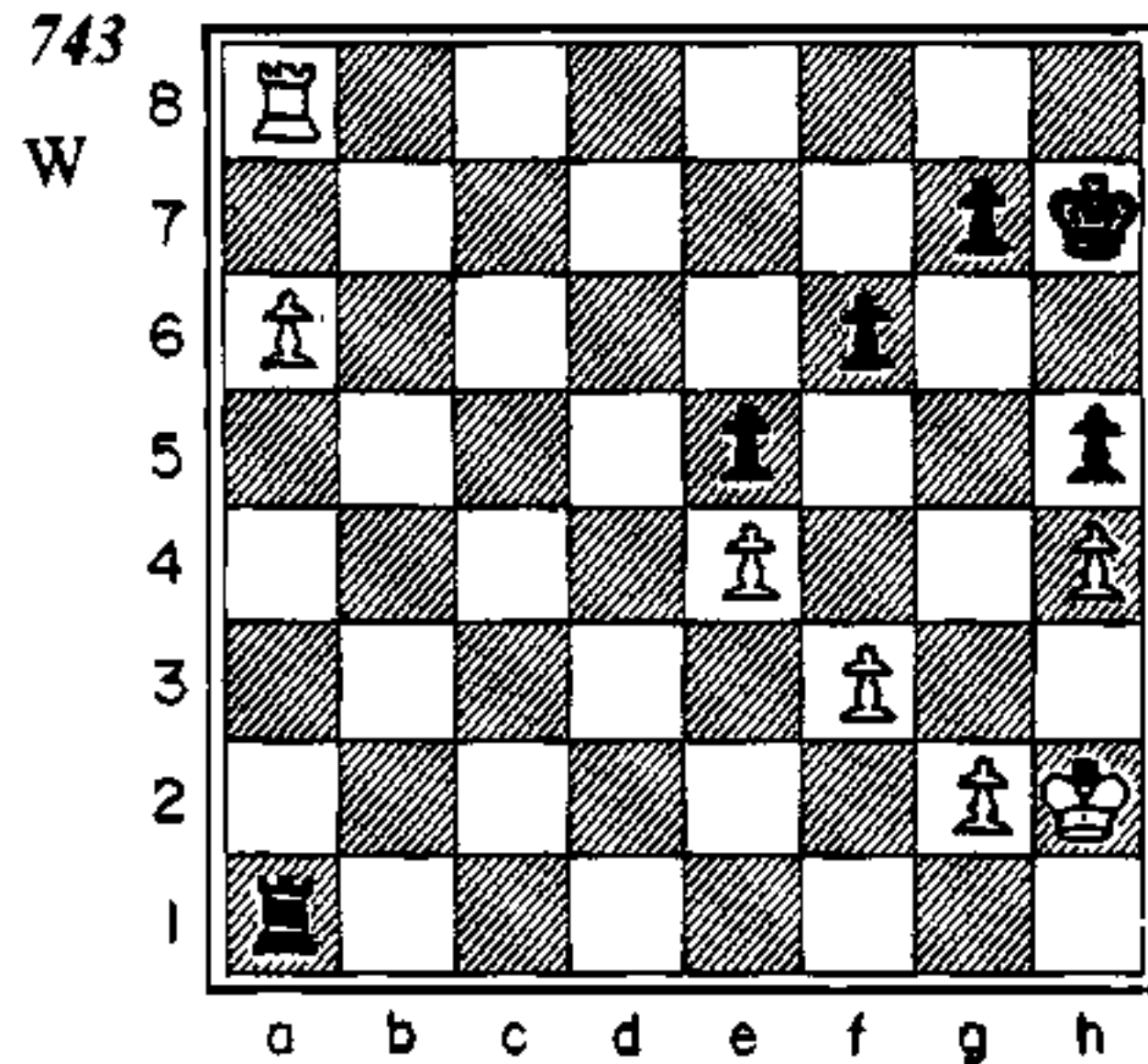
742. As shown by Kholmov, by **1 Kh2!** and **2 g3** White could have drawn.

Instead he played **1 Ra4+ Kc3!** **2 Ra8 f5!** **3 Ra7** (**3 Kh2** is too late owing to **3 ... f4**) **3 ... f4+** **4 Kh2** (**4 Kf2** also does not help; Black wins in the same way as in the game, by taking his king to **g4**) **4 ... Kd4** **5 Ra4+ Ke5** **6 Ra3 Kf5** **7 Ra6 Kg4** **8 R×g6+ K×h4** **9 Ra6 Kg5** **10 Ra8 h4** **11 Rg8+ Kf6** **12 Ra8 h3!** **13 g×h3 f3** **14 Ra3 Ke5** White resigns.

We have made the acquaintance of some important drawn positions, in which an advantage of even two pawns cannot be realized on account of the poor position of the rook. Therefore the question of whether in such situations the passed pawn should be advanced to the 7th rank, restricting one's options, should be decided in each specific instance on the basis of the features of the position.

Consider, for example, the following position.

Bisguier–Udovcic
Zagreb, 1965



743. For the moment there are no weaknesses apparent in Black's position, and so in the first instance White must try to expose them. The most accurate and thematically correct plan was **1 g3** followed by **2 f4** and **3 f×e5**, as shown by Levenfish and Smyslov. After this White can play **a6–a7**, to restrict the opponent's rook, and then take his king up to the **e5** pawn.

But in the game White chose a rather different plan, which also led to a win, but in a more complicated way.

1 g4 h×g4 **2 f×g4 Ra4** **3 a7** (here this is forced) **3 ... Ra2+** **4 Kg3 Ra3+** **5 Kf2 Ra2+** **6 Ke3 Ra3+** **7 Kd2 Kg6** **8 h5+ Kg5** **9 h6! Kg6** **10 h×g7 K×g7** **11 Kc2 Ra2+** **12 Kb3**.

A weakness has been created in Black's position—the **f6** pawn, and it is for this that the white king makes.

12 ... Ra1 **13 Kb4 Ra2** **14 Kb5 Rb2+** **15 Kc6 Ra2** **16 Kd6 Ra6+** **17 Ke7 Ra5** **18 Ke6 Ra3** **19 g5!**

This is the whole point. White breaks up the opponent's pawn chain and wins the **e5** pawn.

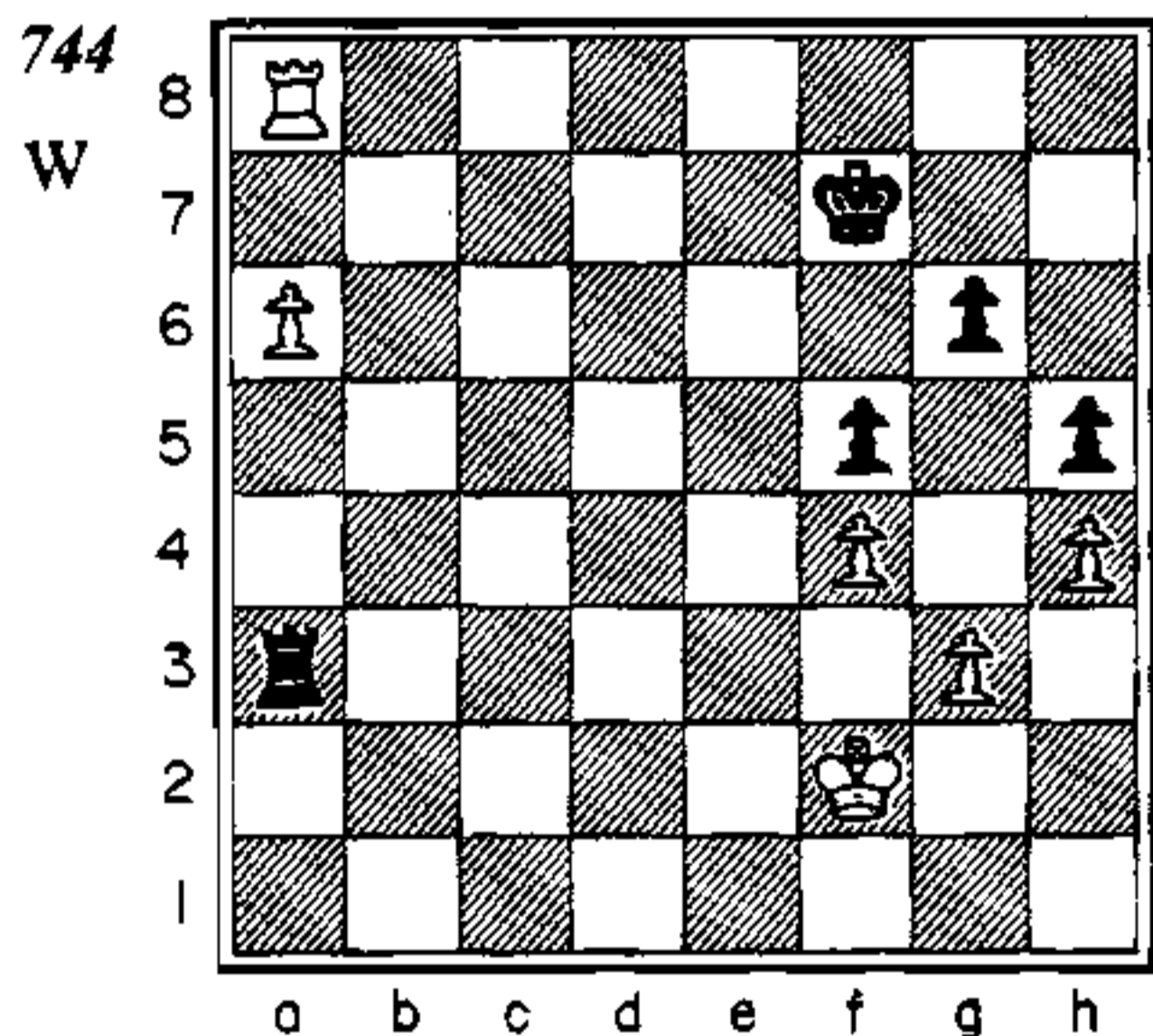
19 ... f×g5 **20 Kf5! Rf3+** **21 K×g5 Rf7** **22**

Several Pawns (material advantage)

Rg8+ Resigns. Black would also have lost after 21 ... **Ra3** 22 **Kf5** **Ra5** 23 **Ke6** **Kh7** 24 **Kf6**, when the e5 pawn falls.

If advancing the pawn to the 7th rank does not bring any special advantage, the stronger side has to carry out a different plan: move his king up to the passed pawn, using the square in front of the pawn as a shelter. This plan is double-edged, since it leaves the pawns on the opposite wing unattended. It is clear that the defending side must counter-attack actively, otherwise the passed pawn supported by the king will become dangerous.

Levenfish and Smyslov, 1957



744. 1 **Ke2** **Kg7!**

For the moment it is bad to take the pawn: 1 ... **R × g3** 2 **a7** **Ra3** 3 **Rh8!** etc. Therefore in the first instance the threat of a6–a7 must be neutralized.

2 **Kd2** **R × g3** 3 **Rb8** **Ra3** 4 **Rb7+** **Kf6** 5 **Rb6+** (5 **a7** **Ke6**, and the black king becomes dangerous) 5 ... **Kg7** 6 **Kc2**.

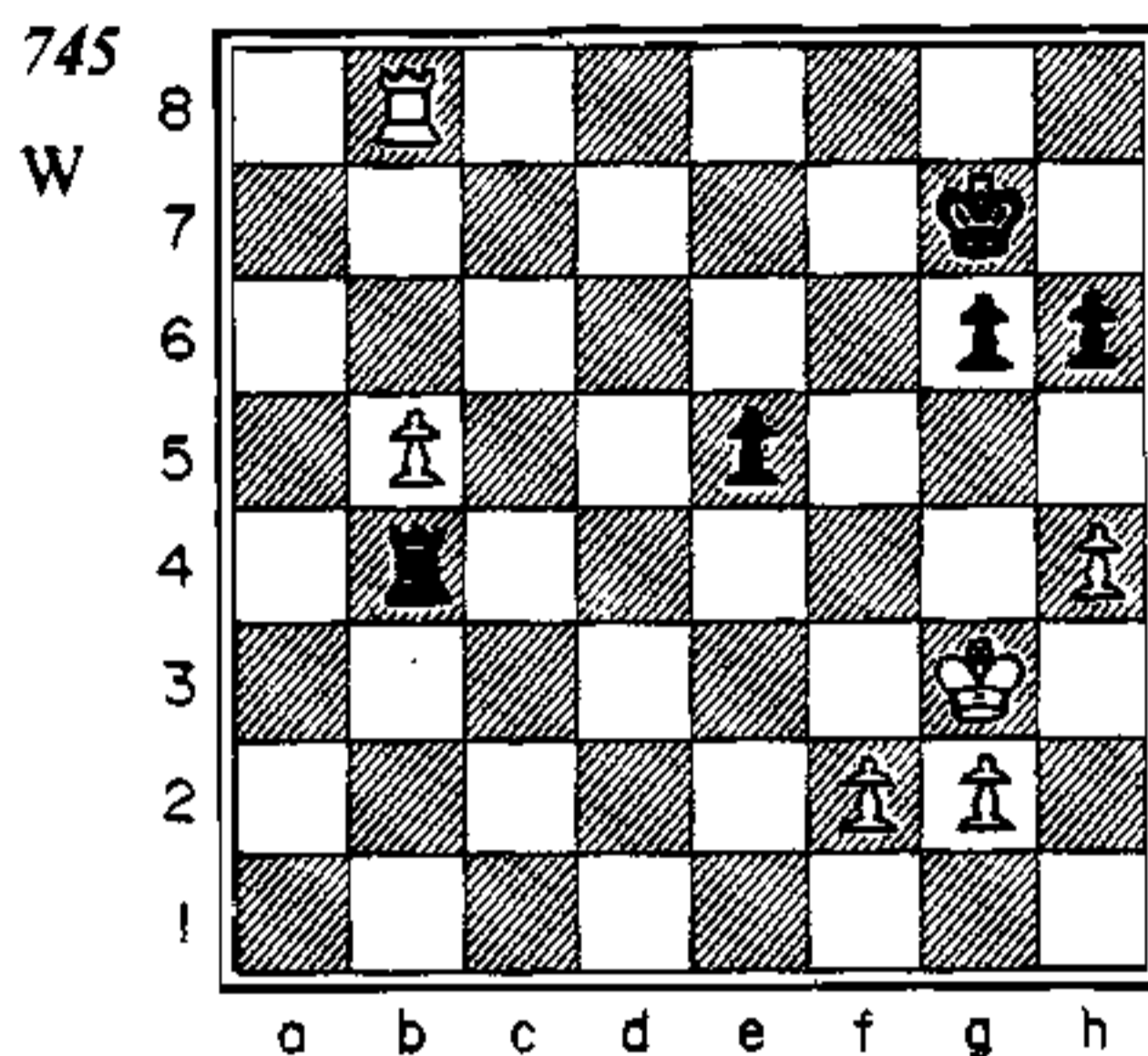
How can Black defend against the white king's threatened advance to b7? If, for example, 6 ... **Ra4**, then 7 **Kb3**, and the pawn is immune. His only chance is to sacrifice a pawn with the aim of creating a passed pawn.

6 ... **g5!** 7 **f × g5** **f4** 8 **Kd2** (this is the result—the king is forced to move back) 8 ...

f3 9 **Rb7+** **Kg6** 10 **a7** **Ra2+** 11 **Ke1** **Kf5** 12 **Rf7+** **Kg6** 13 **R × f3** **R × a7**, and Black gains a draw.

We will now consider some positions with the passed pawn on the knight's file.

Polugayevsky–Vasyukov
Tbilisi, 1967



745. If the black pawn were at h5, it is doubtful whether White would be able to win this ending. But the pawn is at h6, and this allows White to carry out a standard plan: sacrifice a pawn by h4–h5 and then create a passed pawn on the f-file.

1 **h5!** **g × h5** (if 1 ... **g5**, then 2 **Rb6** followed by 3 **Rg6+** and 4 **b6**) 2 **b6**.

An inaccuracy, which could have thrown away the win. As was shown by Polugayevsky, 2 **Kf3** was more accurate, whereas now, by playing 2 ... **Rb3+**!, Black could have drawn, e.g. 3 **f3** **e4** 4 **b7** (4 **Kf2** **Rb2+** 5 **Ke3** **R × g2** 6 **b7** **Rb2** 7 **f × e4** **h4**) 4 ... **h4+** 5 **K × h4** (5 **Kf2** **h3!**) 5 ... **e3** 6 **Kg3** **Rb4!**, and White finds himself in zugzwang (if 7 **f4**, then 7 ... **e2** 8 **Kf2** **R × f4+** with a draw), or 3 **Kh4** **e4!** 4 **K × h5** **Rb4!** 5 **f4** **e3** 6 **f5** **e2** 7 **Re8** **R × b6** 8 **R × e2** **Rb1** with the same result.

But Black missed his chance, playing 2 ... **h4+**? 3 **Kf3** **Kh7**.

But why not 3 ... **Kg6** 4 **b7** **Kh5**? Then

Extra Passed Pawn

would have come 5 g4+! h×g3 6 f×g3 followed by 7 g4+ and 8 g5!

4 b7 Kg7 5 Ke3 e4.

There is no way of saving the game. If 5... Kh7, then 6 Kd3 Kg7 7 Kc3 Rb1 8 Kc4 Rb2 9 Kd5, when either Black loses his e-pawn, after which the f-pawn advances, or after 9... Rb5+ 10 Kc6 Rb1 11 Rd8 the b-pawn queens.

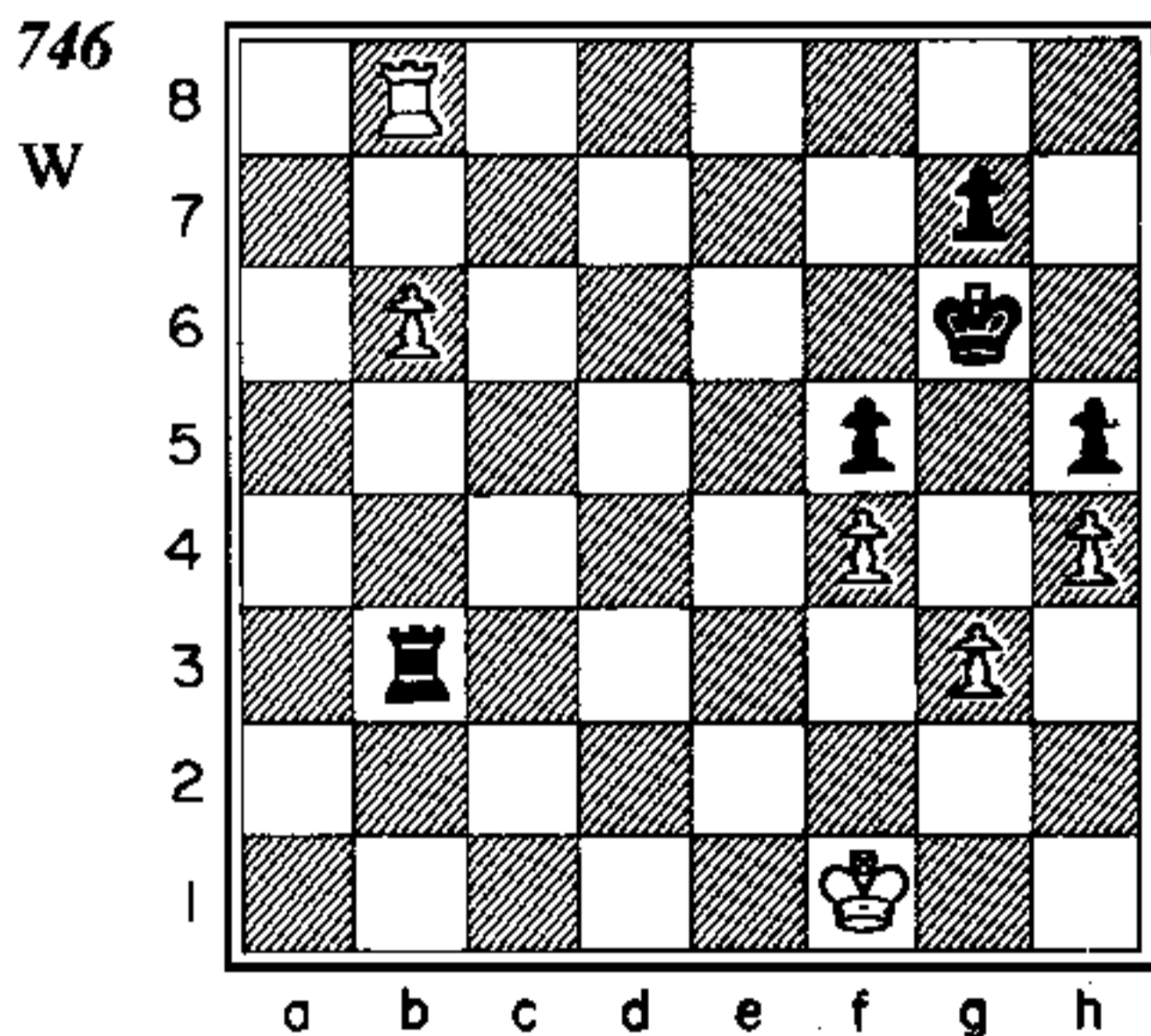
6 Kf4 Kh7 7 Ke5 Kg7 8 Kd5 Rb2.

The e-pawn cannot be defended. If 8... Kh7, then 9 Kc5 Rb2 10 Kc6! Rc2+ 11 Kd5 Rb2 12 K×e4 etc.

9 K×e4 Rb4+ 10 Kd3 Rb3+ 11 Kc4 Rb1 12 f4 Rc1+ 13 Kd3 Rb1 14 f5 Rb6 15 f6+ Resigns.

In many cases with a knight's pawn, success can be achieved by the plan involving taking the king up to this pawn and sacrificing pawns on the K-side. This shows that, compared with a rook's pawn, a knight's pawn promises more winning chances, although, of course, everything depends on the specific situation.

Taimanov-Kopylov
Moscow, 1951



746. 1 Ke2 R×g3 2 Kd2!

As shown by Kopyaev, this is what White should have played. In the game he went 2 Rc8, which is considered later.

2... Rb3.

This causes the opponent the most difficulties, e.g. 2... Rf3 3 Rc8 Rb3 4 Rc6+ Kf7 5 Kc2 Rb5 6 Kc3 Ke7 7 Kc4 Rb1 8 Kc5 Kd7 9 Rc7+ Kd8 10 Kc6, or 2... Kf7 3 Kc2 Rg2+ 4 Kc3 Rg1 5 Kc4 Rb1 6 Kc5 Ke7 7 Rb7+ Kd8 8 Rc7 and wins.

3 Kc2 Rb5 4 Kc3 Kf7 5 Kc4 Rb1 6 Kc5 Rc1+ (this check is forced: otherwise the white rook improves its position) 7 Kd6 Rb1 8 Kc6 Rc1+ 9 Kb7 Rc4.

Black cannot prevent the promotion of the pawn: his chances lie in the ending of pawns against rook.

10 Rh8 R×f4 11 Kc6 Rc4+ 12 Kb5 R×b4 13 b7 Rh1 14 b8=Q Rb1+ 15 Kc4 R×b8 16 R×b8, and White wins, since the black pawns are not very far advanced.

Now let us see what happened in the game: 2 Rc8 Rb3 3 Rc6+ Kf7 4 Kd2 Ke7! (the correct plan: the king joins the battle against the pawn) 5 Kc2 Rb5 6 Kc3 Kd7 7 Rg6 (7 Rc7+ is no better: 7... Kd8 8 Rb7 Kc8 9 Kc4 Rb1 10 Rc7+ Kb8 11 Kc5 Rf1!) 7... Rb1?

This loses, whereas after 7... Kc8! 8 Kc4 Ra5 9 Kd4 (9 R×g7 Ra4+ 10 Kc5 R×f4) 9... Kb7 10 R×g7+ K×b6 Black would have drawn.

8 R×g7+ Kd6.

Here 8... Kc8 no longer helps: 9 b7+ Kb8 10 Rf7 Rf1 11 R×f5 K×b7 12 Kd4 Kc6 13 Ke5 Kd7 14 Kf6 Ke8 15 Kg6, and White wins.

9 Kc4 Rc1+ 10 Kb5 Rb1+ 11 Ka6 Ra1+ 12 Kb7 Ra4 13 Rg5 R×f4 14 R×h5 Rf1 15 Kc8 Rc1+ 16 Kb8 f4 17 b7 Ke6 18 Ka7 Resigns.

This same plan wins in the following example.

747. 1 Kd4! R×f2 2 Re7! Rb2.

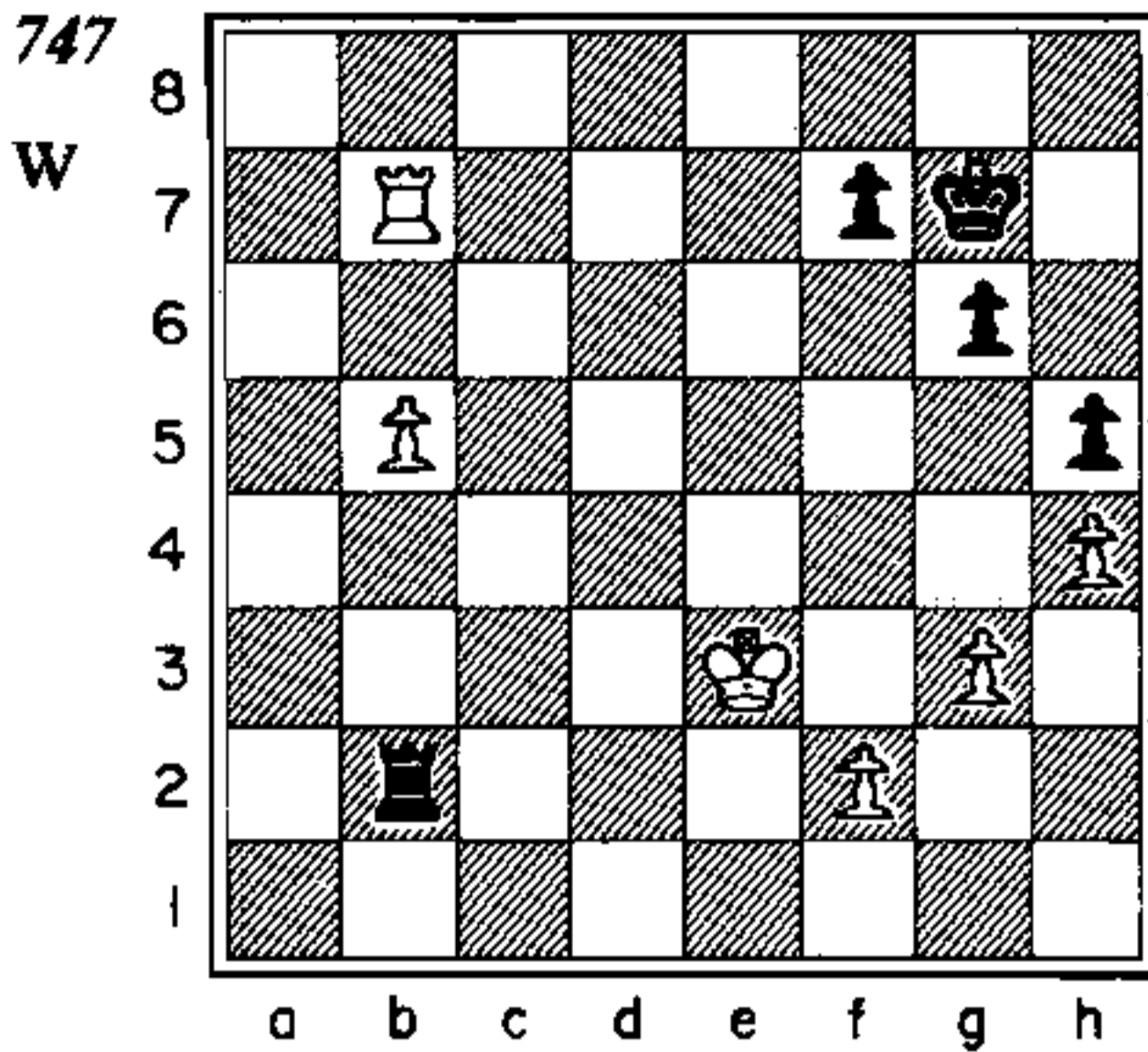
2... g5 3 h×g5 Rf5 does not work due to 4 Re5 Rf3 5 Re3 Rf5 6 Rb3 R×g5 7 b6, when the pawn cannot be stopped.

3 Kc4 Kf6 4 Re3 Kf5 (Black tries to invade the enemy position with his king) 5 Rb3!

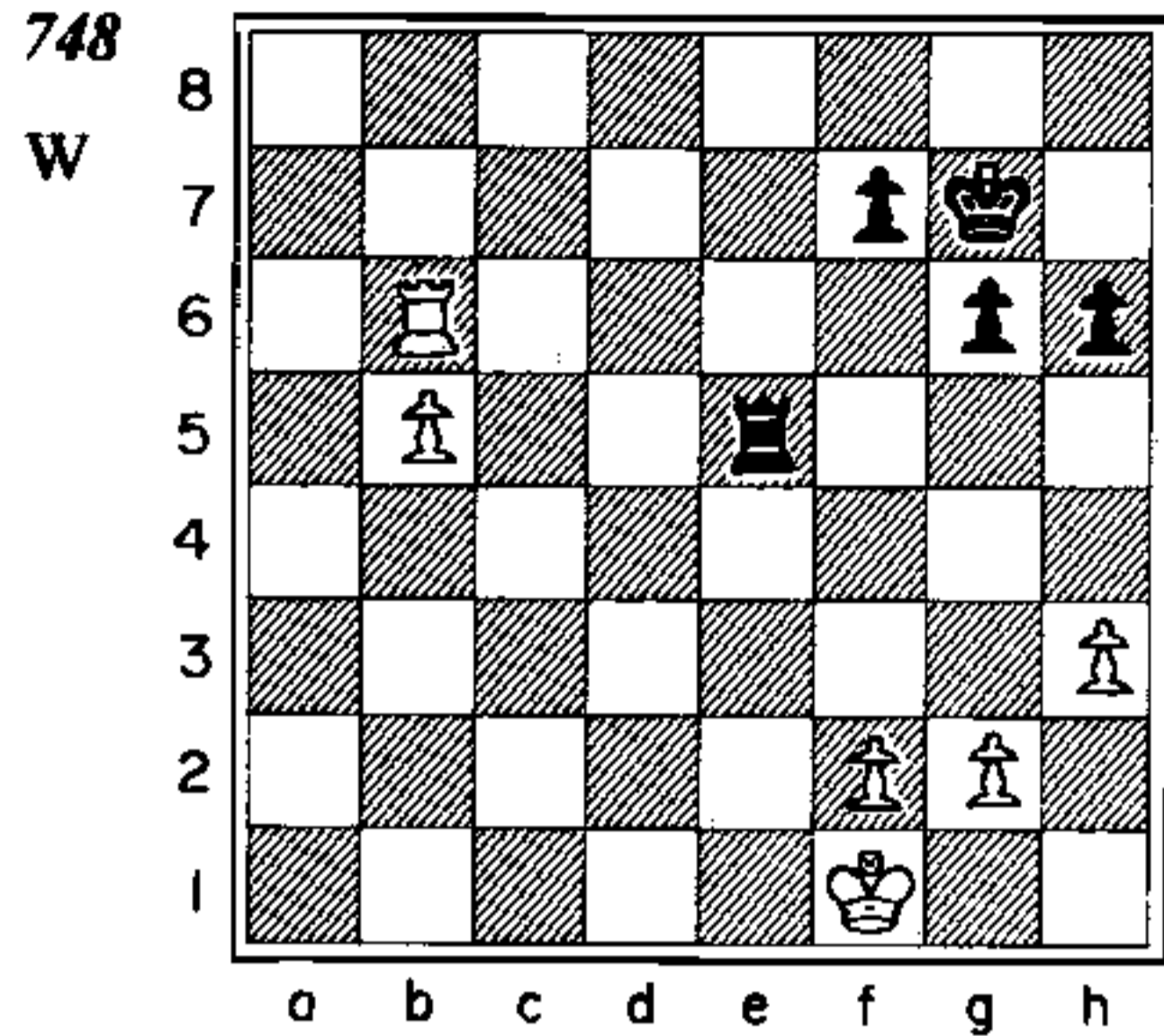
Precisely calculated! The pawn ending is lost for Black: 5... R×b3 6 K×b3 Ke5 7

Several Pawns (material advantage)

Spassky–Antoshin
Sochi, 1965



Bronstein–Romanishin
Yerevan, 1975



Kb4 Kd6 8 Ka5 Kc7 9 Ka6 Kb8 10 Kb6 f6 11 Kc6 g5 12 Kd5 Kc7 13 Ke6 Kb6 14 K × f6 g × h4 15 g × h4 K × b5 16 Kg5 Kc6 17 K × h5 Kd7 18 Kg6 Ke8 19 Kg7 etc.

5 ... Rc2+ 6 Kd5 Kg4 7 b6 Rc8 8 b7 Rb8 9 Ke5!

In this way Black's counter-play on the K-side is suppressed. White fails to win after 9 Kc6 f6 10 Kc7 Rg8 11 b8=Q R × b8 12 K × b8 g5 13 Kc7 g × h4 14 g × h4 K × h4 15 Kd6 Kg4 16 Kd5 h4 17 Ke4 h3 18 Ke3 h2 19 Rb1 Kg3.

9 ... f5.

If 9 ... g5 10 h × g5 K × g5, then 11 Rb4 f5 12 Kd6 f4 13 g × f4+ Kf5 14 Kc7 R × b7+ (14 ... Rf8 15 Rb5+ Kg4 16 Rg5+ Kh4 17 b8=Q) 15 K × b7 h4 16 Kc6 h3 17 Rb3! Kg4 18 R × h3 and wins.

10 Kf6 f4 11 g × f4 K × h4 12 K × g6 Kg4 13 f5 h4 14 f6 h3 15 f7 h2 16 Rb1 R × b7 (there is nothing better; if 16 ... Kg3 17 Kg7) 17 R × b7 h1=Q 18 Rb4+ Kh3 19 f8=Q Qg2+ 20 Kh7 Qc2+ 21 Kh8 Qc3+ 22 Kg8 Qg3+ 23 Qg7 Resigns.

It should be noted that, in cases where the advance of the king towards the passed pawn is a threat, it may prove more effective for the defender to have his rook not behind the pawn, but to the side of it.

748. For the moment White is unable to break through to the b-pawn, and so, in preparation for a later journey by his king, he fixes the K-side pawns.

1 g3 h5 2 h4 Kh7 3 Kg2 Rf5!

Black intuitively hits on the correct plan. Until the pawn reaches the 7th rank, it is advisable to keep the rook to the side of the pawn, controlling its advance and simultaneously preventing the opponent's king from moving across to it.

4 Rb7 Kg7 5 b6 Rb5?

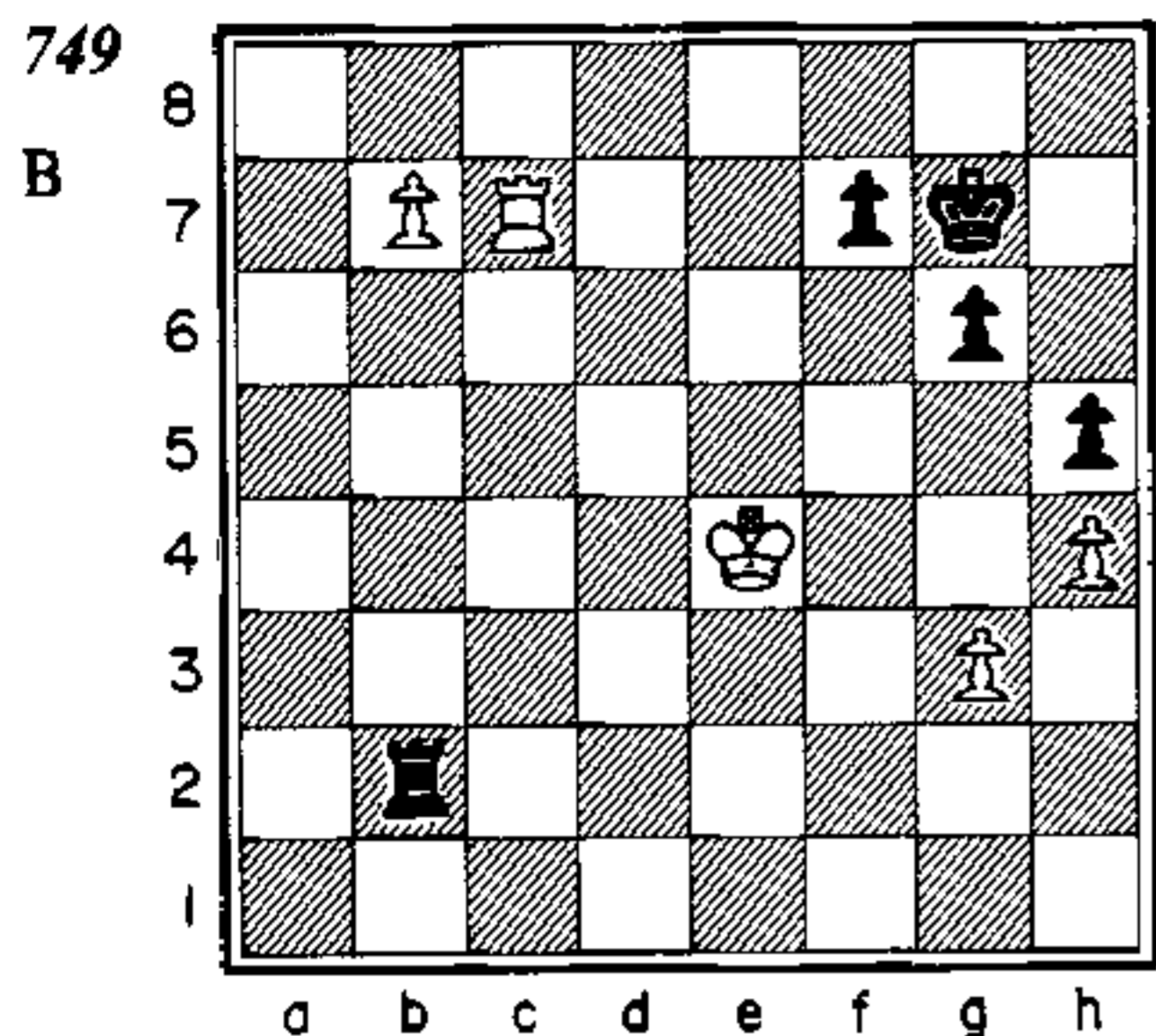
Black deviates from the correct path. After 5 ... Rf6! 6 Kf1 Re6! all White's winning attempts could have been in vain. But now play reduces to a standard situation, where by giving up a pawn White succeeds in breaking through to his passed pawn.

6 Kf3 Rb2 7 Ke4! R × f2 8 Rc7 Rb2 9 b7 (749).

749. Now a race begins: while White's king is hurrying to the b-pawn, Black's makes for the g3 pawn. But the white king succeeds on both fronts.

9 ... Kf6 10 Kd5 Kf5 11 R × f7+ Kg4 12 Rg7 K × g3 13 R × g6+ K × h4 14 Kc6 Kh3 15 Rg5! (simpler than 15 Kc7 R × b7+ 16 K × b7 h4 17 Kc6, which also wins) 15 ...

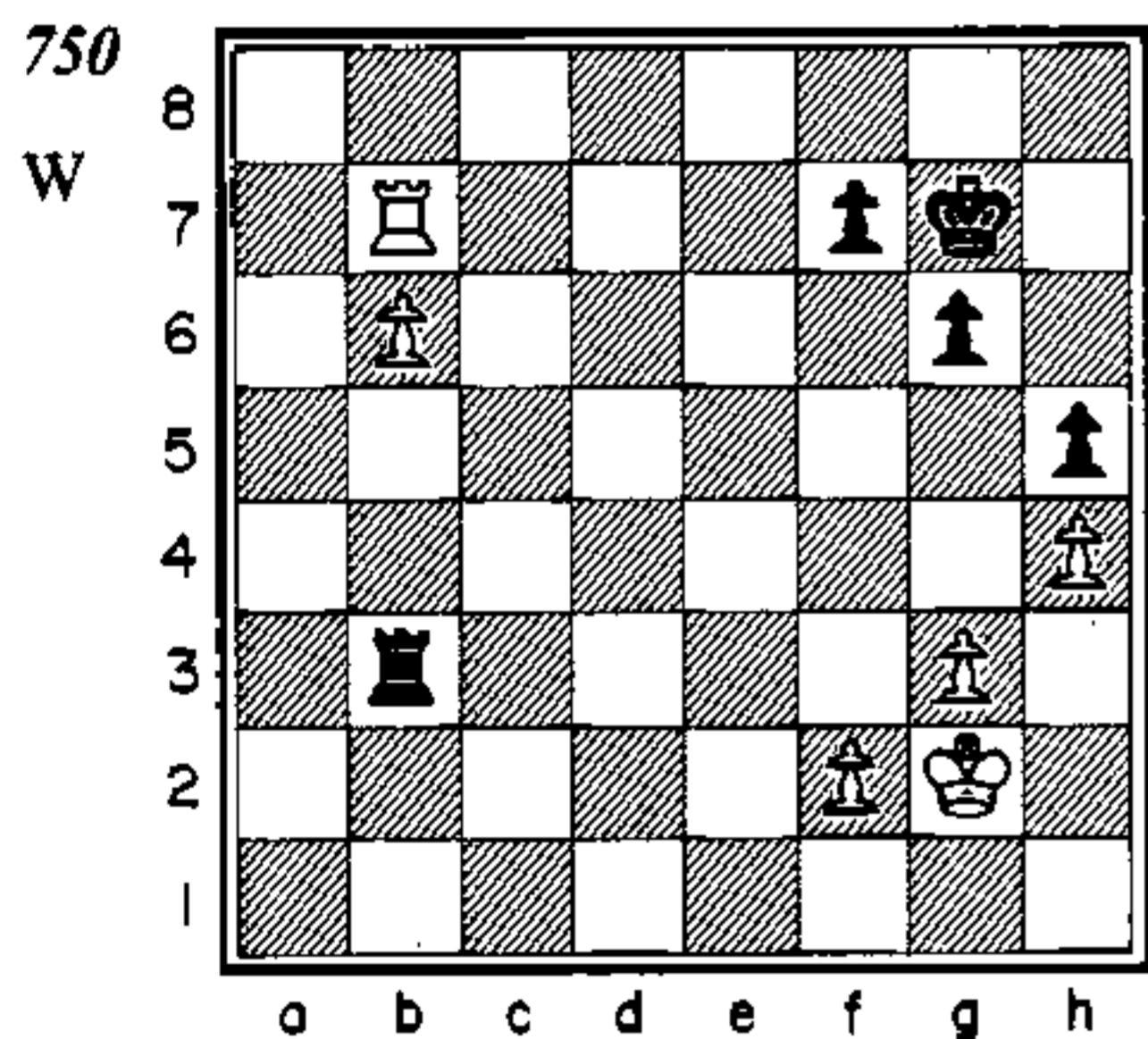
Extra Passed Pawn



R × b7 (16 Rb5 was threatened) **16 K × b7 h4**
17 Kc6 Kb2 18 Kd5 h3 19 Ke4 Resigns.

Hollis-Florian

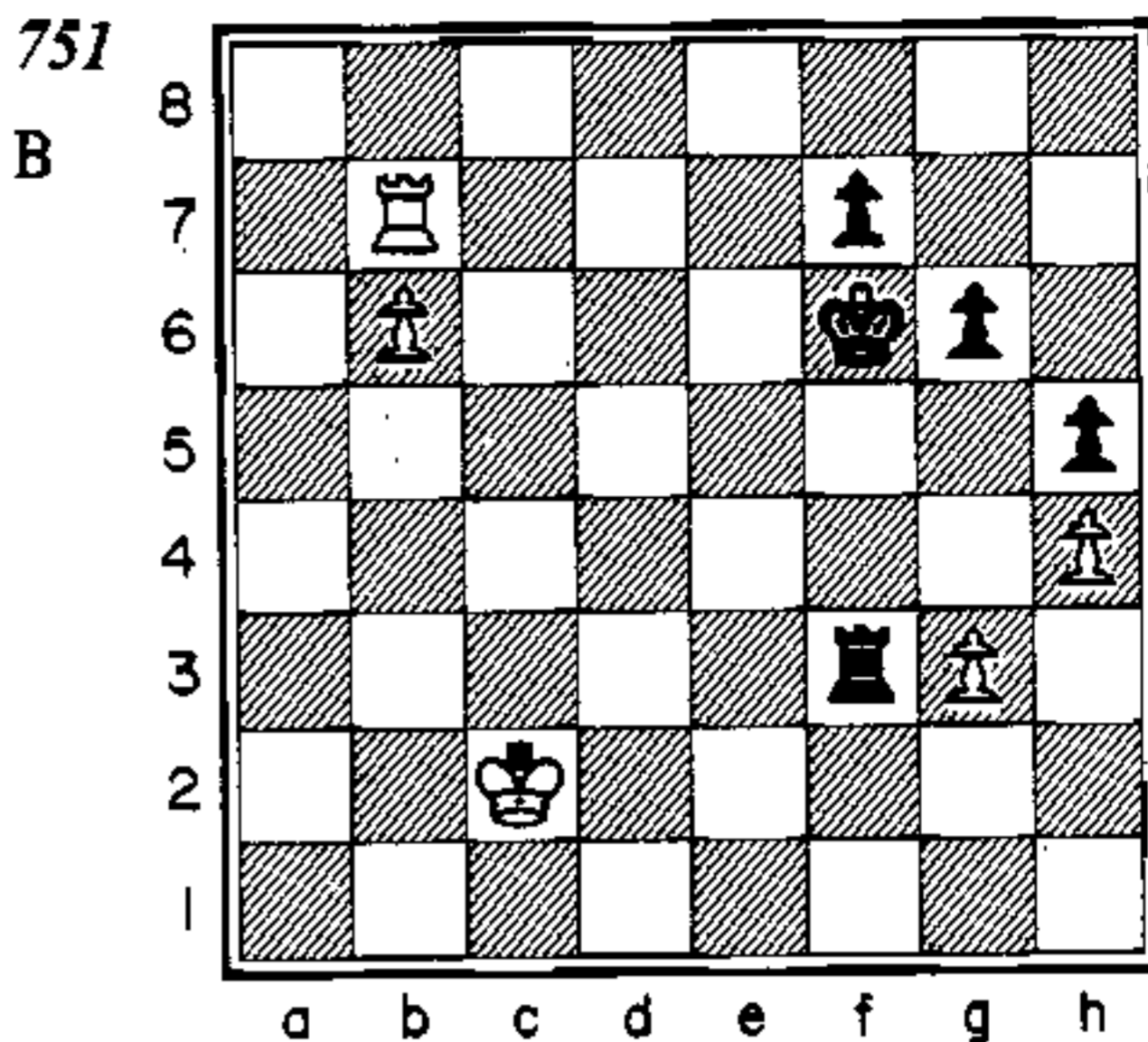
7th Correspondence Olympiad



750. Here too White carries out the standard plan—giving up a pawn on the K-side, he transfers his king to the Q-side.

1 Kf1 Rb2 2 Ke1 Kf6 3 f3 Rb3 4 Kd2 R × f3
5 Kc2 (751).

751. To defend against the threat of **6 R × f7 + K × f7 7 b7**, Black played **5 ... Rf5**, but after **6 Rc7 Rb5 + 7 b7** it transpired that the outwardly active position of his rook was preventing his king from approaching the opponent's pawns. Thus on **7 ... Kf5** there follows **8 Kc3!**, and if **8 ... Kg4**, then **9**



Rc4 +! **K × g3 10 Rb4 R × b7 11 R × b7**
K × h4 (11 ... **f5 12 Rg7**) **12 R × f7 Kg3 13**
Kd2 g5 14 Ke1, and White wins.

But after **7 ... Ke6 8 Kc3 f6 9 Kc4 Rb1 10**
Kc5 Kf5 White replied **11 Rd7!**, threatening
on **11 ... Kg4** to decide the game immediately
by the rook manoeuvre **12 Rd4 +** and **13**
Rb4. The game concluded **11 ... Rc1 + 12**
Kd6 Rb1 13 Kc7 Rc1 + 14 Kd8 Rb1 15 Kc8
Kg4 16 Rd6 g5 17 R × f6 g × h4 18 g × h4
K × h4 19 Rg6! Kh3 20 Kc7, and Black
resigned.

But why couldn't Black have coolly played
5 ... R × g3? If, for example, **6 R × f7 +**
K × f7 7 b7, then by **7 ... Rg2 +!** **8 Kc3**
Rg3 + 9 Kc4 Rg4 + 10 Kc5 Rf4! **11 b8 = Q**
Rf5 + 12 Kd6 Kg7! Black creates an
impregnable fortress. But even so, **5 ...**
R × g3 would not have saved the game. White
replies **6 Rc7!**, and if **6 ... Rg2 + 7 Kb3 Rg1**,
then **8 Kb2 Rg2 + 9 Rc2! Rg4 10 Rc3 R × h4**
11 Ka3 Re4 12 b7 Re8 13 Rc8 Re3 + 14 Kb2
Re2 + 15 Kc3 Re3 + 16 Kc2 Re2 + 17 Kd3
Rb2 18 b8 = Q R × b8 19 R × b8 Kf5 20 Rf8
f6 21 Ke3 g5 22 Kf3, and wins.

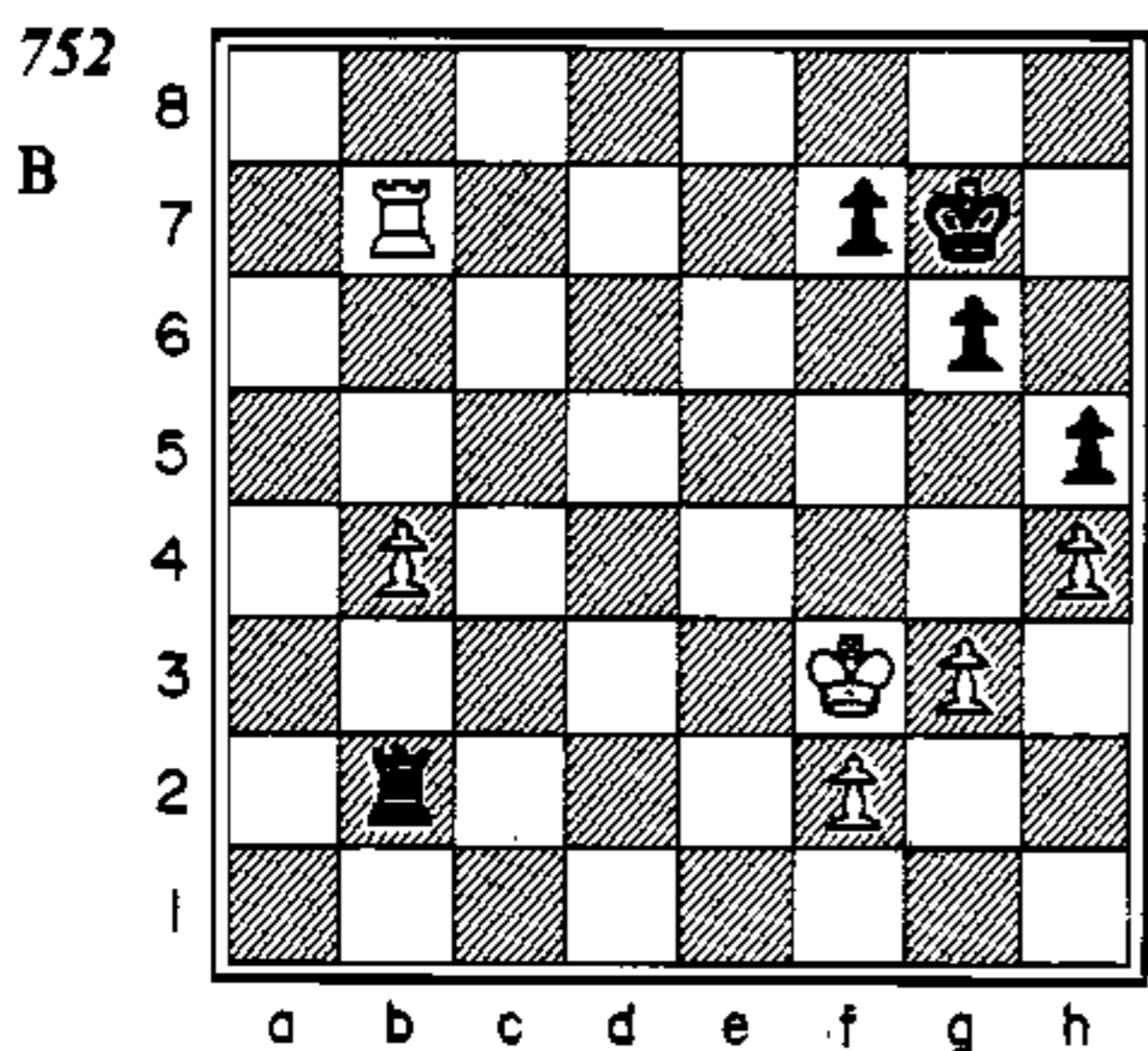
And yet there was a way to save the game,
by a modest rook manoeuvre: **5 ... Re3!** **6**
Rc7 Re8 7 b7 Rb8. Hollis thought that White
would win by **8 Kd3 Kf5!** **9 R × f7 + Kg4 10**
Rf4 + K × g3 11 Rb4, e.g. **11 ... Kh3 12 Ke2!**
Kg3 13 Ke3 Kh3 14 Kf3 Rf8 + 15 Ke4 Rb8
16 Ke5 etc. However, the **11 ... g5!** break-
through leads to a draw. If **12 h × g5**, then **12**

Several Pawns (material advantage)

... h4 13 g6 h3 14 g7 h2 15 Rb1 Kg2, or 13 Ke2 h3 14 Kf1 h2 15 Rb3+ Kf4 16 Kg2 K × g5.

In such situations, where the opponent's king is threatening to support its passed pawn, it is very important to be able to create counter-play on the opposite wing.

Portish–Petrosian
Palma de Mallorca, 1976



752. 1 ... Kh6!

Black is aiming for active counter-play. His plan includes playing ... f6 and ... g5 followed by the march of his king to the weakened white pawns.

2 Ke3 f6 3 Rb6 Kg7 4 Rb7+ Kh6 5 Rb8 g5 6 b5 g × h4 7 g × h4 Kg6 8 b6 Kf5! (the king threatens to attack the h4 pawn) 9 Kd4! (White's last hope is to advance his pawn more quickly than the opponent) 9 ... R × f2?!

An inaccurate move, by which Black creates great difficulties for himself. After the correct 9 ... Kg4! play could have developed as follows: 10 Rg8+ K × h4 11 Kc5 Rc2+! It is essential to drive the king in front of the pawn, so that the f2 pawn can be captured with gain of tempo. For example: 12 Kd6 Rb2 13 Kc7 Rc2+ 14 Kb8 R × f2 15 b7 Rb2 16 Kc7 f5 17 b8 = Q R × b8 18 R × b8 f4 19 Kd6 f3 20

Ke5 f2 21 Rf8 Kg3 22 Ke4 Kg2 with a draw. 10 Ra8! Rb2 11 Kc5 Rc2+.

The murderous 12 Ra4 was threatened, e.g. 11 ... Kg4 12 Ra4+ Kg3 13 Rb4 Rc2+ 14 Kd5 Rc8 15 Ke6, and White wins.

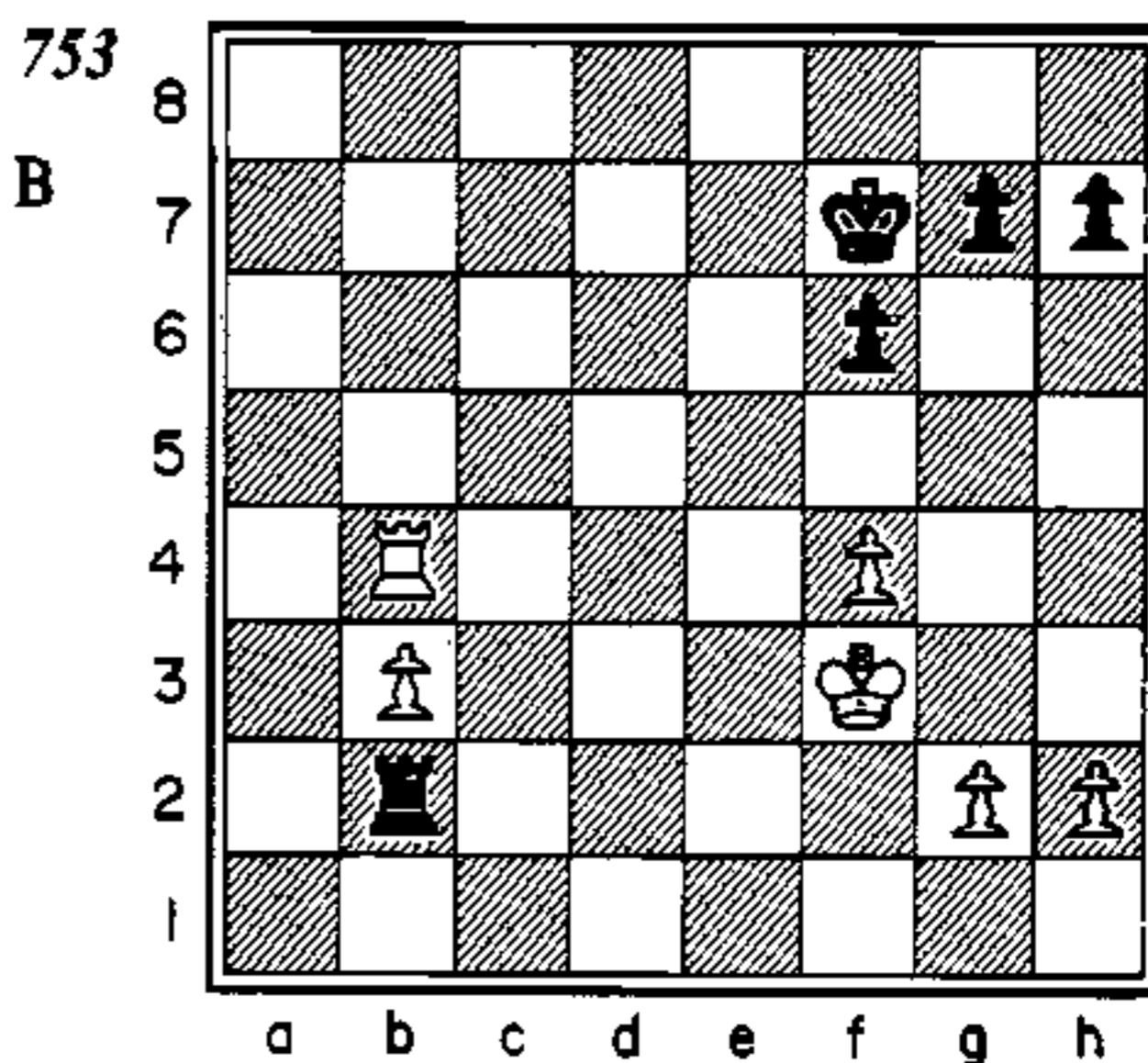
12 Kd4! Rb2 13 Ra5+ Ke6?

The decisive mistake! This move merely worsens Black's position, since all the same his king cannot take part in the battle against the passed pawn.

He could have drawn by the natural 13 ... Kg4!, when on the seemingly decisive 14 Ra4! he would have had to find the study-like reply 14 ... Kh3!! (suggested by I. Zaitsev). After 15 Kc5 f5 16 Rb4 it transpires that Black can play 16 ... R × b4 17 K × b4 f4 18 b7 f3 19 b8 = Q f2, reaching a well-known theoretical position, where thanks to his control over g4 Black gains a draw.

14 Kc5 Rc2+ 15 Kb5 Kd6 16 Ka6 Kc6 17 Ra1 Rc4 18 b7 Rb4 19 Rc1+ Kd7 20 Rc8 Resigns.

Taimanov–Kopylov
Moscow, 1951



753. For the moment the b-pawn is not very far advanced, and before taking his king over to it White must limit the opponent's possibilities on the K-side. Black, in turn, must play very precisely, to avoid being late with his counter-play.

Extra Passed Pawn

1 ... h5!

The correct plan. Black threatens ... h4-h3, breaking up White's K-side pawns.

2 h4 f5.

It is not hard to show that waiting play is doomed to failure: 2 ... Rb1 3 f5 Rb2 4 Rb7+ Kg8 5 g3 Rb1 6 b4 Rb3+ 7 Kf4 Rb1 8 b5 Rb2 9 b6 Rb3 10 Ke4 R×g3 11 Rc7 Rb3 12 b7 Kh7 13 Kd5 and Black is lost, since 13 ... Kh6 is met by 14 Rc8.

It was to defend against the threat of f4-f5 that Black played 2 ... f5. But now his K-side pawns are devalued, since, after the loss of the g-pawn, two white pawns will restrain three of the opponent's pawns.

2 ... f5 is evidently a decisive mistake, leading to defeat. 2 ... g6! is better, e.g. 3 Rb6! Ke7, and now:

(a) 4 g3 Rb1 5 Ke4 Rg1 6 Kd5 R×g3 7 Rb7+ Kd8 8 b4 Rg4.

(b) 4 b4 Rb3+ 5 Ke4 Rb2 6 g3 Rb3 7 Kd5 Rd3+ 8 Kc5 (8 Kc6 R×g3 9 b5 g5! 10 f×g5 f×g5 11 h×g5 R×g5 12 Rb8 Rg6+ 13 Kc7 Rg7 14 Rh8 Kf6+ 15 Kc8 Kg5 16 b6 h4 17 b7 R×b7 18 K×b7 Kg4 19 Kc6 h3 20 Kd5 Kg3 21 Ke4 Kg2 22 Ke3 h2 with a draw) 8 ... R×g3 9 b5 Rf3 10 Rb8 R×f4 11 b6 Kd7 12 Rg8 Rf5+ with a draw.

These variations are fairly complicated, but note that in each of them an important role is played by the K-side pawns.

3 Rb7+ Kf6 4 Kg3 Kg6 5 Rb6+ Kf7 6 Kf3 Rb1 7 Ke3.

The last few moves were made in time trouble. Here the game was adjourned, and then continued after home analysis.

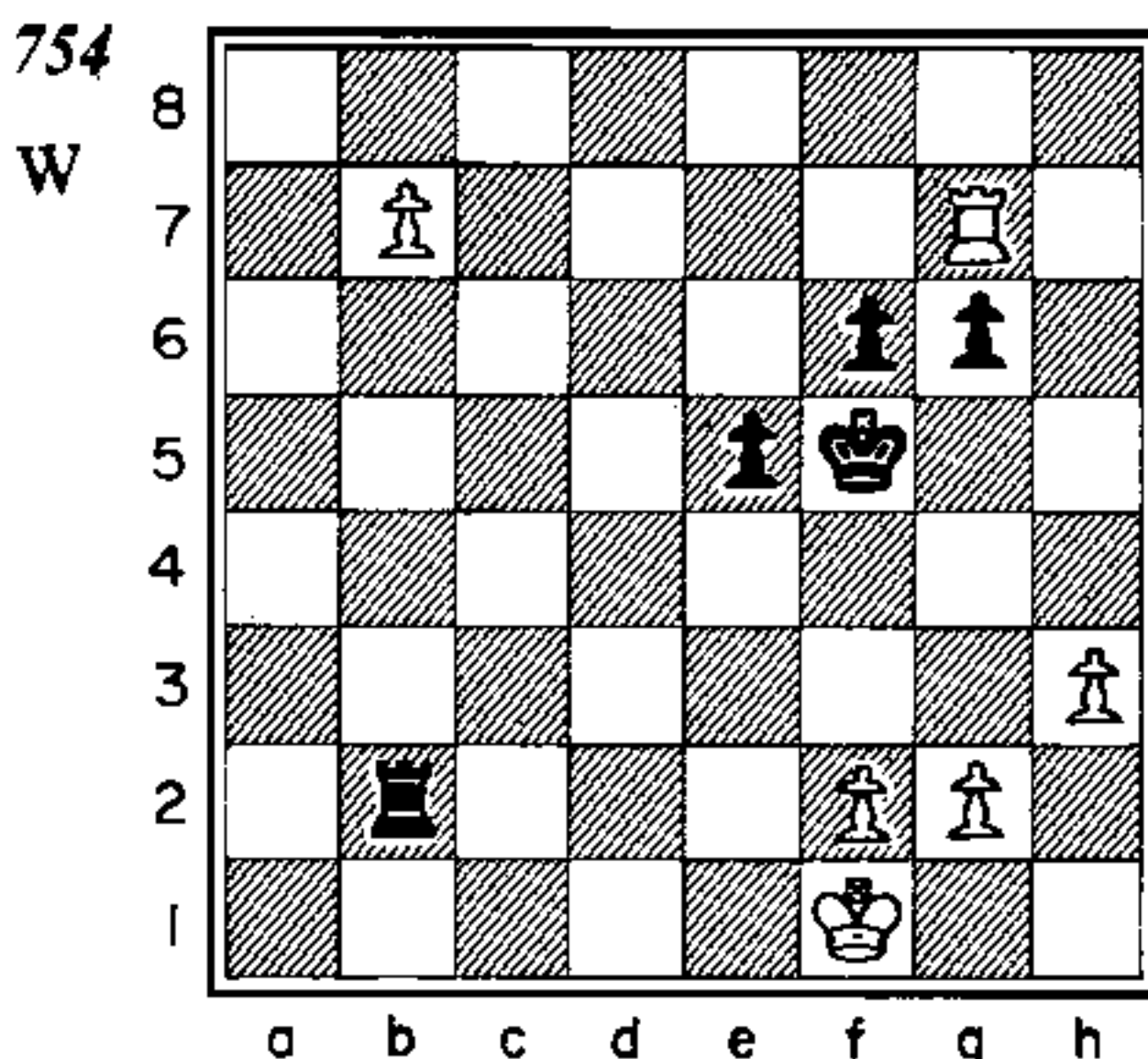
7 ... Rb2 8 Kf3 Rb1 9 b4 Rb3+ 10 Kf2 Rb2+ 11 Kg3 Rb3+ 12 Kh2 (the king hides, to allow the b-pawn to advance) 12 ... Ke7 13 b5 Kf7 14 Rb8 Kg6 15 b6 Kf7 16 Kgl Rb2 17 Kf1 Kg6 18 g3 Rb3 19 Ke2, and White should win, as shown earlier (746).

We will now consider a rather different arrangement of the pieces, where the defender's rook attacks the pawn from behind, and the stronger side's rook defends it from the sides. We will begin with positions

where the pawn has already reached the 7th rank.

The plan for realizing the advantage here is the same as with the rook in front of the pawn—take the king up to the passed pawn.

Tringov-Nikolayevsky
Bulgaria v. Ukraine, 1965



754. White carries out his plan without difficulty, since Black does not have sufficient counter-play: 1 Ke1 Kg5 (things are not improved by 1 ... Ke6 2 h4! Kf5 3 g3 etc.) 2 Kd1 f5 3 Kc1 Rb5 4 Rf7! Kf4 5 Kd2 Ke4 6 Rd7!

By his precise rook moves White has prevented the black king from pushing away his own king. Now the way to the pawn is clear.

6 ... g5 7 Kc3 f4 8 Kc4 Rb1 9 f3+! Accuracy to the end! Now 9 ... Kf5 is met by 10 Kd5 and 11 Kc6, and 9 ... Ke3 by 10 Rd3+ Kf2 11 Rb3. Therefore Black resigned.

In certain cases the weaker side can try not to allow the opponent's king across to the passed pawn.

755. 1 Ke1 g6 2 Kd1 Ke5.

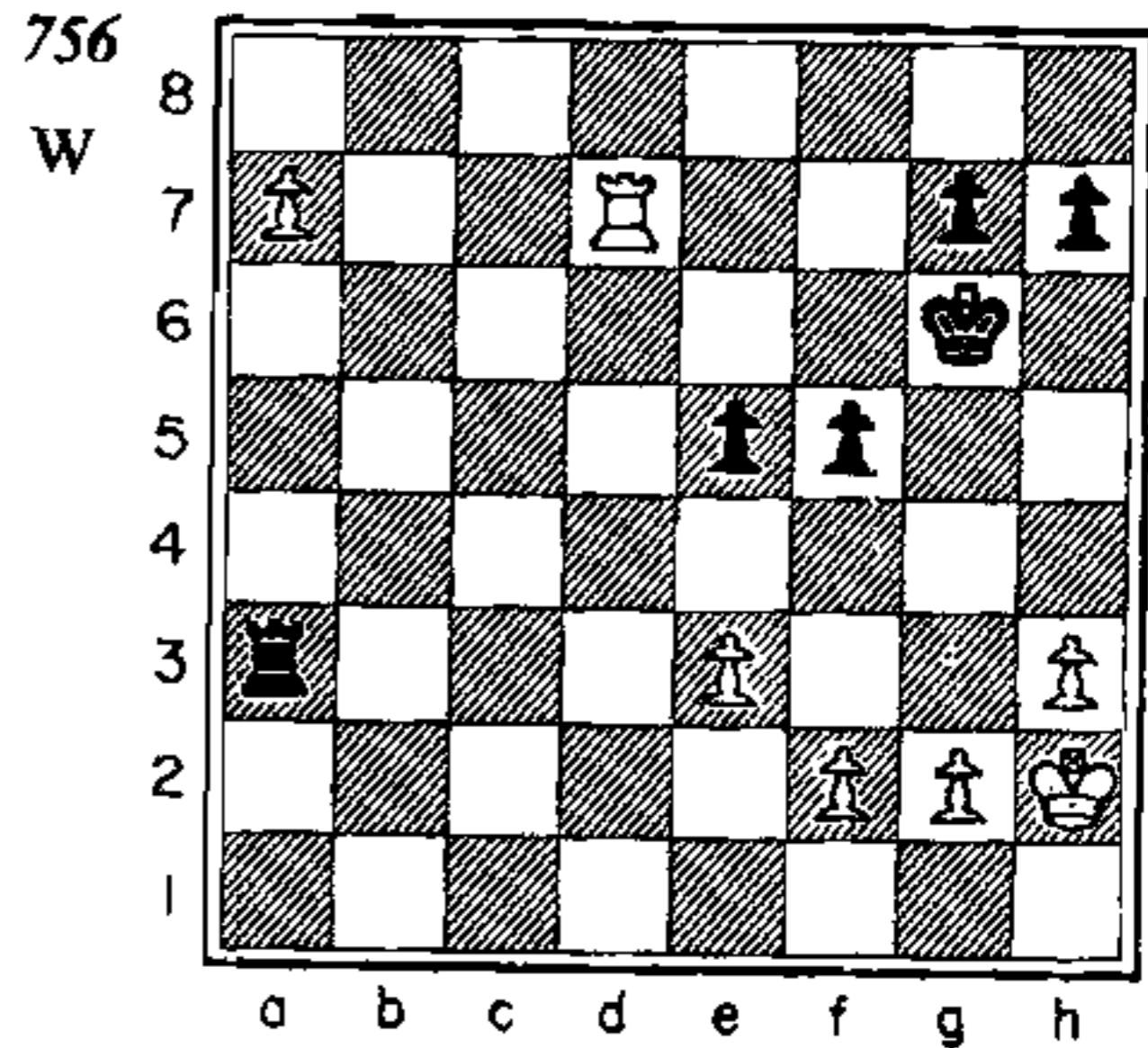
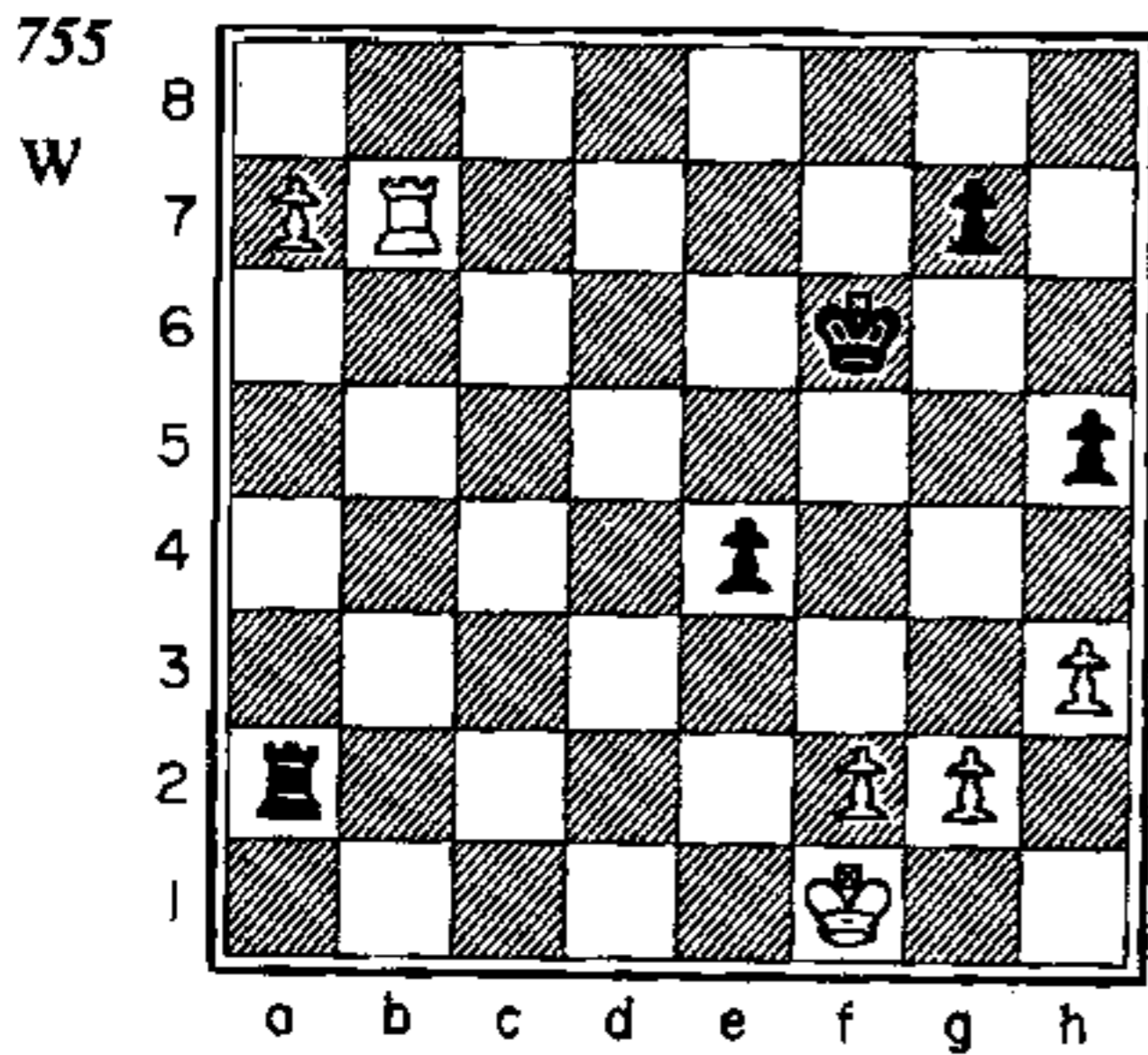
White takes his king across to the a7 pawn, and Black tries to prevent this.

3 Kc1 Kd5 4 Kb1 Ra6 5 Kb2 Kc6 6 Rg7 Kc5 7 h4 Ra5 8 g3 (before the decisive offensive, White fixes the K-side pawns) 8 ... Ra6 9 Kc3 Ra3+ 10 Kd2.

Several Pawns (material advantage)

Tartakower–Nimzowitsch
Kissingen, 1928

Ragozin–Yudovich
Leningrad, 1947



The king has not managed to reach the a7 pawn, but now White threatens 11 R × g6 R × a7 12 Ke3, when the black pawns become easy booty.

10 ... Kd4 11 Rd7+ Kc5.

This loses quickly, since Black ends up in zugzwang. 11 ... Ke5! was rather more tenacious: 12 Kc2 Ke6 13 Kb2 Ra6 14 Rg7 Kd5 15 Kc3 Kc5, but here too White can play 16 R × g6 Ra3+ (16 ... R × a7 17 Rg5+ Kd6 18 Kd4) 17 Kd2 R × a7 18 Ke3 etc.

12 Ke2 Kc6.

12 ... Kc4 can be met roughly as in the game: 13 Rg7 Kd4 14 R × g6 R × a7 15 Rd6+ Ke5 16 Rh6 Kd4 17 R × h5.

13 Rg7 Kd5 14 R × g6 R × a7 15 Rg5+ Kd4 16 R × b5 Ra2+ 17 Kf1 e3 (if 17 ... Ra1+ 18 Kg2 Ra2, then 19 Rf5! e3 20 Rf4+ Ke5 21 Rf3 e2 22 Re3+) 18 f × e3+ K × e3 19 Rg5 Kf3 20 Kg1, and White won.

756. The game went: 1 h4 h5 2 Rb7 Kf6 3 f3 Ra1! 4 Kg3 Ra2! (Black prevents the king from approaching the a-pawn) 5 f4 e4!

This move was not in fact played. Black continued with the weaker 5 ... g6, and in the end he lost.

The following possible variation is by Kopayev: 6 Kh2 Ra1 7 g3 g6 8 Kg2 Ra2+ 9 Kf1 Ke6 10 Ke1 Kd5 11 Rc7 (it is dangerous to play 11 Rg7 Kc4 12 R × g6 Kd3 or 12 Rd7

Kc3, when the white king's path to the Q-side is blocked) 11 ... Kd6 12 Rg7 Kd5 13 R × g6 R × a7, and Black's active pieces enable him to draw.

However, White could have played more strongly. 1 Kg3 was correct, trying to penetrate to the Q-side with his king as quickly as possible.

1 ... Kf6 2 Kf3 Ra2 3 g4 f × g4+ 4 h × g4 Ra4.

If 4 ... h6, then 5 Ke4 g6 6 Kd5 h5 (6 ... Kg5 7 f3) 7 g × h5 g × h5 8 Kc6 and wins.

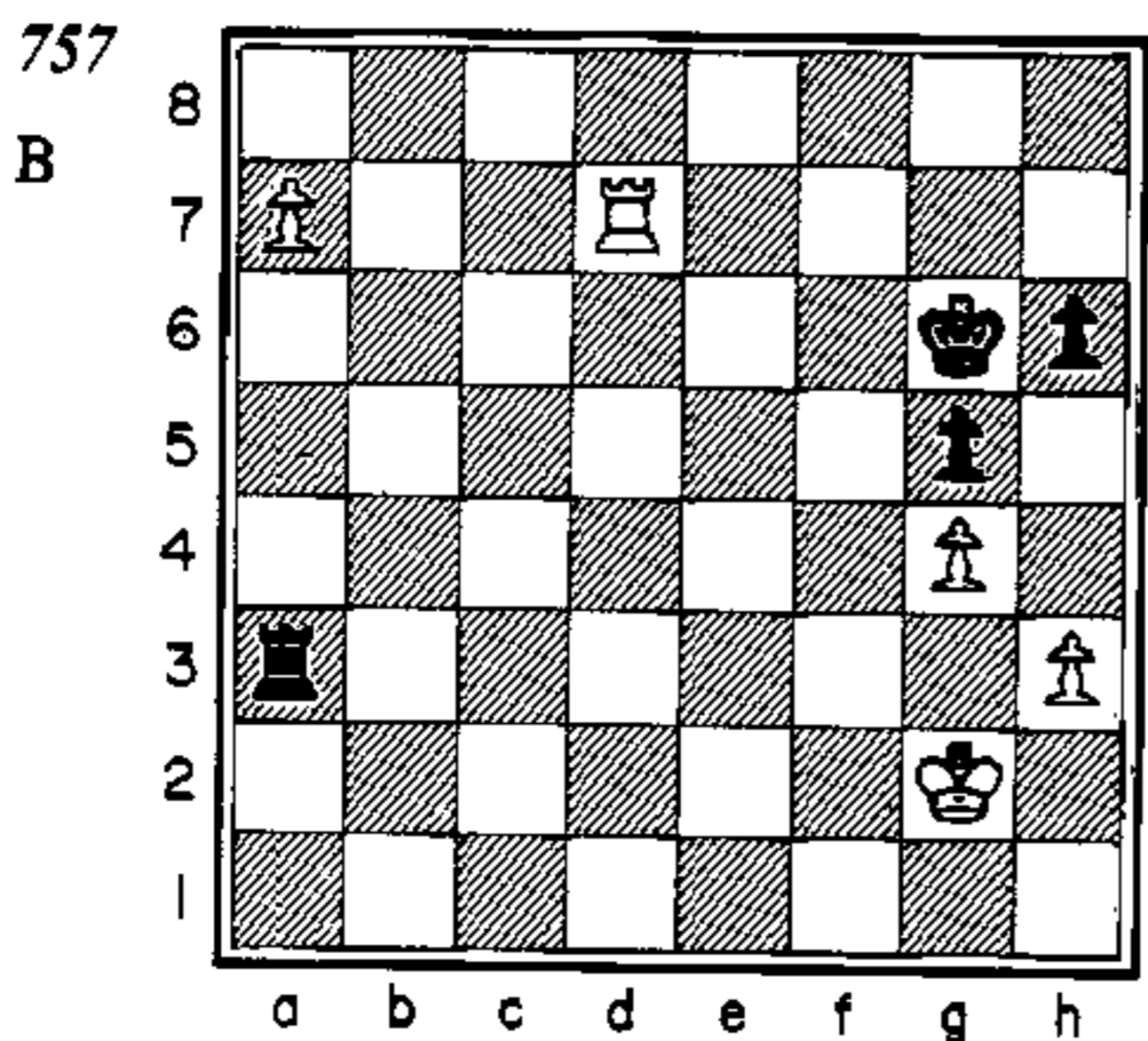
5 g5+! K × g5 (5 ... Kg6 6 Re7) 6 R × g7+ Kh6 7 Re7 Kg6 8 R × e5 R × a7 9 Kg4, and White must win.

If on 2 Kf3 Black replies 2 ... h5, not allowing 3 g4, a possible continuation is 3 Ke2 g6 4 Kd2 Ke6 5 Rg7 Kd5 6 Kc2 Kc4 7 Kb2 Ra6 8 R × g6 R × a7 9 Rf6, and White has every chance of success.

Apart from attempts to prevent the opponent's king from moving across to the pawn, the defender may also have other drawing possibilities, such as, for example, simplifying or invading with the king into the enemy position. It is in this way that Black saves the following position.

757. If Black sticks to passive tactics, White wins by taking his king up to the a7

Extra Passed Pawn



pawn. But Black has a very simple way of drawing.

1 ... h5! 2 Kf2.

If 2 g×h5+, then 2 ... K×h5 3 Kf2 g4! 4 h×g4+ K×g4 5 Rf7 Kg5 6 Ke2 Kg6 7 Rb7 Kf6 8 Kd2 Ke6 9 Kc2 Kd6 10 Kb2 Kc6 11 Rh7 Ra5 12 Kb3 Kb6 with a draw.

2 ... h×g4 3 h×g4 Kf6 4 Ke2 Ke5 5 Rf7 Ke6 6 Rb7 Ke5 7 Kd2 Kf4 8 Kc2 K×g4, and a draw can be agreed.

We will now consider some examples where the passed pawn is not very far advanced.

If, while defending the passed pawn from the side, the rook is able simultaneously to defend the pawns on the opposite wing, the realization of the advantage is usually a straightforward matter. The plan remains the same: taking the king to the support of the passed pawn.

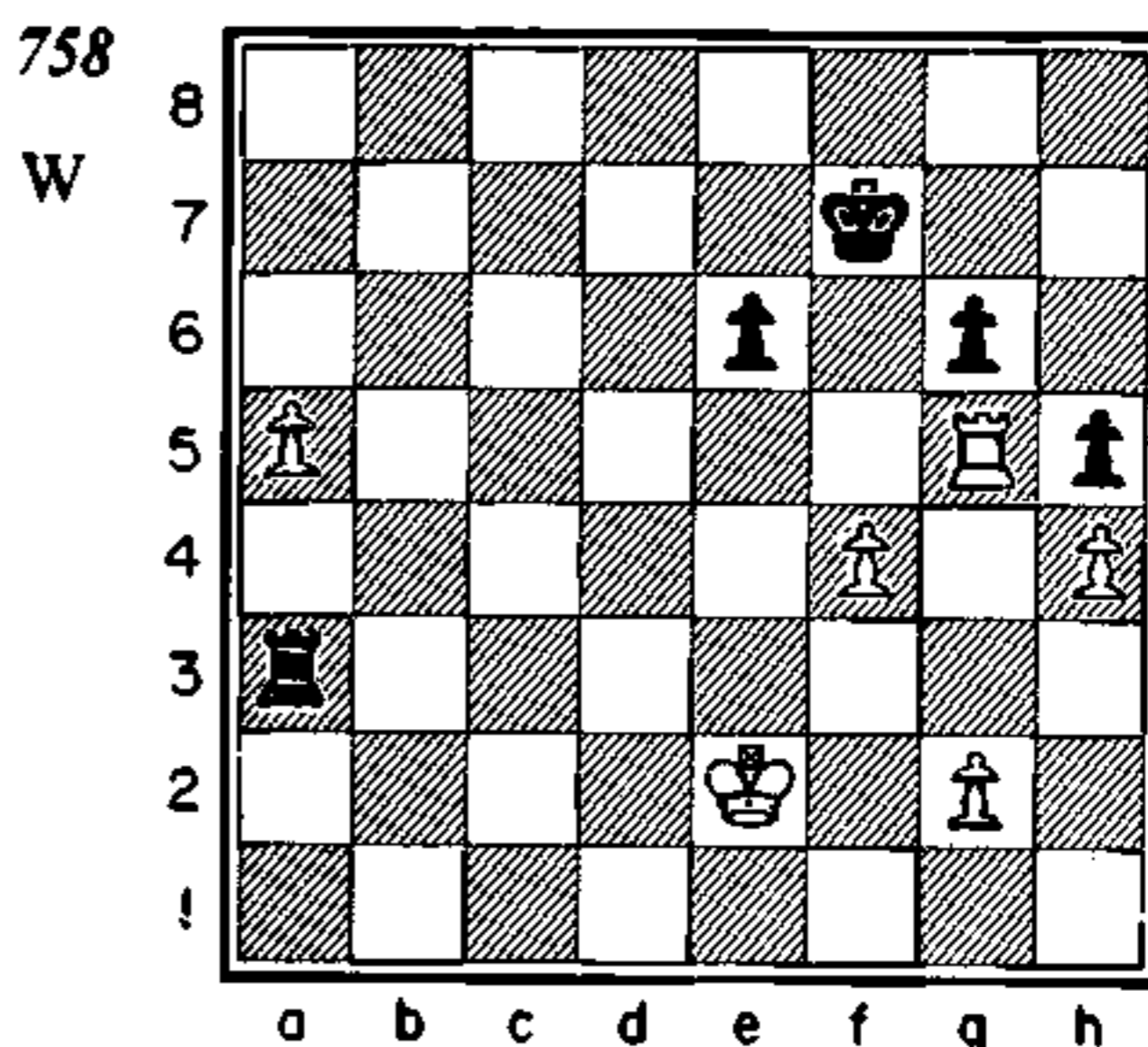
758. Black's position is hopeless, since he cannot prevent the march by the opponent's king up to the passed pawn. The white rook is ideally placed: it is not only defending its pawns, but also attacking the g6 pawn. The white king is free of all obligations, and can calmly set off to the support of the passed pawn.

1 Kd2 Ke7 2 Kc2!

Black was offering to exchange the a5 and g6 pawns, but White's passed pawn deserves a better fate.

2 ... Kd6 3 Kb2 Ra4 4 g3 Kc6 5 Kb3 Ra1 6

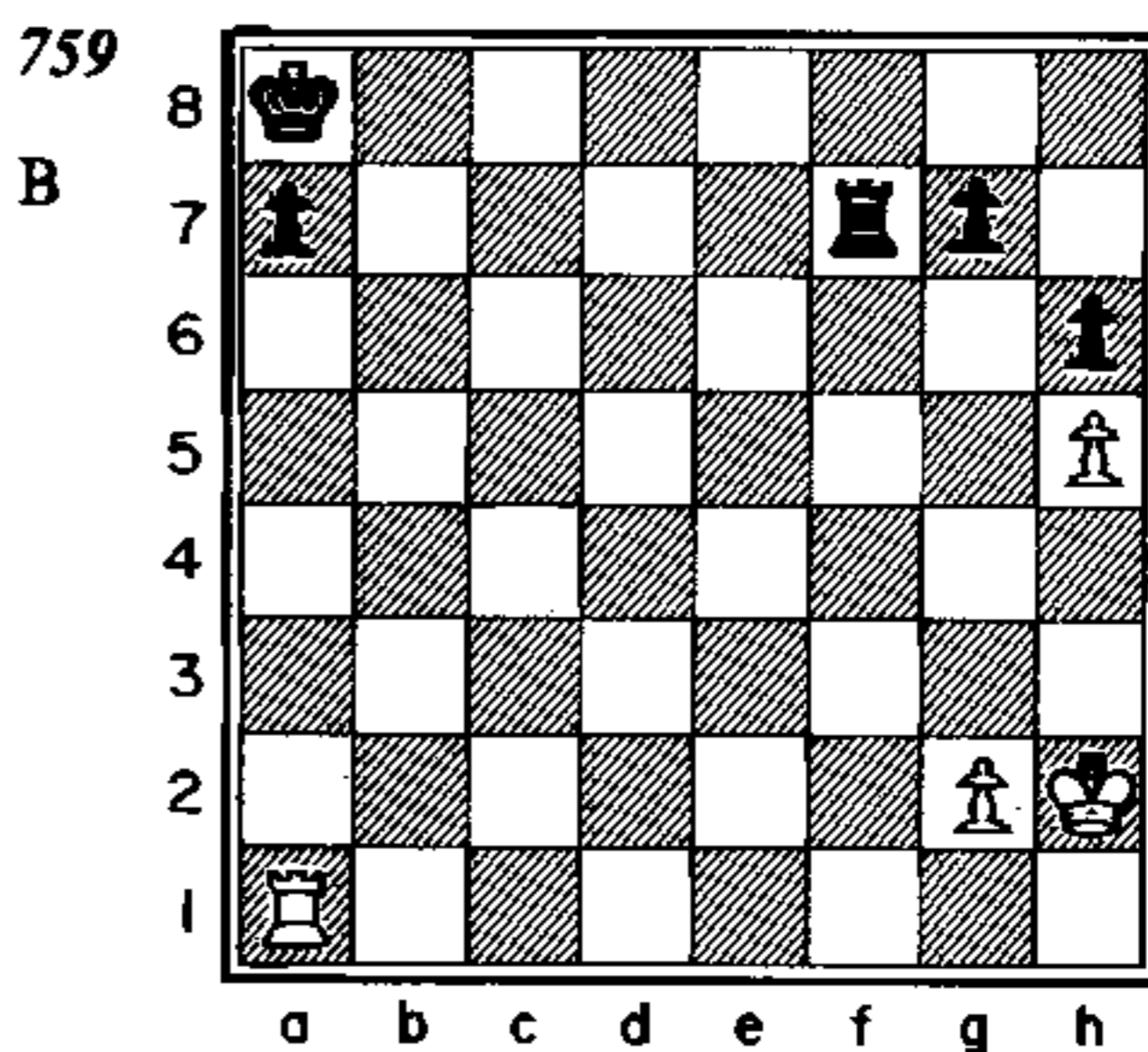
Averbakh-Euwe
Zurich, 1953



Kb4 Rb1+ 7 Kc4 Ra1 8 Kb3, and Black resigned, since he either loses a second pawn, or is forced to allow the white king up to the a-pawn, which then advances.

In the following example Black carries out a clear-cut plan of realizing his advantage.

Rabinovich-Ragozin
Tbilisi, 1937



759. 1 ... Rf5! 2 g4 Rg5 3 Kg3 a5.

Black's rook has taken up a favourable position, and now his king goes to the aid of his pawn.

4 Kf3 Ka7 5 Ra4 Kb6 6 Ke3 Rd5!

Now the rook switches to another position.

Several Pawns (material advantage)

The white king must not be allowed across to the a-pawn.

7 Rf4.

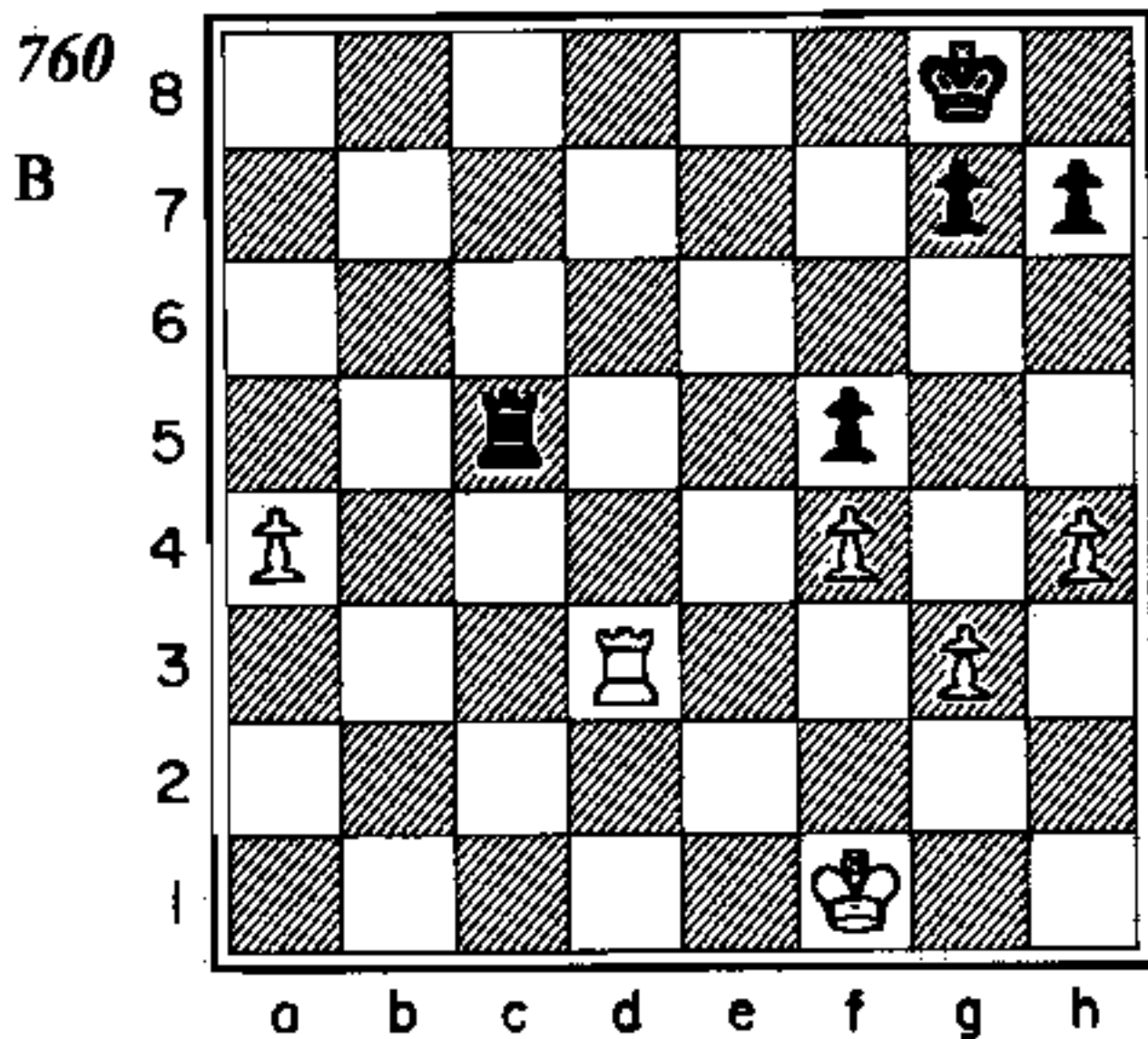
Or 7 Ke4 Rb5! 8 Ra1 Rg5 9 Kf4 Kb5 10 Rb1+ Kc4 11 Ra1 Kb3 and wins. No better here is 11 Rb7 a4 12 Ra7 Kb4 13 Rb7+ Rb5 14 R×g7 a3 etc.

7... Rd7 8 Rf5 a4 9 g5 h×g5 10 R×g5 a3 11 Ke4 a2 12 Rg1 Kb5 13 Ra1 Ra7 14 Kd3 (14 Kf5 Ra6) 14... Kb4 15 Kc2 Ka3 16 Rg1 Rc7+ 17 Kd3 Kb2 White resigns.

If the stronger side's rook is not able to defend the pawns on both wings, play becomes much more complicated and the realization of the advantage becomes exceptionally difficult, and in many cases simply impossible.

The methods of attack and defence in such endings are demonstrated in the following two examples.

Lipnitsky-Smyslov
Moscow, 1952



760. 2 Ra3 is threatened, and so: 1... Rc1+! 2 Ke2 Ra1 3 Rd4 (if 3 Rd8+ Kf7 4 Ra8, then 4... Kg6 with sufficient counter-play) 3... Ra3! 4 Kd2 Kf7.

All the same the g-pawn will not run away, and so it is useful first to activate the king.

5 Kc2 Kg6 3 Kb2 R×g3 7 a5 Kh5 8 a6 Rg6. Black exploits to the maximum the mo-

bility of his rook—it manages to get everywhere. If now 9 Ra4, then 9... Rb6+ 10 Kc3 Rb8 11 a7 Ra8 12 Kd4 K×h4 13 Ke5 Kg4 14 Ra1 g5 15 Rg1+ Kf3 with a draw.

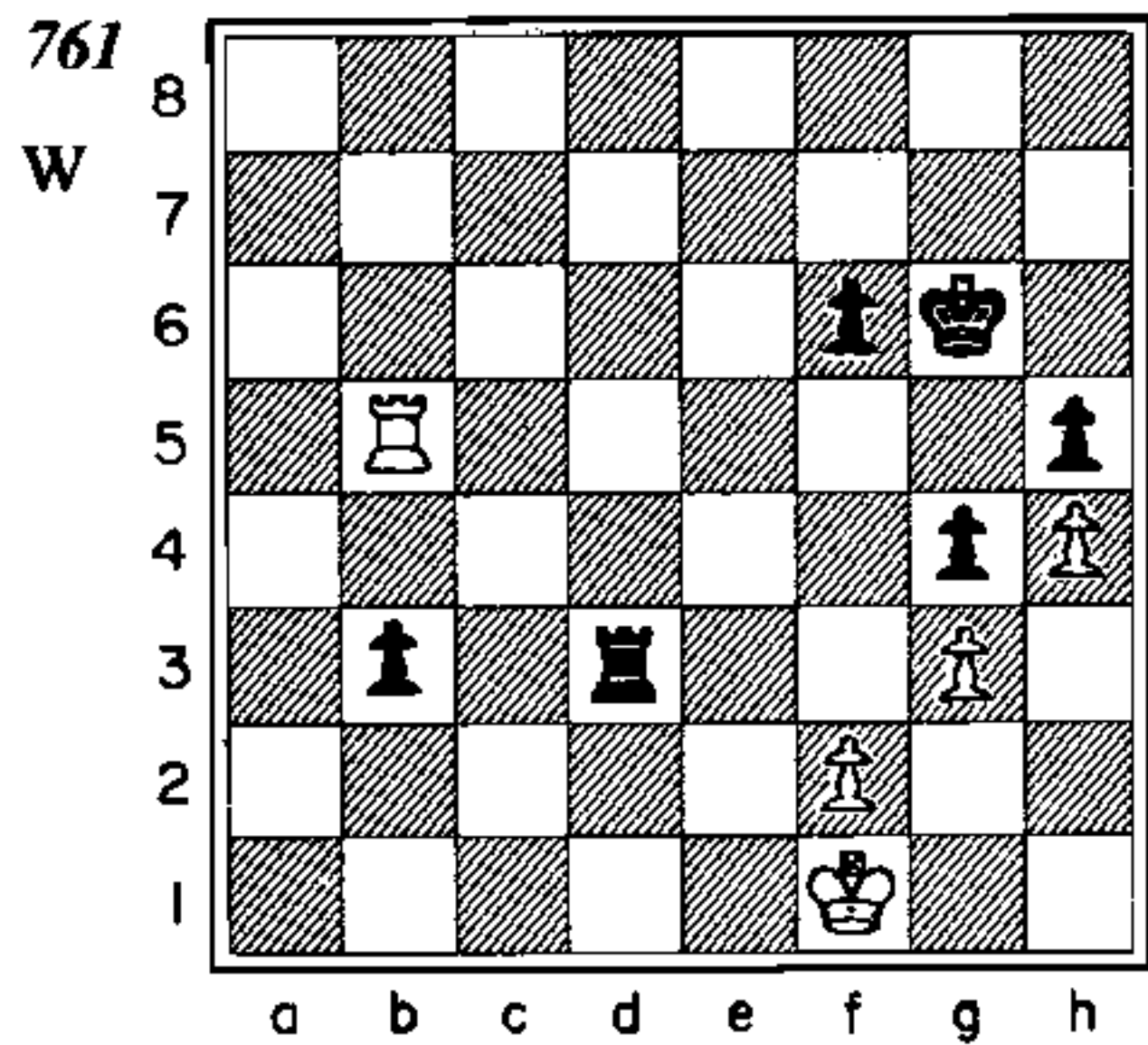
9 a7 Ra6 10 Rd7 g6!

Of course, not 10... K×h4 11 R×g7 h5 12 Kb3 Kh3 13 Kb4 h4 14 Kb5, when Black can only lose.

11 R×h7+ Kg4 12 Kb3 Ra1 13 Kb4 K×f4 14 Kb5 Kg3 15 Kb6 f4, and the game ended in a draw.

Euwe-Alekhine

World Championship Match, 1937



761. The game was adjourned in this position and on resumption it ended in a draw. Numerous commentators were simply unable to demonstrate a win. All their analyses were summed up by Grigoriev, who concluded that with correct defence White should not lose.

As we already know, Black's problem is to support his passed pawn with his king. If the h4 and h5 pawns were not on the board, there would be an elementary solution: after placing his rook at f3, Black would take his king over to the b3 pawn. But here he has to abandon his h-pawn to its fate, which, in turn, allows White to gain counter-play. Thus a sharp struggle is in prospect, where both sides have to play actively.

Extra Passed Pawn

Let us see how the resumption of the game proceeded: **1 Ke2 Rf3 2 Ke1!**

In waiting, White must play accurately. For example, 2 Rd5 is bad because of 2 ... Rf5 3 Rd2 Rb5! etc., and 2 Rb7 is a loss of time: 2 ... Kf5 3 Rb5+ Ke4 4 R×h5 Kd4 5 Rb5 Kc4 6 Rb8 Rf5! 7 Ke3 Kc3 8 Rc8+ Kb2 9 Rh8 Kc2 10 Rc8+ Kb1 11 Rh8 b2 12 h5 Rf3+ 13 Kd2 Ka2 14 Ra8+ Ra3 15 Rb8 b1=Q, and White is too late.

2 ... f5.

Black also had another possibility: 2 ... Rc3 3 Kd2 Rc2+ 4 Ke3 b2, but in this case too White has sufficient counter-chances after 5 f3, e.g. 5 ... Rg2 (5 ... Rc3+ 6 Kf2 R×f3+ 7 Kg2, and the b-pawn is lost) 6 f×g4 R×g3+ 7 Kf4! R×g4+ (7 ... Rg2 8 Kf3 Rc2 9 g5) 8 Kf3 R×h4 9 R×b2, and we reach a theoretically drawn ending with f- and h-pawns. Black can try to improve this variation by playing 6 ... h×g4; then comes 7 Kf4 f5 8 h5+ Kh6! 9 K×f5 R×g3 10 Kf4!! (10 R×b2 K×h5! 11 Rh2+ Rh3 12 Rf2 Kh4 13 Kf4 Rh1 and wins) 10 ... Rg2 11 Ke3!, and White gains a draw.

3 Rb6+ Kf7 4 Rh6!

A timely moment to switch to counter-attack. If now 4 ... Ke7, then 5 R×h5 Kd7 (5 ... b2 6 Rh7+ Kd6 7 Rb7) 6 Rh8 Kc7 7 Rh7+ Kc6 8 Rh8 Kc5 9 Rb8 Kc4 10 h5, and White's passed pawn gives him equal chances.

White would have had the most difficult problems after 4 ... Rc3!, since it is bad to play 5 R×h5 b2 6 Rh7+ Kg6 7 Rb7 Rc1+. The correct continuation is 5 Kd2! Rc2+ 6 Ke3 b2 7 Rb6 Ke7 8 f4! (in this way White activates his king) 8 ... Kd7 9 Kd4 Kc7 10 Rb3 Kc6 11 Rb8 (11 Ke5? Rc5+ 12 Kf6 Rb5) 11 ... Rg2 12 Rb3! (not 12 Ke5 Rd2! 13 Kf6 Kc7! followed by 14 ... Rd6+ and 15 ... Rb6) 12 ... R×g3 13 R×b2 Rh3 14 Ke5 R×h4 15 Rg2! (much stronger than the line suggested by certain analysts: 15 K×f5 g3 16 Rg2 Rg4 17 Ke4 h4 18 Kf3 Rg8!, when a draw is no longer apparent) 15 ... Rh3 16 K×f5 g3 17 Ke4 h4 18 Kf3 Kd6 19 Re2! Rh1 20 f5

Rf1+ 21 Kg4 Rf2 22 Re1 g2 23 Rg1, and after all White gains a draw.

4 ... f4 5 R×h5!

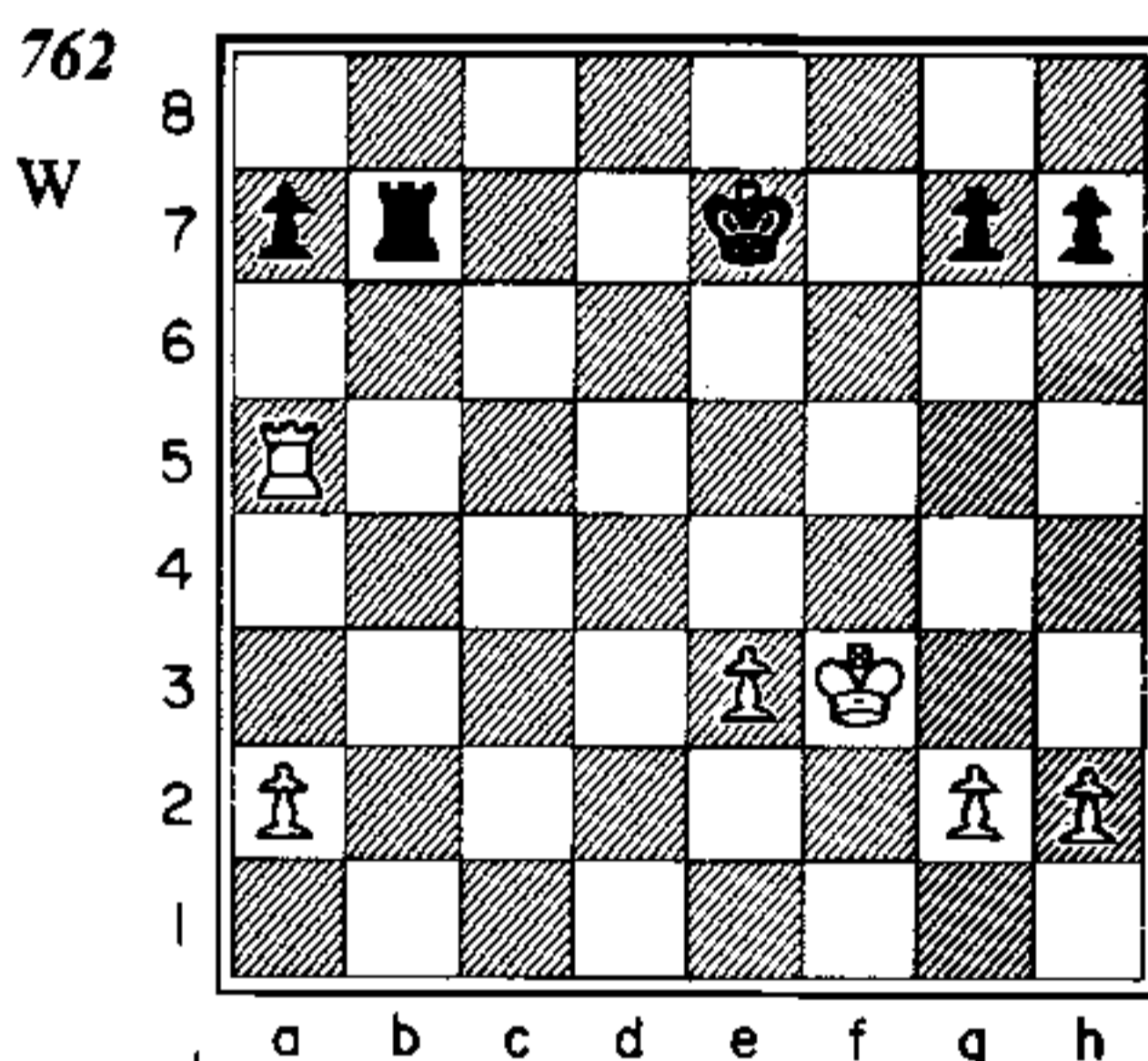
White loses after 5 g×f4 R×f4 6 Rb6 (6 R×h5 Rb4) 6 ... Rf3 7 Rb5 Rc3 8 Kd2 Rc2+ 9 Ke3 b2, when his king is tied to the f2 pawn, since if it moves, ... g3 proves decisive.

White is not afraid of losing his g-pawn: 5 ... f×g3 6 f×g3 R×g3 7 Kf2 Rh3 8 Rb5 b2 9 Kg2 with a draw.

5 ... Rc3 6 Rb5 f3 7 Kd2 Rc2+ 8 Ke3 b2 9 Kf4 Rc4+ 10 Ke3 Rc2. Drawn.

We will now consider the case where the extra passed pawn is not on the wing, but in the centre.

Rubinstein—Em. Lasker St Petersburg, 1909



762. Here it is very significant that White's rook is more actively placed than the opponent's. For this reason he is able to realize his advantage: **1 Ra6!**

An important point. Before starting to advance his pawn, White, as usual, first strengthens his position. And at a6 the rook is ideally placed: it ties down Black's rook to the defence of his a-pawn and restricts the mobility of his king.

1 ... Kf8 2 e4 Rc7 3 h4! Kf7 4 g4 Kf8 5 Kf4 Ke7.

Several Pawns (material advantage)

Thus White has activated his king and improved the placing of his pawns. He now has to create a breach in the enemy position.

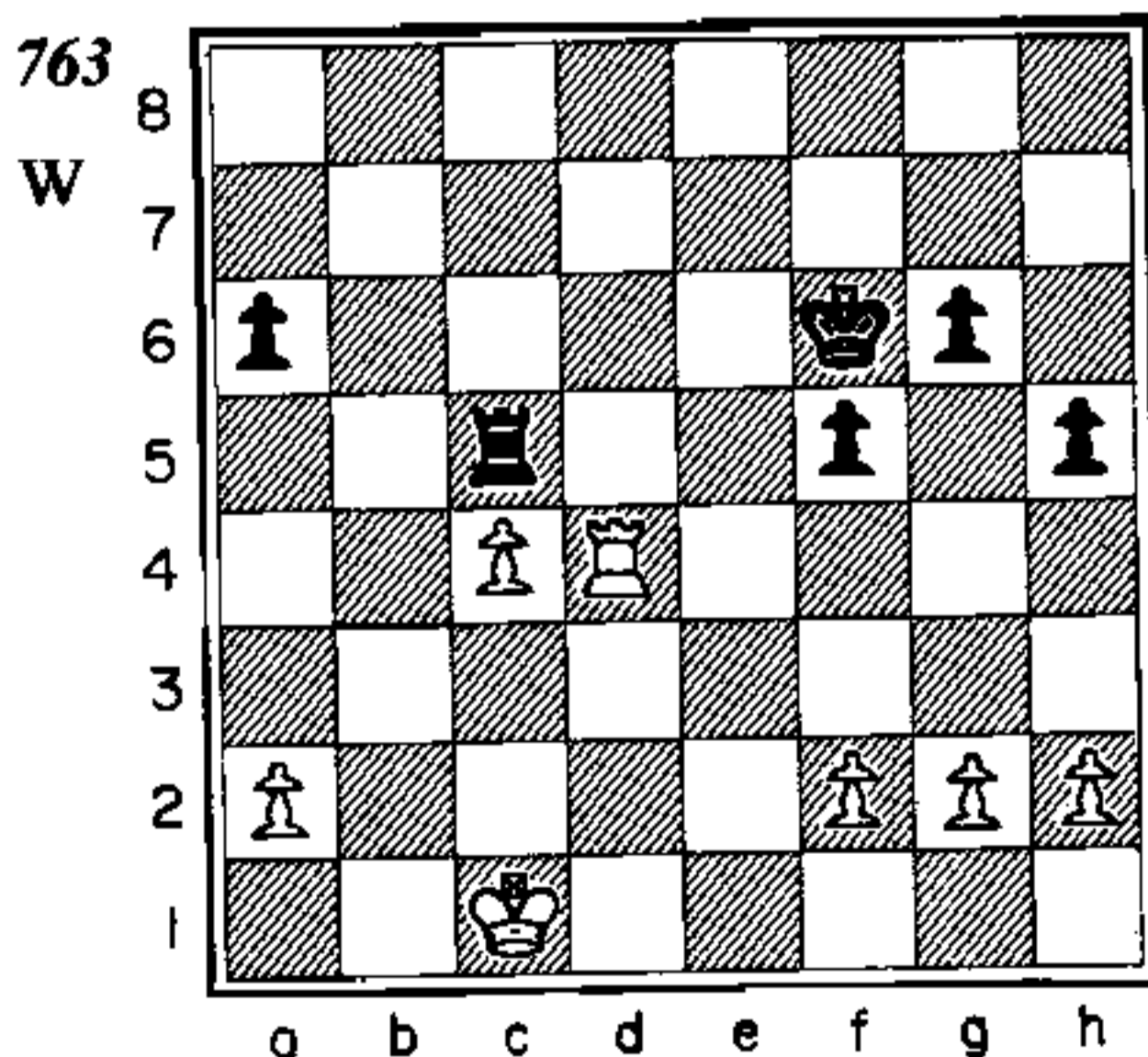
6 h5! h6.

Now there is a weak point in Black's position at g6, to where in the end the white king penetrates.

If Black had stubbornly tried not to weaken his K-side pawns, there could have followed 7 g5, 8 e5, 9 Kf5 and 10 g6. After the forced 10... h6, with the black king at e7 and rook at b7, White would have played 11 Re6+, setting Black a difficult choice: 11... Kf8 is met by 12 Rc6 Ke7 13 Rc8 and 14 Rg8, and if 11... Kd7, then 12 Rf6! Ke8 (12... gxf6 13 g7 Rb8 14 exf6) 13 Rf7! Rxf7 14 gxf7+ Kxf7 15 e6+, with a won pawn ending.

7 Kf5 Kf7 8 e5 Rb7 9 Rd6 Kf8 10 Rc6 Kf7 11 a3! Resigns. If 11... Re7, then 12 e6+ Kg8 13 Kg6 Re8 14 e7!, while 11... Ke7 is met by 12 Kg6 Kf8 13 Rc8+ Ke7 14 Kxg7. Finally 11... Kf8 is also hopeless: 12 Kg6 Rb3 13 Rc8+ Ke7 14 Kxg7 Rxa3 15 Kxh6.

Fischer-Ghitescu
Leipzig, 1960



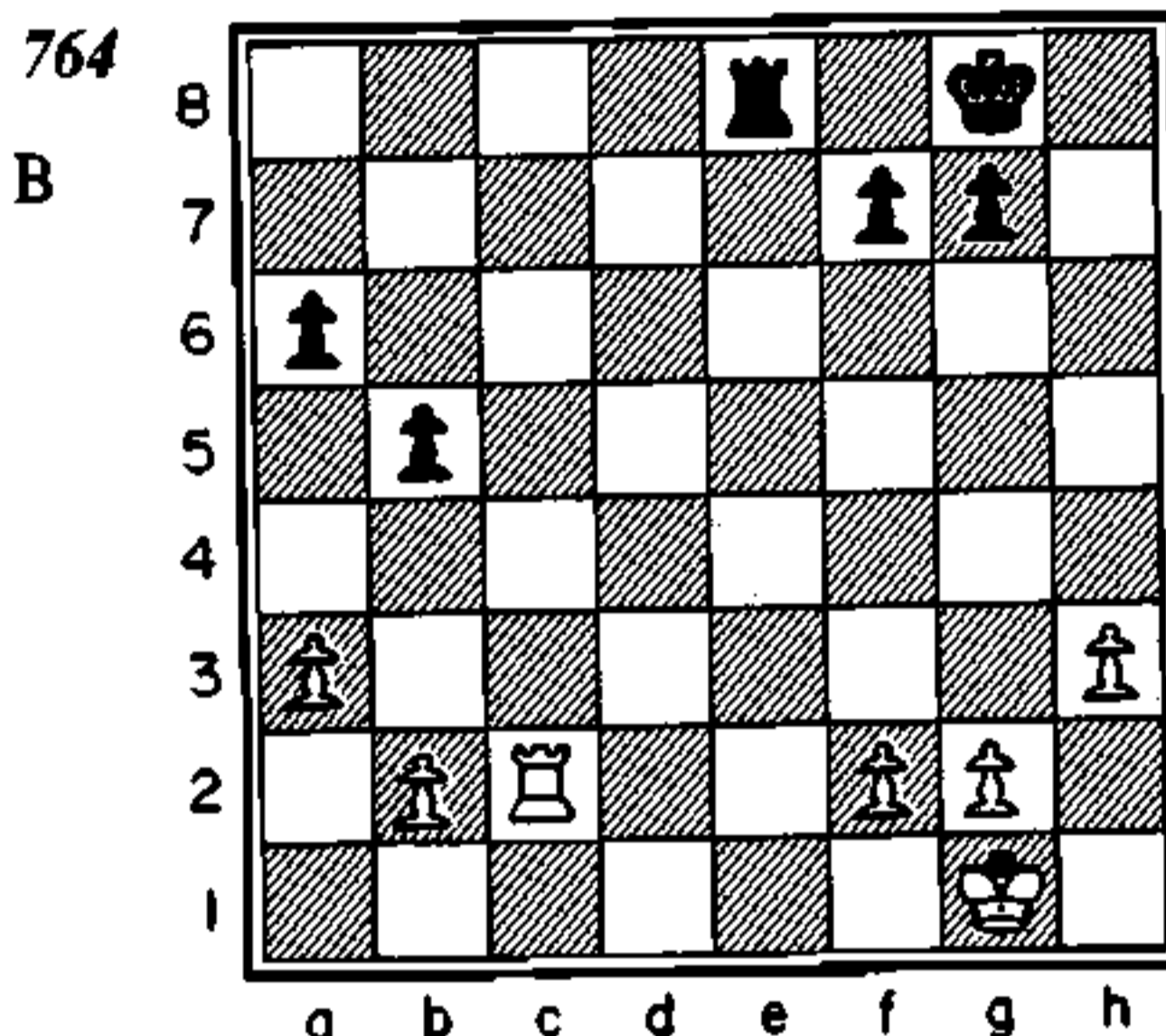
763. 1 f4 Ke6 (perhaps Black should have sought chances by 1... h4 2 Kc2 g5) 2 Kc2 Rc8 3 Kc3 Rb8 4 c5 Rb1.

With passive defence Black would have finally ended up in zugzwang, so he makes a desperate attempt to activate his rook.

5 Rd6+ Kf7 6 Rxa6 Rc1+ 7 Kd4 Rc2 8 g3 Rxb2 9 Kd5 Rg2 (9... Rd2+ does not help: 10 Ke5 Re2+ 11 Kd6 Rd2+ 12 Kc7 Rd3 13 Kb7) **10 c6 Ke7 11 Ra8 Resigns.**

The following position shows a case where the extra pawn is on the K-side.

Kivlan-Kochiev
Leningrad, 1972



764. Thanks to his active rook, Black is able to maintain the balance: 1... Re1+ 2 Kh2 b4!

By temporarily sacrificing a pawn, Black achieves a significant reduction in the material on the board. Worse would have been 2... a5 3 Rc5 Re2 4 Rxb5 Rxf2 5 Kg3 Rc2 6 a4, when the transfer of White's king to the Q-side should win for him.

3 axb4 Re4 4 Rc8+

Little is promised by 4 Kg3 Rxb4 5 Kf3 a5 6 Ke3 a4 7 Kd3 Rb3+ 8 Kc4 (otherwise 8... a3) 8... g6 or 8... g5, and due to the passive position of his rook White has no winning chances.

4... Kh7 5 Rc7 f6 6 Rb7 Re2 7 b5!

White is resourceful: 7 Kg3 Rxb2 8 Rb6 Ra2 with the threat of 9... a5 was quite unpromising.

Pawns on one Wing

7 ... a5!

Stronger than 7 ... a × b5 8 R × b5 R × f2 9 Kg3, when White retains some winning chances.

8 Ra7 R × f2 9 b4! Rb2! (9 ... a × b4? would have been met not by 10 b6 Rf5!, but 10 Ra4!, when White must win) 10 b × a5 R × b5 11 h4 Rb4 12 Kh3 Ra4 13 Ra8.

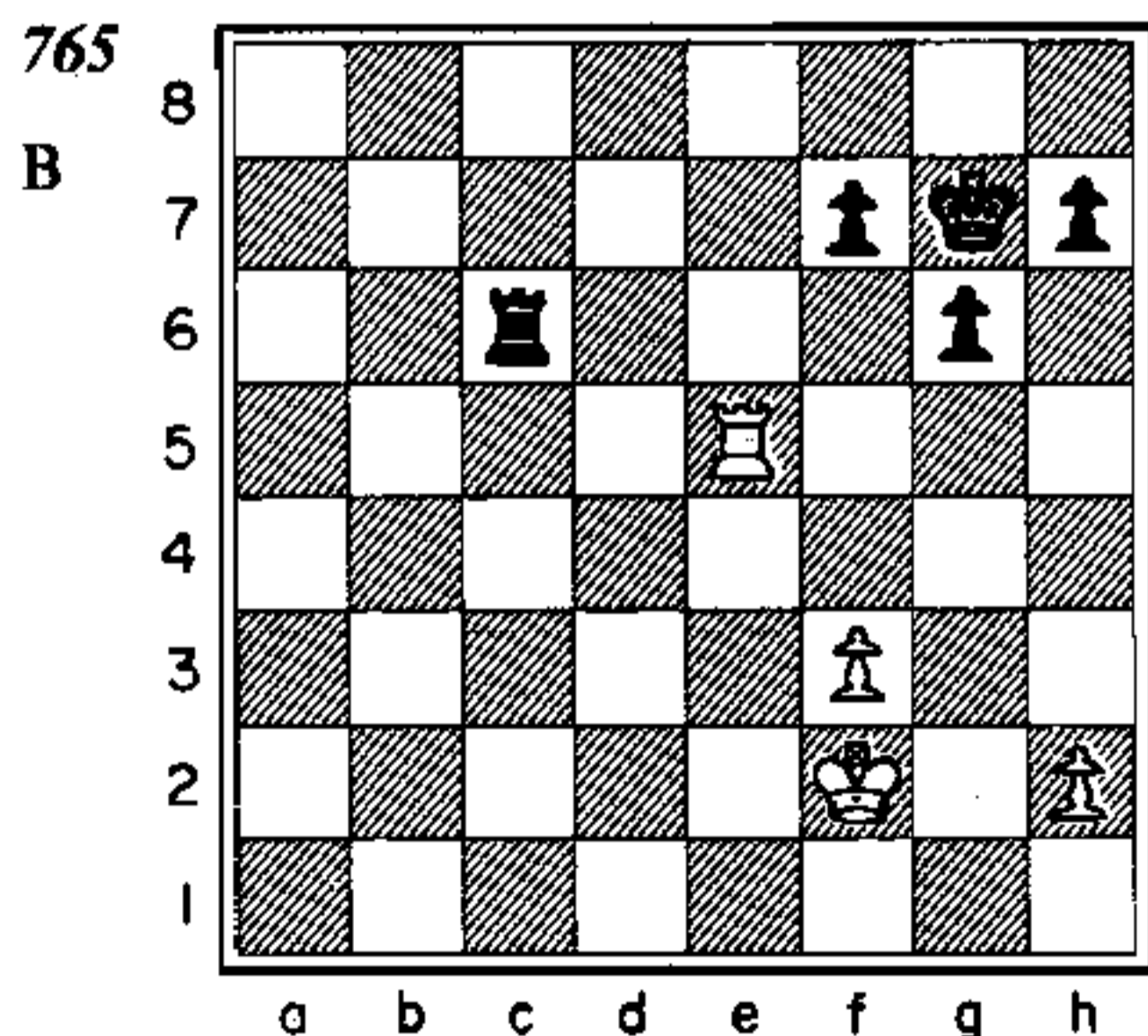
13 g4 was somewhat better, but even then, by keeping his rook at a4, Black easily maintains the balance.

13 ... f5 14 Ra6 Ra3+ 15 Kh2 g6 16 Ra8 Kh6 17 a6 f4 (White was hoping for 17 ... Kh5 18 a7 Kg4 19 h5!) 18 a7 Kg7. Black gains a draw even after giving up his f4 pawn.

11.2 PAWNS ON ONE WING

Positions where all the pawns are on one wing have their characteristic features. In this case the defensive possibilities are normally improved, since it is easier to defend on a restricted front, than where there is play on both wings. In addition, the creation of a passed pawn usually leads to pawn exchanges.

Smyslov–Keres
Moscow, 1949



765. 1 ... Rc4 2 Kg3 Kf6 3 f4!

In this way White prevents the opponent from improving his position. After 3 Ra5 g5!

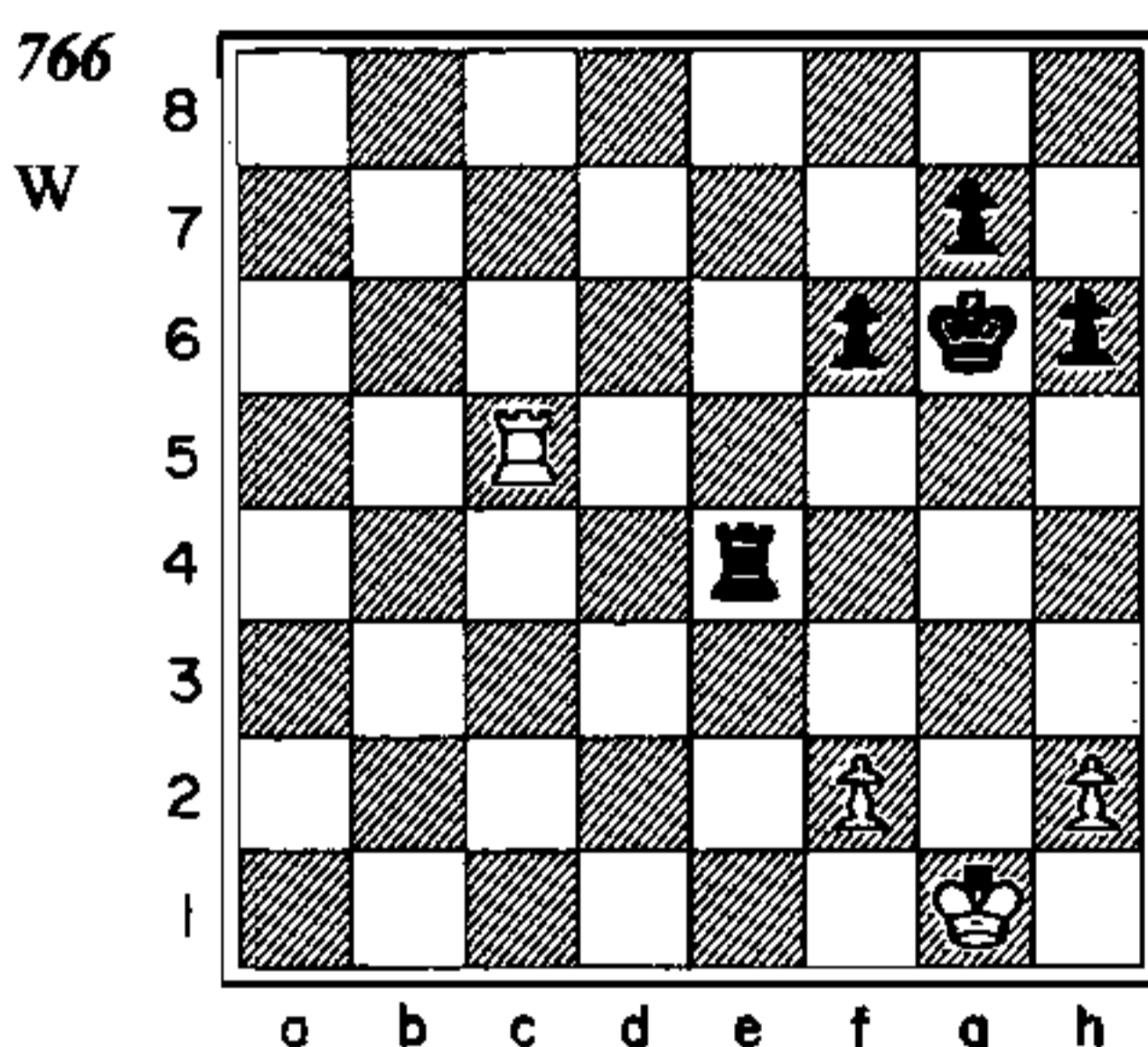
he would have had to work hard to gain a draw.

3 ... Rc3+ 4 Kg2 Kg7 (Black tries to take his king up to the opponent's pawns via the h-file) 5 h3 Rc7 6 Kg3 Kb6 7 Ra5 f5 8 Ra3 Kh5 9 Rb3 h6 10 Ra3 Rc4 11 Rb3 g5 (there is no other way to improve the position) 12 f × g5 h × g5 13 Rb8!

The correct move. Passive defence could have led to defeat, e.g. 13 Ra3 f4+ 14 Kg2 Kh4 etc.

13 ... f4+ 14 Kg2, and the game ends in a draw.

Smyslov–Reshevsky
The Hague/Moscow, 1948



766. White easily gains a draw: 1 Kg2 h5 2 h3 f5 3 Rc6+ Kg5 4 Rc7 g6 5 Rc6!

By attacking the rear pawn, White prevents the enemy king from going to h4.

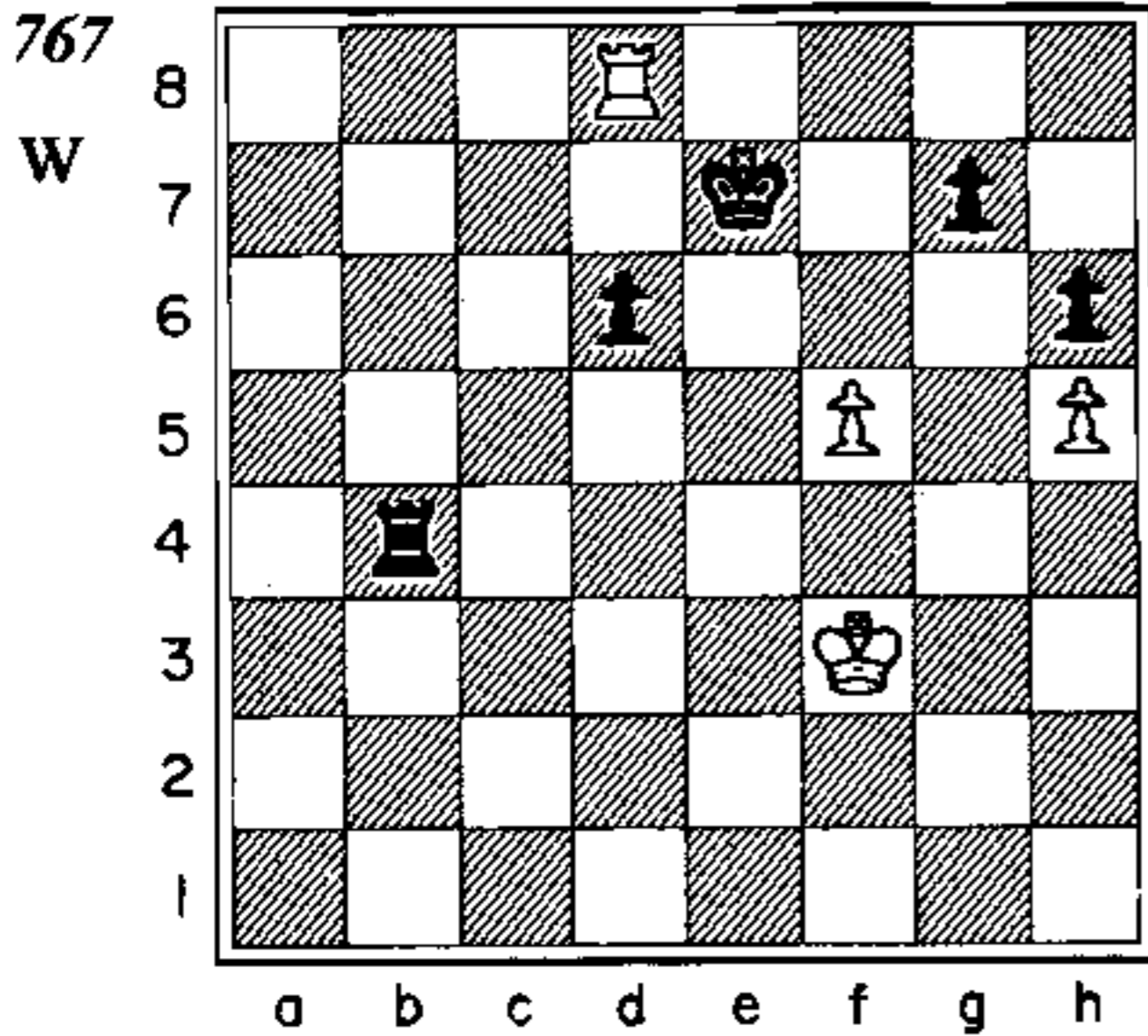
5 ... Rd4 6 Ra6 h4 7 Rb6 Rd3 8 Ra6 Kh5 9 Ra8 Rd6 10 Rh8+ Kg5 11 Kf3 Rd3+ 12 Kg2 Rd4 (otherwise the king cannot be freed from the defence of the pawn) 13 Kf3 Kf6 14 Rf8+ Kg7 15 Ra8 Rd3+ 16 Kg2 g5 17 Ra6 Rd7 18 Rb6 Re7 19 Ra6 Kf7 20 Rh6 Re6 21 Rh8 Kg7 22 Rh5 Kg6 23 Rh8 Rc6 24 Rg8+ Kf6 25 Rf8+ Ke5 26 Rg8 Kf4.

It may seem that Black has made some progress, but now White forestalls the opponent's basic threat—... g4.

Several Pawns (material advantage)

27 Rh8 Rc5 28 Rh5 Rc6 29 Rh8 Rg6 30 Rh7 Ke5 31 Rh8 Kf6 32 Rf8+ Ke6 33 Rh8 Kf7 34 f4. Drawn. If 34 ... gxf4+, then 35 Kf3 Rg3+ 36 Kxf4 R×h3 37 Kxf5, while 34 ... Kf6 is met by 35 Kf3 g4+ 36 Kg2.

Goryelov-Svyeshnikov
Moscow, 1981



767. White's position looks difficult. He loses, for example, after 1 Rg8 Kf6 2 Rf8+ Kg5 3 Rf7 Rf4+ 4 Kg3 R×f5 5 R×g7+ K×h5, when with two pawns Black in the end wins. White finds an interesting saving resource, creating a passed pawn on the h-file.

1 f6+ g×f6 (1... K×f6 2 R×d6+ Kf5 3 Rd5+ leads to an immediate draw) 2 Rh8 Ke6 3 R×h6 Kf5 4 Rh8 Rb3+ 5 Ke2 Rh3 6 h6 Kf4 (6... Kg6 7 Rg8+ Kh7 8 Rd8) 7 h7 f5 8 Kf2 Rf3+ 9 Kg2 Rg3+ 10 Kf2 Rg7 11 Rd8 R×h7 12 R×d6. Drawn.

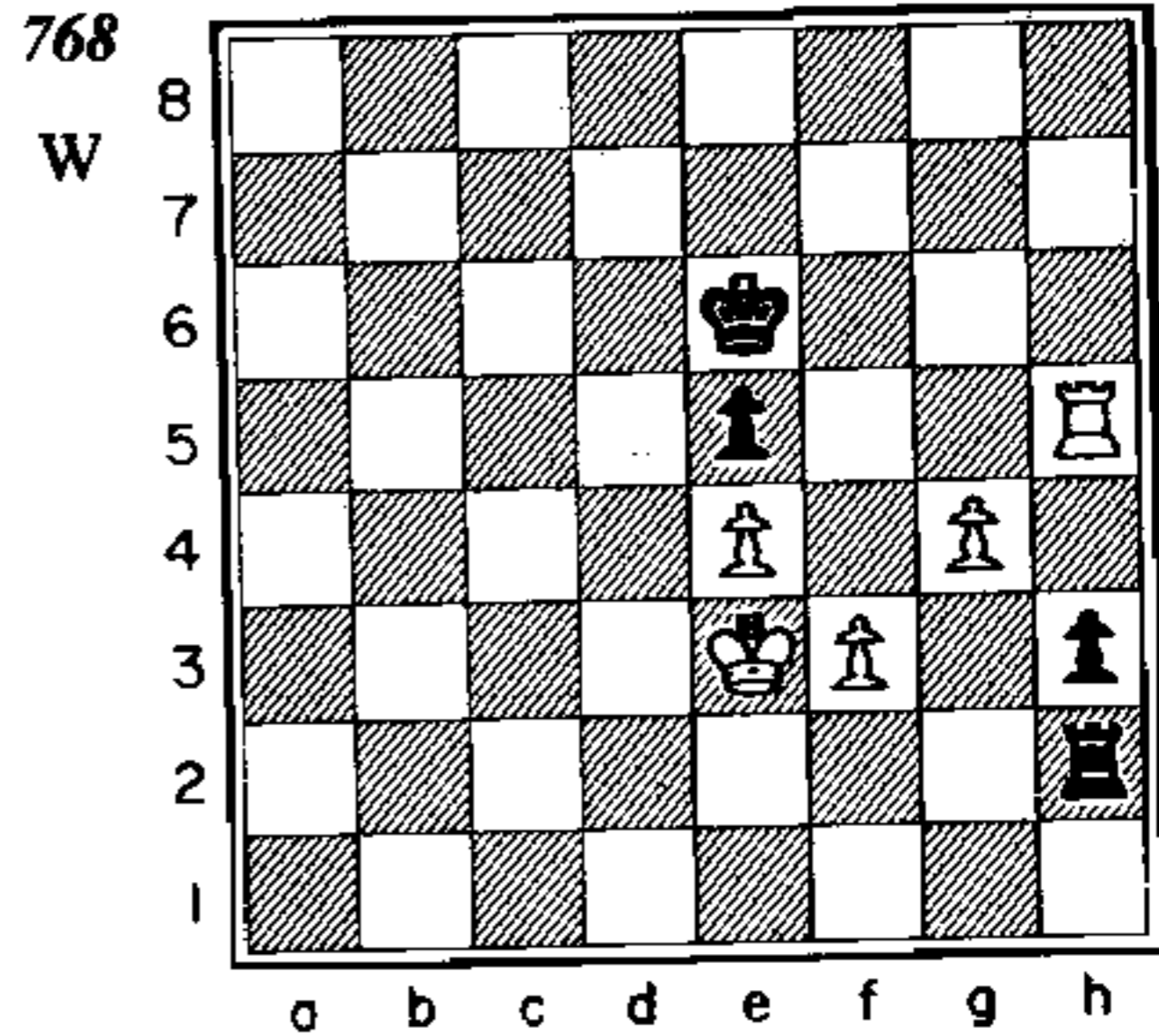
In view of the exchanges resulting in the creation of a passed pawn, one often has to reckon with an ending arising with rook and pawn against rook.

768. Black's passed pawn gives him drawing chances, since the opponent's king is not able to support the passed g-pawn.

1... Kf6! 2 Kd3 Kg6! 3 Rh8.

If 3 R×e5, then 3... Rh1 4 Rh5 h2, and

Fischer-Sherwin
Portoroz, 1958



White loses his rook, while 3 Kc4 can be met by 3... Kf6 4 Kd5 Rd2+.

3... Kg7 4 Rh4 Kg6 5 Rh5 Kf6 6 Ke3 Ke6.

Of course, not 6... Rh1? 7 Kf2 and 8 Kg3, winning the black pawn. 6... Kg6 is also bad: 7 R×e5 Rh1 8 Rh5 h2 9 Kf2. Now White tries his last chance.

7 f4 e×f4+ 8 K×f4 Rh1 9 Kg3 Re1 10 K×h3 R×e4 11 Rf5 Ra4 12 Rf8.

A known theoretical position has been reached, where against correct defence White is unable to win.

12... Ke7! 13 Rf3 (379) 13... Ke6?

The decisive mistake. After the correct 13... Ra8! 14 g5 Rf8! or 14 Rf4 Rf8! the game would have ended in a draw.

14 Kh4 Ra8 15 g5 Rh8+ 16 Kg4 Ke7 17 g6 Rf8 18 Rf5! Rh8 19 Kg5 Resigns.

If the stronger side can create a passed pawn on one of the central files, the defence is usually more complicated, especially if his pieces are actively placed.

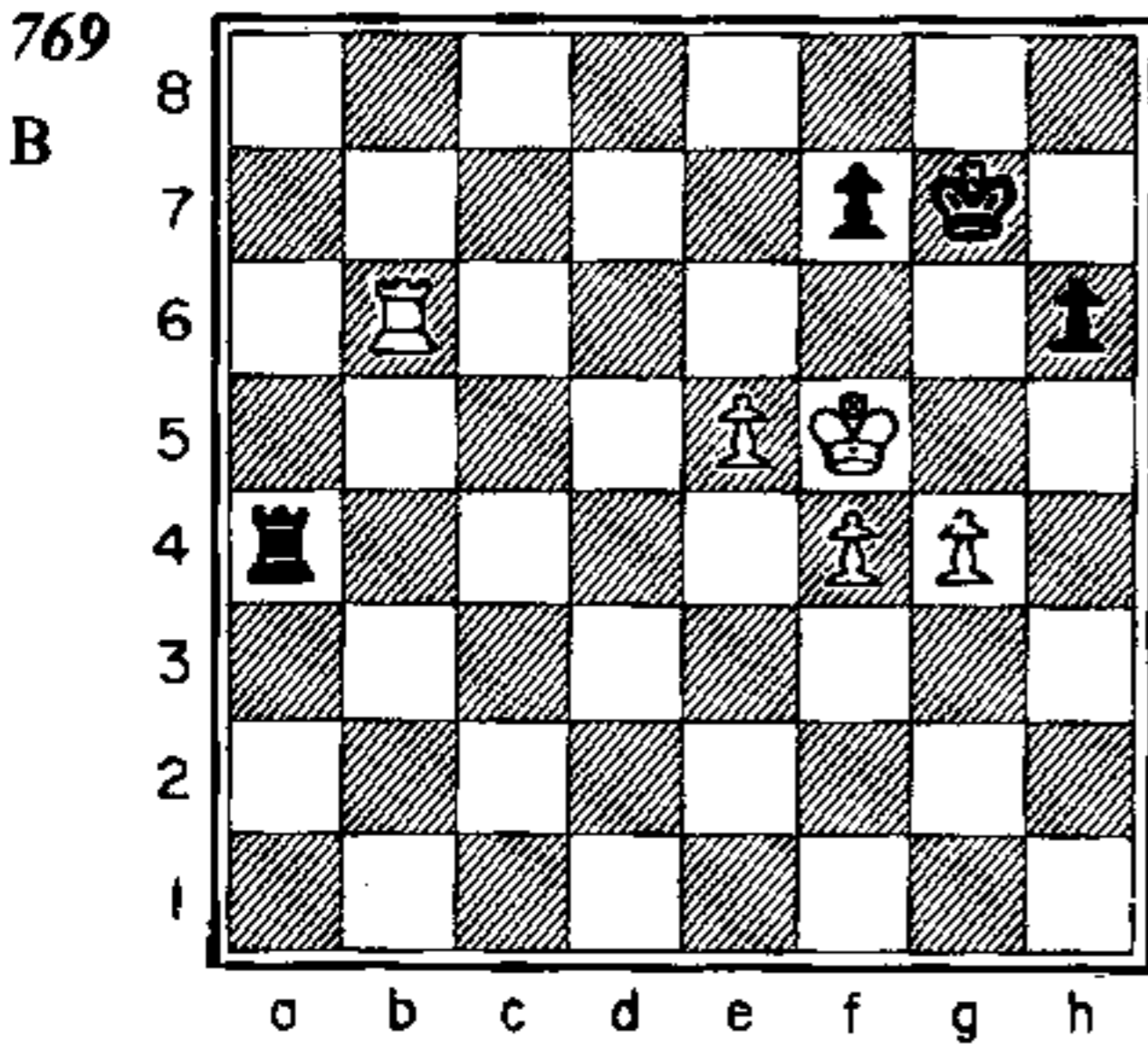
769. The defensive plan is to exchange pawns, to reduce the offensive power of White's pawn phalanx.

1... Rc4 2 Rb7 Kf8 (3 e6 was threatened) 3 Rb3 (3 g5 h×g5 4 K×g5 f6+! with a draw) 3... Kg7 4 Re3 Rc6! 5 Ke4 Rc4+ 6 Kf3 Rc6 7 f5.

If 7 Ra3, then 7... f6 8 Ra7+ Kf8 9 Ke4

Pawns on one Wing

Kopayev, 1959



f×e5 10 f×e5 (10 K×e5 Rb6) 10 ... Rc1, and the remaining play is considered in the analysis of example 667.

7 ... Kf8 8 Ra3 Rc1 9 Ra8+ Ke7 10 f6+ Ke6 11 Re8+ Kd5 12 e6 Rc6! with a draw.

But if the black pawn had been not at h6, but only at h7, the defence would have been a hopeless matter, since in this case White has a plan to strengthen his position decisively.

If 4 ... h6, then 5 g×h6+ K×h6 6 Rd7 Kg7 7 e6.

5 Rd1!

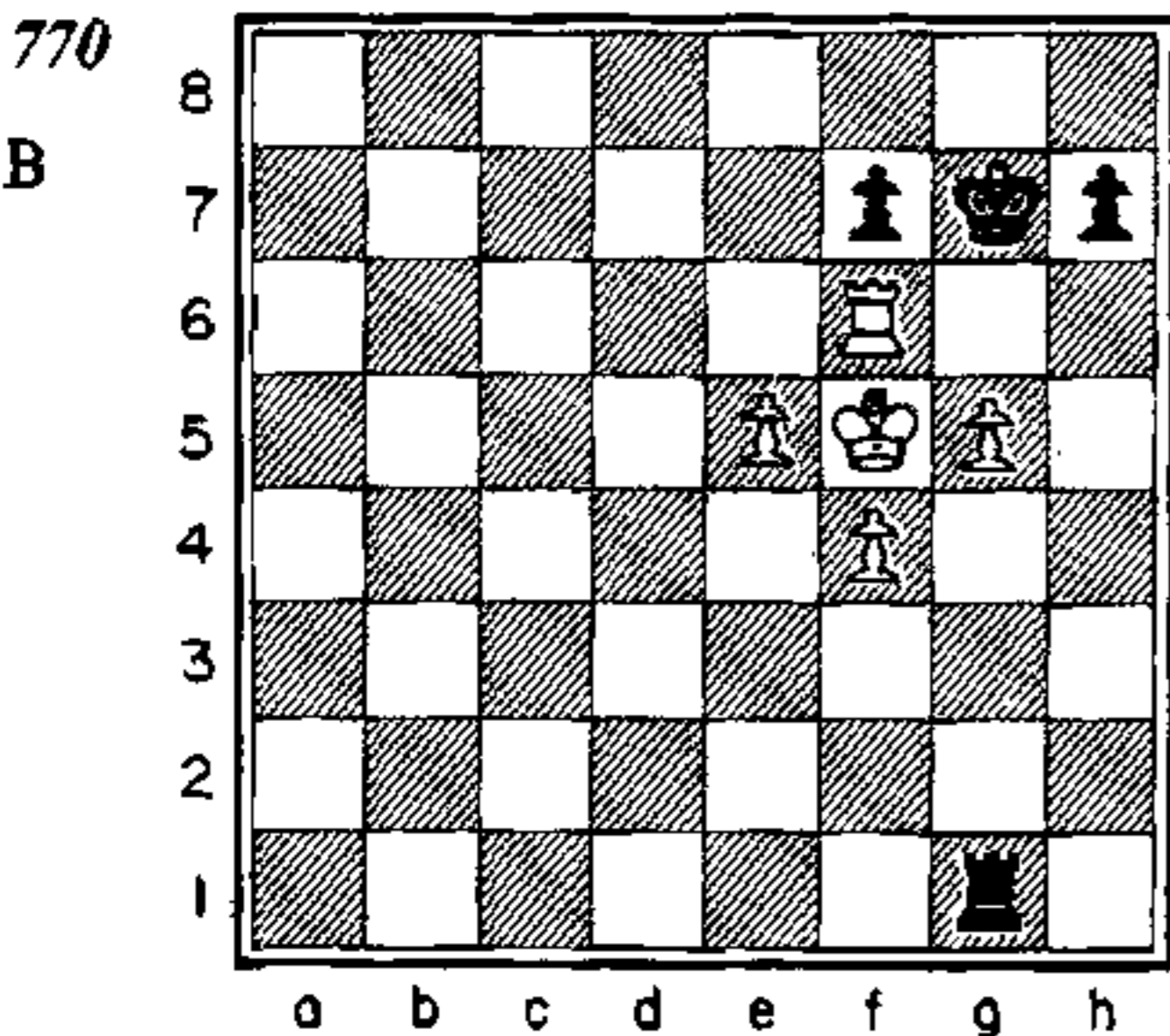
White must advance his pawn to f5, and for this he needs to drive the opponent's rook off the f-file.

5 ... Rf3 6 Ke4! Rf2 7 Ke3 Ra2 8 f5! Rg2 9 Rd7! R×g5 10 Kf4 Rg1 11 e6 Rf1+ 12 Ke5 Re1+ 13 Kd6 h5 14 R×f7+ Kg8 15 Ke7, and White won.

Euwe showed that other continuations would also have lost for Black, e.g. 1 ... Ra1 2 Rc6 Ra4 3 Rc7 Kf8 4 Kg4 Ra1 5 f5! Rg1+ 6 Kf4 Rf1+ 7 Ke4 Re1+ 8 Kd5 Rd1+ 9 Kc6 Rc1+ 10 Kd7 Rd1+ 11 Kc8 Rd5 (11 ... Rg1 12 f6 R×g5 13 Kd7) 12 f6 R×e5 13 Kd7! Rd5+ 14 Kc6 Rd8 15 Rd7 Ra8 16 Kb7 Re8 17 Kc7, and by exchanging rooks White forces a won pawn ending.

A classic example of the realization of an extra pawn with the pawns on one wing is provided by the following position.

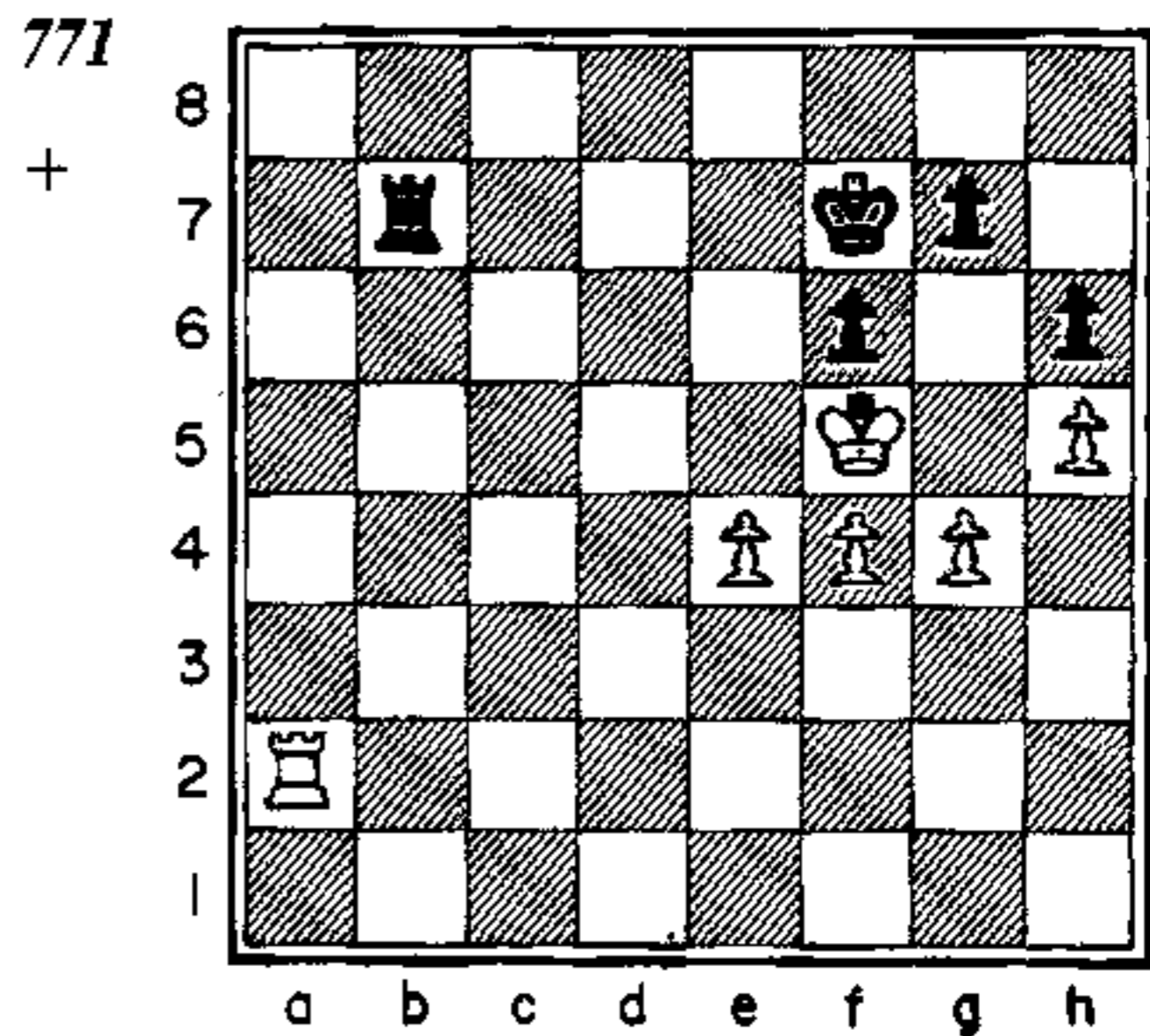
Gligoric-Euwe
Zurich, 1953



770. 1 ... Rf1 2 Rc6 Kf8 3 Rc8+ Kg7 4 Rd8 Rf2.

The best plan of defence would be to exchange pawns, but it cannot be carried out.

Botvinnik-Najdorf
Moscow, 1956



771. White's king is ready to invade the enemy position, but for the moment the invasion point (g6) is inaccessible: it is covered by the opponent's king. White's plan is of a standard nature: he must create a passed pawn on the e-file, then advance it to divert

Several Pawns (material advantage)

the opponent's king, and break through with his own king to g6. But before starting to carry out this plan, White improves the position of his rook.

1 Ra5 Rc7 2 Rd5 Ra7 3 e5 f×e5 4 f×e5 Ke7 (the threat was **5 Rd7+ R×d7 6 e6+**, transposing into a won pawn ending) **5 e6 Ra4!**

The only possibility. If **5 ... Ra6**, then **6 Rd7+ Kf8 7 Kg6! R×e6+ 8 Kh7**, and Black loses both pawns.

6 g5!

And this is the only winning possibility. Nothing is achieved by **6 Rd7+ Kf8 7 e7+ Ke8 8 Rb7 Ra5+ 9 Kg6 Rg5+** with a draw. If instead of **7 e7+** White continues **7 Rf7+ Kg8 8 g5**, Black replies not **8 ... h×g5 9 Kg6**, but **8 ... Ra5+ 9 Ke4 Ra6** with a draw.

6 ... h×g5?

This capture loses quickly, since White is able to use the g5 pawn as a screen for his king (regarding the better **6 ... Ra7**, cf. below).

7 Rd7+ Kf8 8 Rf7+ Kg8 9 Kg6 g4 10 h6! (here there are also other ways, but this is undoubtedly the most elegant) **10 ... g×h6 11 e7 Ra8 12 Rf6 Resigns**. The following was a possible finish: **12 ... Re8 13 Rd6! R×e7 14 Rd8+**.

6 ... Ra7! was a better defence. If White hurries to win a second pawn by **7 g×h6 g×h6 8 Rb5 Rc7 9 Rb6 Rc5+ 10 Kg6 Re5! 11 K×h6**, after **11 ... Kf6!** a familiar drawn position is reached (517).

White wins by **7 Re5!** (found by Botvinnik). After **7 ... h×g5** (worse is **7 ... Kd6 8 g×h6 g×h6 9 Kf6**, or **7 ... Ra6 8 Kg6 Kf8 9 Kh7 h×g5 10 e7+ Ke8 11 K×g7 g4 12 h6** etc.) there are two possibilities:

(a) **8 K×g5 Ra1** (**8 ... Kd6 9 Kf5 Rb7 10 h6! g×h6 11 Kf6**) **9 Kg6 Rf1** (**9 ... Rg1+ 10 Rg5**) **10 K×g7 Rg1+ 11 Kh6 Rg2 12 Rg5 Rf2 13 Kg7 K×e6 14 h6 Rf7+ 15 Kg8 Ra7 16 h7** (Botvinnik).

(b) **8 Kg6 Kd6** (**8 ... g4 9 K×g7 g3 10 h6 g2 11 Rg5 K×e6+ 12 Kg6**) **9 Re1 g4 10 h6!**

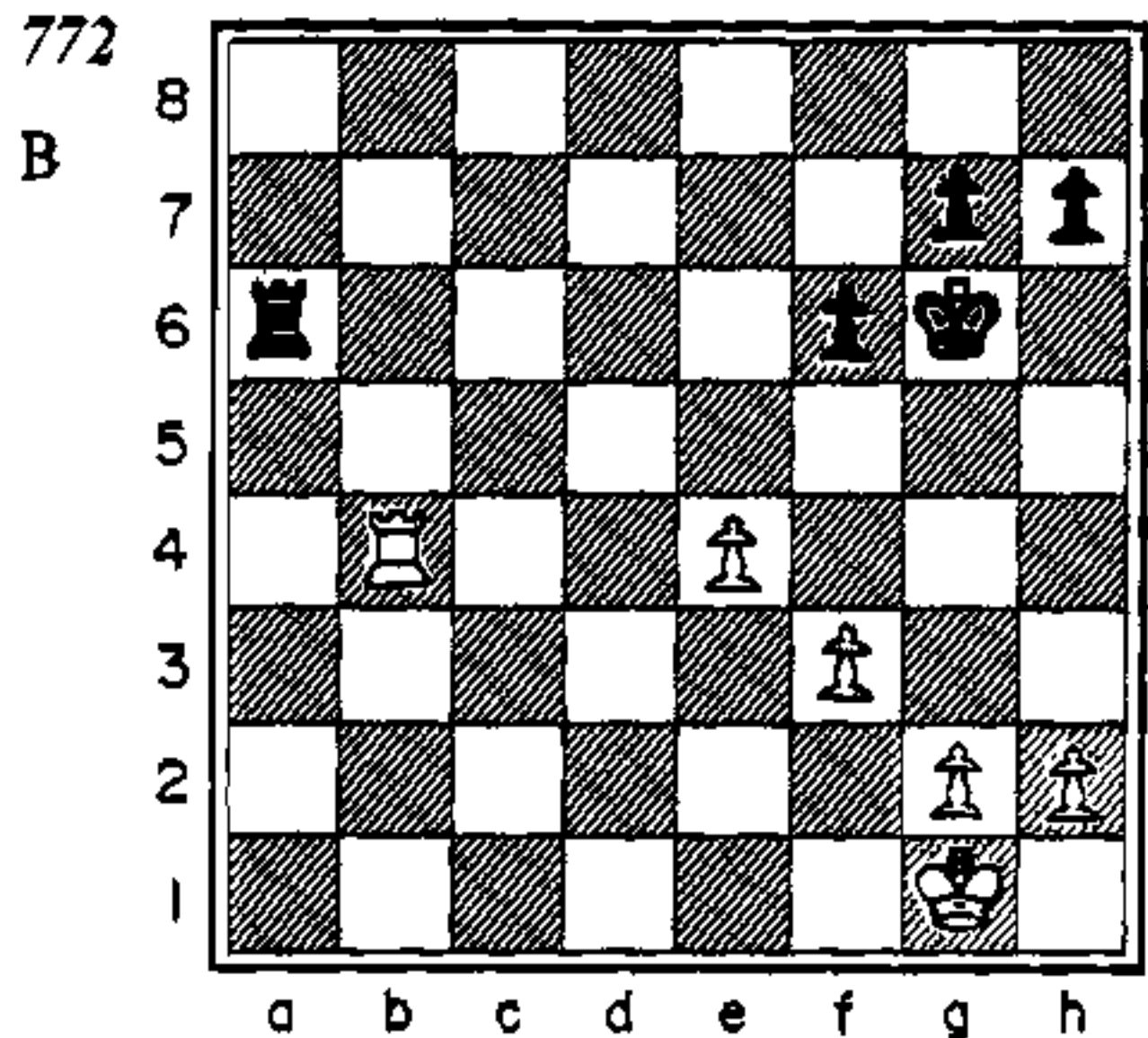
g×h6 11 Kf6 g3 12 e7 R×e7 13 R×e7 h5 14 Rg7 (Kopayev).

In this example White's forces were very well placed: he was able to create a passed pawn without difficulty, and his king occupied an important strong point on the approaches to the enemy position; Black was restricted to passive defence.

Against correct defence these advantages are usually insufficient for a win. Here is an example showing how the defence should be conducted.

Lilienthal-Benko

Moscow v. Budapest, 1949



772. Black's problem is not to allow the advance of the opponent's pawns, not to allow the white king to advance, and, finally, to achieve simplifying exchanges, since usually the fewer the pawns, the fewer the chances of realizing the extra pawn.

1 ... Ra2 2 Rb7 h5!

The advance of this pawn to the 5th rank is very important: it prevents White from advancing his pawns, and severely restricts his attacking possibilities.

3 h4 (otherwise Black himself could play **... h4**) **3 ... Re2 4 Kh2 Kh6 5 Kg3 Kg6 6 Rb1 Kf7 7 Rf1 Kg6 8 Rf2**.

The black rook is excellently placed on the

Pawns on one Wing

2nd rank. To activate his pawns, White has to drive it from this favourable position.

8 ... Re1 9 Ra2 Kh6 10 Kf4 Rh1 11 Kg3 Re1 12 Rd2 Kg6 13 Kf2 Rh1 14 g3 Ra1 15 f4 Ra3! (again cutting off the king) 16 Re2 Kf7 17 Re3 Ra4 18 Kf3.

Step by step the white king advances. But for the moment it is not able to support the potential passed pawn.

18 ... Ra5 19 Rb3 (the immediate advance 19 e5 Ke6 20 e × f6 K × f6 does not achieve anything) 19 ... Kg6 20 g4 h × g4 + 21 K × g4 Ra1 22 h5 + Kh7 23 e5 f × e5 24 f × e5.

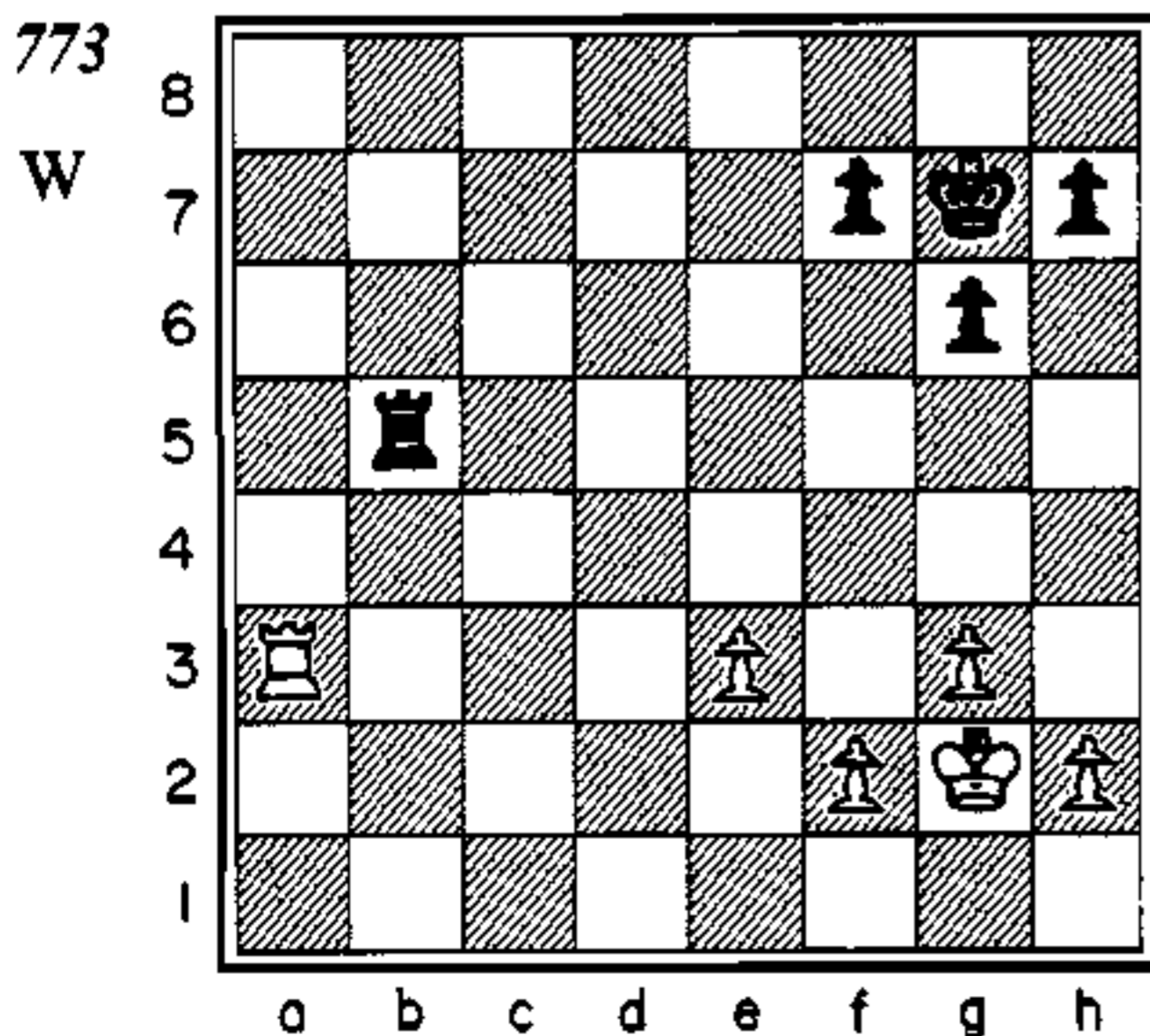
White has at last created a passed pawn and pushed back the opponent's king, but Black has sufficient resources to save the game.

24 ... g6 25 Rb7 + Kh6 26 e6 Ra4 + 27 Kf3 g × h5 28 e7 Ra8 29 Rd7 Re8 30 Kf4 Kg6. Drawn.

As we see, against correct defence this ending cannot in general be won. It will therefore be useful to examine some examples where the weaker side did not defend in the best way, in order to become familiar with the typical mistakes.

The following example is regarded as a classic.

Capablanca–Yates
Hasting, 1930/31



773. 1 Ra6 Rb4 2 h3 Rc4 3 Kf3 Rb4 4 Ra5 Rc4.

Black has decided to stick to waiting tactics, trying merely not to allow the advance of the opponent's king. This does not lose, but it complicates the defence. It would have been correct to play ... h5 at the first opportunity, after which White's attacking possibilities are severely restricted.

5 g4! h6 6 Kg3 Rc1.

Black switches to active play. If he had continued to wait, there could have followed 7 h4 and 8 h5, further weakening the black position.

7 Kg2 Rc4 (reverting to his former tactics; 7 ... g5 was the soundest) 8 Rd5 Ra4 9 f4 Ra2 + 10 Kg3 Re2 11 Re5 Re1 12 Kf2 Rh1 13 Kg2 Re1 14 h4 Kf6.

This move also does not lose, but it allows White to improve his position somewhat. As was shown by Kopayev, Black could have greatly simplified his defence by 14 ... f6! Here is one of his variations: 15 Re7 + Kf8 16 Re6 Rf7 17 f5 g × f5 18 g × f5 h5 19 Kf2 Ra1 20 Rb6 Ra5! 21 Rb7 + Kg8 22 e4 Ra3!, and there is no way for White to realize his material advantage.

15 h5 Re2 + 16 Kf3 Re1 17 Ra5 Kg7 (the threat was 18 Ra6 + and 19 h × g6, creating a passed pawn on the e-file) 18 h × g6 K × g6!

An essential move. After 18 ... f × g6 19 Ra7 + Kg8 (19 ... Kf6 20 Rh7 Rh1 21 R × h6!) 20 e4! Rf1 + 21 Ke3 Rg1 22 f5! R × g4 23 f6 Rg1 24 Kd4 White must win.

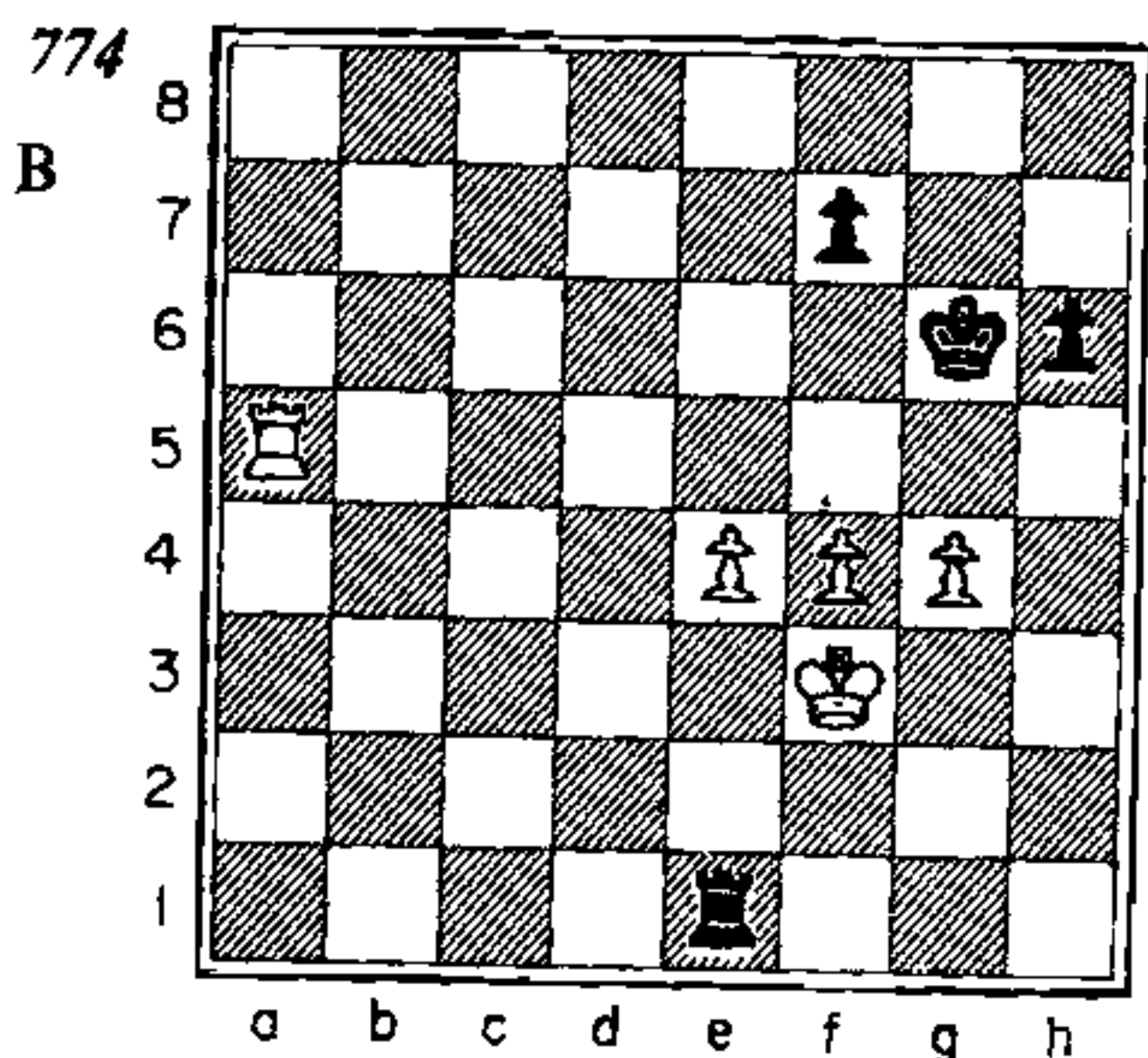
19 e4 (774).

774. 19 ... Rf1 + 20 Kg3 Rg1 + 21 Kh3 Rf1 22 Rf5 Re1?

Here at last is the decisive mistake. A draw could still have been gained in two ways, the first of which was pointed out by Rabinovich: 22 ... f6! 23 Kg2 Re1 24 Kf3 (after 24 e5 f × e5 25 R × e5 Black can transpose into a drawn pawn ending: 25 ... R × e5 26 f × e5 h5) 24 ... Rf1 + 25 Ke3 Rg1 etc. By attacking in turn the opponent's undefended pawns, Black forces a draw by repetition.

There is also a second way: 22 ... Ra1 23

Several Pawns (material advantage)



26 Rb6?

Usually in rook endings it is best to keep the rook as far away as possible from the opponent's king, but here 26 Rd6! should have been played, to use the rook as a shelter for the king. Now Black could have played 26 ... Ra4! 27 Kf3 (27 Kg3 Ra3+ 28 Kh4 Ra4 29 f5 Ra5 30 e6 fxe6 31 fxe6 Kf6 with an easy draw) 27 ... Ra3+ 28 Ke4 Ra4+ 29 Kf5, and we reach the drawn position 769.

But Black failed to exploit his opponent's mistake.

26 ... Re3 27 Rb4.

White's plan is to transfer his rook to the 8th or 7th rank and then advance his f-pawn. But to do this he must first drive the opponent's rook off the e-file. This is most easily achieved by 27 Rb1!, not allowing Black's rook to occupy the 1st rank, and thus depriving him of his most active defensive possibility. This is what could then have happened: 27 ... Re4 (27 ... Re2+ 28 Kf3 Rh2 29 f5 h5 30 Rb7 hxg4+ 31 Kg3 Rh5 32 Kxg4 Rh1 33 e6 etc.) 28 Kf3 Ra4 29 Rb8! Ra3+ 30 Kg2 Re3 31 Re8! Re2+ 32 Kf3 Re1 33 f5 Rf1+ 34 Ke2 Rf4 35 Ke3 Rxg4 36 f6+ Kh7 37 e6! and wins.

The move played also wins, but in a more complicated way.

27 ... Rc3 28 Kf2?

The correct continuation was again 28 Rb1! But now, in view of the fact that White has lost control over h3, the game could again have ended in a draw.

28 ... Ra3?

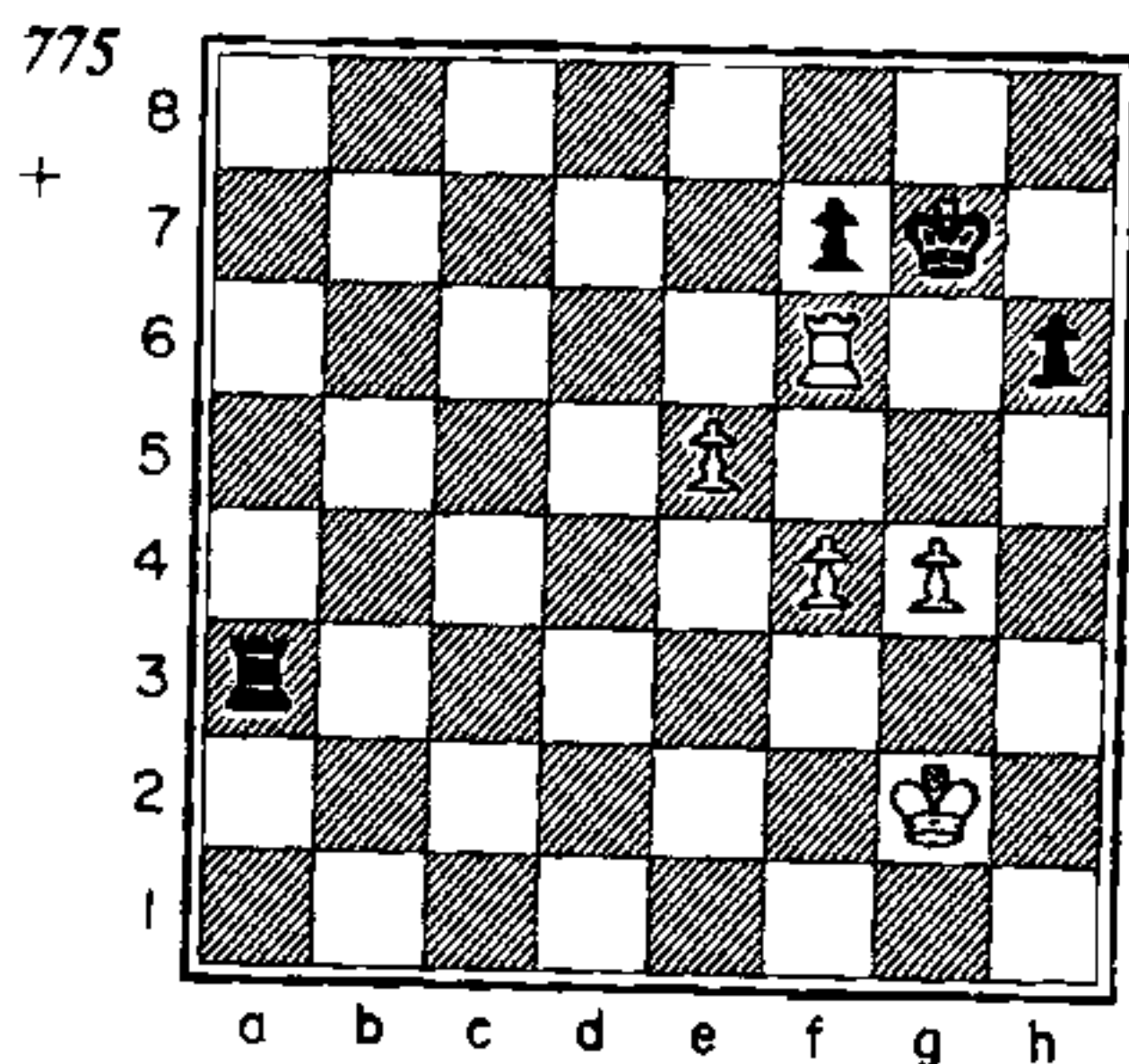
Black could have gained excellent drawing chances by 28 ... h5! 29 g5 h4, when the passed pawn acquired by Black restricts the opponent's attacking possibilities. For example: 30 Rb7 (30 Kg2 h3+ 31 Kh2 Rf3) 30 ... Kg6 31 Rb6+ Kg7! 32 Rh6 h3 33 Kg1 (33 f5 Rc5 34 f6+ Kg8 35 g6 fxe6 36 Rxe6+ Kf7! 37 Rg7+ Kf8 38 Re7 Rc2+ 39 Kg1 h2+ 40 Kh1 with a theoretical draw; instead of 35 g6 White can play 35 e6 fxe6 36 Rg6+ Kf8 37 Kg3, but after 37 ... Rc3+ 38 Kh2 Rf3 39 Rh6 e5 40 Rxe3 Rf5 41 Rh8+ Kf7 42 Rh7+

e5 (23 Kg3 Ra3+ 24 Kh4 Re3 25 Re5 Rf3 26 f5 Kf6 27 Ra5 Re3 with an easy draw) 23 ... Ra3+ 24 Kg2 (24 Kh4 Rf3 25 Rf6+ Kg7 26 f5 Re3) 24 ... Ra2+ 25 Kf3 Ra3+ 26 Ke4 Ra4+ 27 Kd5 Rb4 28 Rf6+ Kg7, and White is unable to improve his position.

23 e5!

Now White switches his rook to a better position and then also advances his f-pawn to the 5th rank. There is no way for Black to counter this plan.

23 ... Re3+ 24 Kg2! (not 24 Kh4 Rf3 25 Rf6+ Kg7 26 g5 hxg5+ 27 Kxg5 with a draw) **24 ... Ra3 25 Rf6+ Kg7** (775).



775. This position can well be called a study, where it is White to play and win. But on the way there are a number of pitfalls, and at the first of these White stumbles.

Both sides have Passed Pawns

Kf8 43 Rg7 Rf3! 44 Kg2 e4—draw) 33 ... Rf3 34 Rh4 Kg6 and 35 ... Kf5 Black saves the game.

In this variation the black king could have taken an active part in the game, whereas after the move played it becomes a target for attack.

29 Rb7 Kg8 30 Rb8 +! (at last White has hit on the correct plan) **30 ... Kg7 31 f5.**

Threatening **32 f6+ Kh7 33 Rf8 Ra7 34 Kg3 Rb7 35 Kh4 Ra7 36 Kh5 Rb7 37 g5! h x g5 38 e6! f x e6 39 Re8 Rf7 40 Re7 Kg8 41 Kg6.**

31 ... Ra2+ 32 Ke3.

Transferring the king to h4 would have been simpler, e.g. **32 Kg3 Ra3+ 33 Kh4 Re3 (33 ... Ra5 34 f6+ Kg6 35 Rg8+ Kh7 36 Rg7+ Kh8 37 R x f7 R x e5 38 Re7! Ra5 39 Re8+ Kh7 40 f7) 34 Re8 Re1 35 Kg3 Re4 36 f6+ Kh7 37 Kf3 Re1 38 Kf4 Rf1+ 39 Ke4,** and White wins by taking his king to f7.

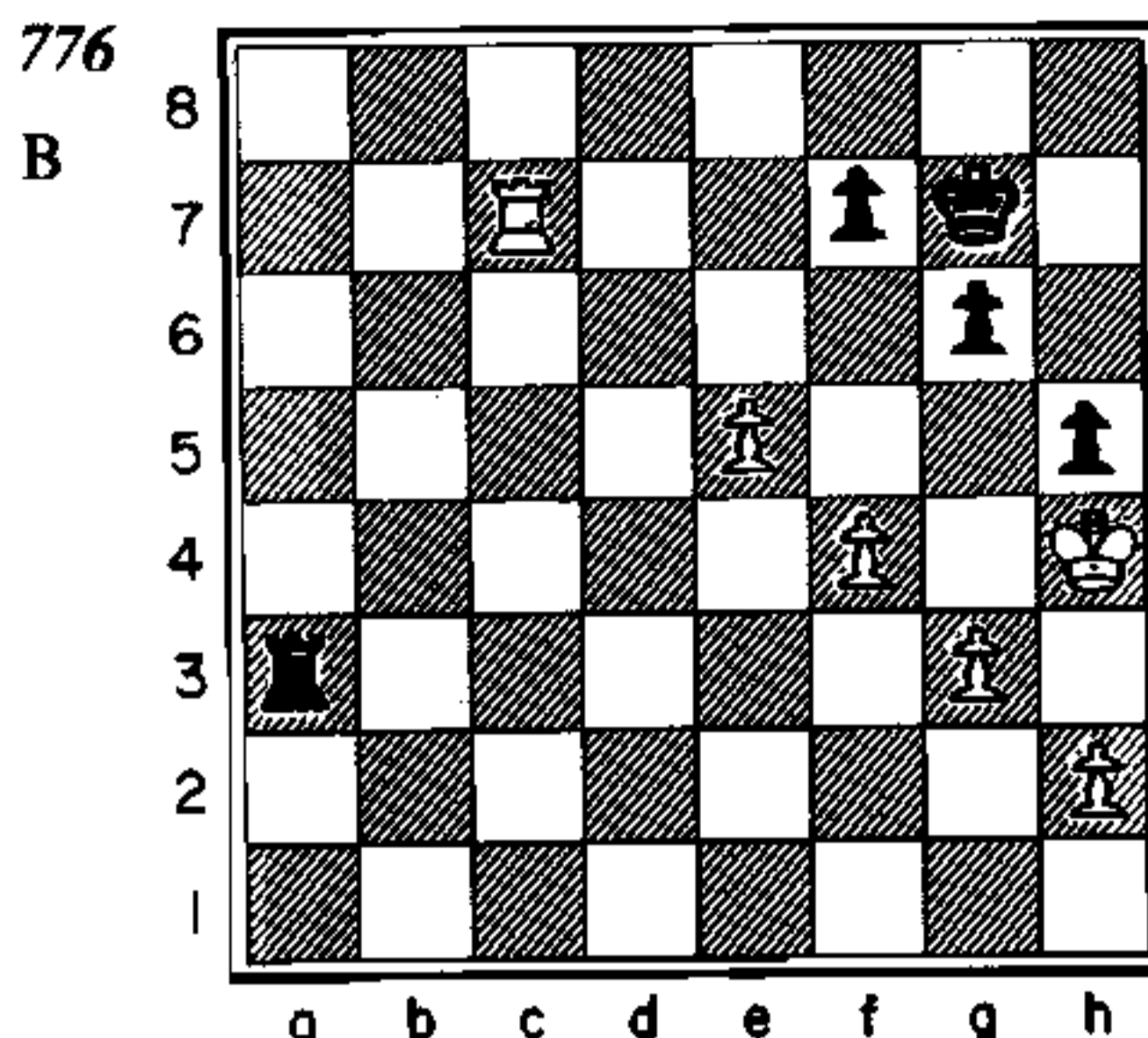
32 ... Ra3+ 33 Ke4 Ra4+ 34 Kd5 Ra5+ (34 ... R x g4 35 f6+ Kh7 36 Rf8) 35 Kd6 Ra6+ 36 Kc7 Kh7 (if 36 ... Ra7+ 37 Kb6, and if the rook moves—38 f6+) 37 Kd7 Ra7+ 38 Kd6 Kg7 39 Rd8 Ra5 40 f6+ Kh7 41 Rf8 Ra7 42 Kc6 Kg6 43 Rg8+ Kh7 44 Rg7+ Kh8 45 Kb6 Rd7 46 Kc5 Rc7+ 47 Kd6 Ra7 48 e6! Ra6+ 49 Ke7 R x e6+ 50 K x f7 Re5 51 g5! h x g5 52 Kg6 Resigns.

The following example is of interest for the mistake made by Black, showing that even when he has played ... h5 he still has to play carefully.

776. To defend against the threat of e5—e6, Black played **1 ... Re3?** and after **2 Kg5 Re2 3 Re7! Re4 4 e6! R x e6 5 R x e6 f x e6 6 h3! Kf7 7 Kh6 Kf6 8 g4** he found himself in a hopeless pawn ending. The conclusion was brief: **8 ... h4 9 g5+! Kf5 10 Kg7 K x f4 11 K x g6 e5 12 Kf6 e4 13 g6 e3 14 g7 e2 15 g8=Q e1=Q 16 Qg4+ Resigns.**

The correct continuation was **1 ... Ra6! 2 Re7 Rb6! 3 Kg5** (nothing is achieved by **3 e6 Kf6! 4 R x f7+ K x e6) 3 ... Rb5!**, e.g. **4 f5 g x f5! 5 e6 f4+ 6 K x f4 Kf6 7 R x f7+ K x e6,** or **5 K x h5 Kf8 and 6 ... R x e5.**

Ionov—Karasev
Leningrad, 1983

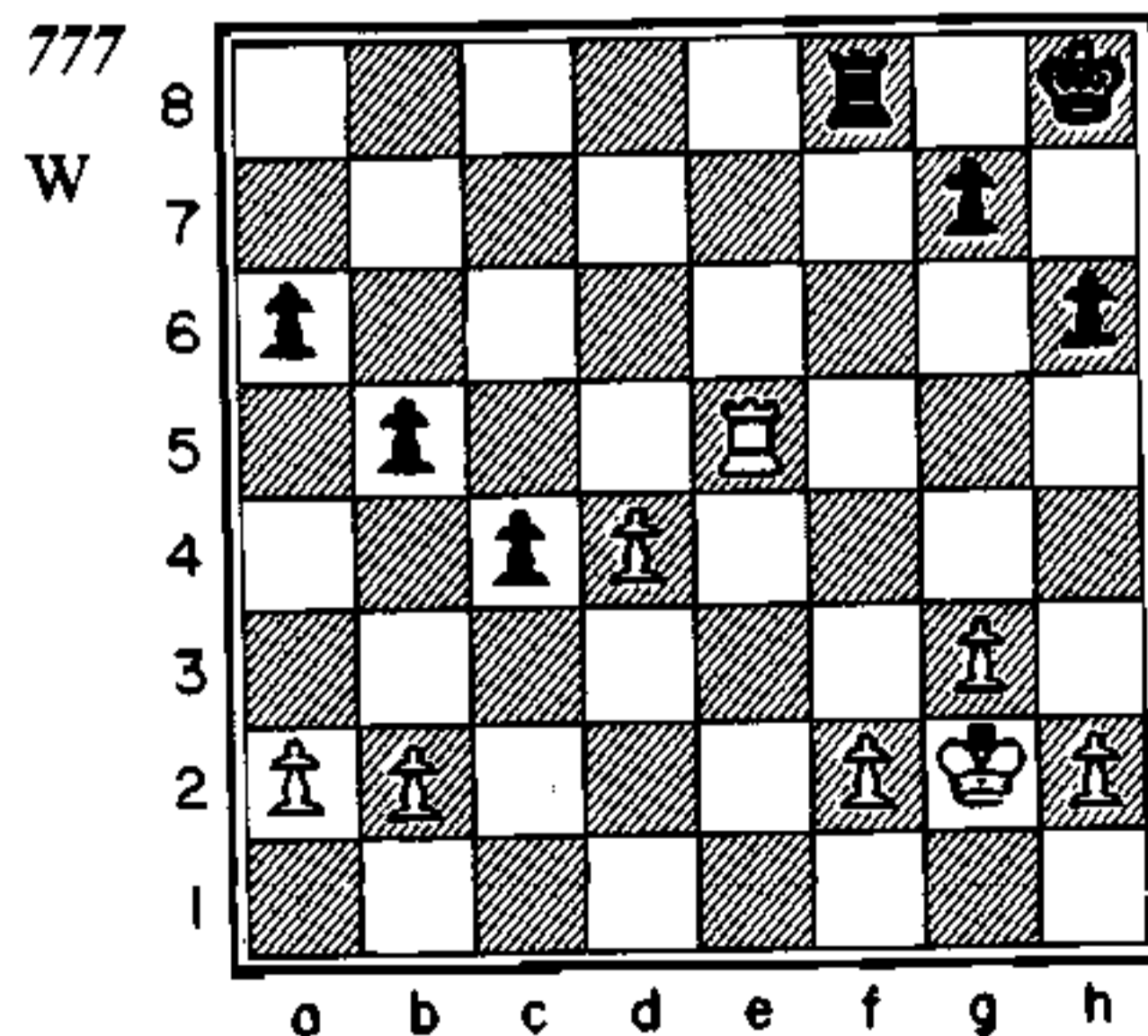


11.3 BOTH SIDES HAVE PASSED PAWNS

We have already stated that one effective measure against an enemy passed pawn is to create a passed pawn of your own. In this case the play is sharpened, the material advantage becomes of secondary importance, and the result depends on whose passed pawn is the more dangerous.

We will first consider an example where the weaker side is only threatening to create a passed pawn.

Levenfish—Ryumin
Moscow, 1935



Several Pawns (material advantage)

777. Black intends to play 1 ... Rd8 2 d5 b4, setting his pawns in motion. But it is White to move, and by a rook manoeuvre he succeeds in neutralizing this threat.

1 Rc5! Kg8 (if 1 ... Rd8, then 2 d5 Kg8 3 Kf3 Kf7 4 Kf4 Ke7 5 Ke5 etc.) 2 a4 Rd8 3 a x b5 a x b5 4 d5 Rb8.

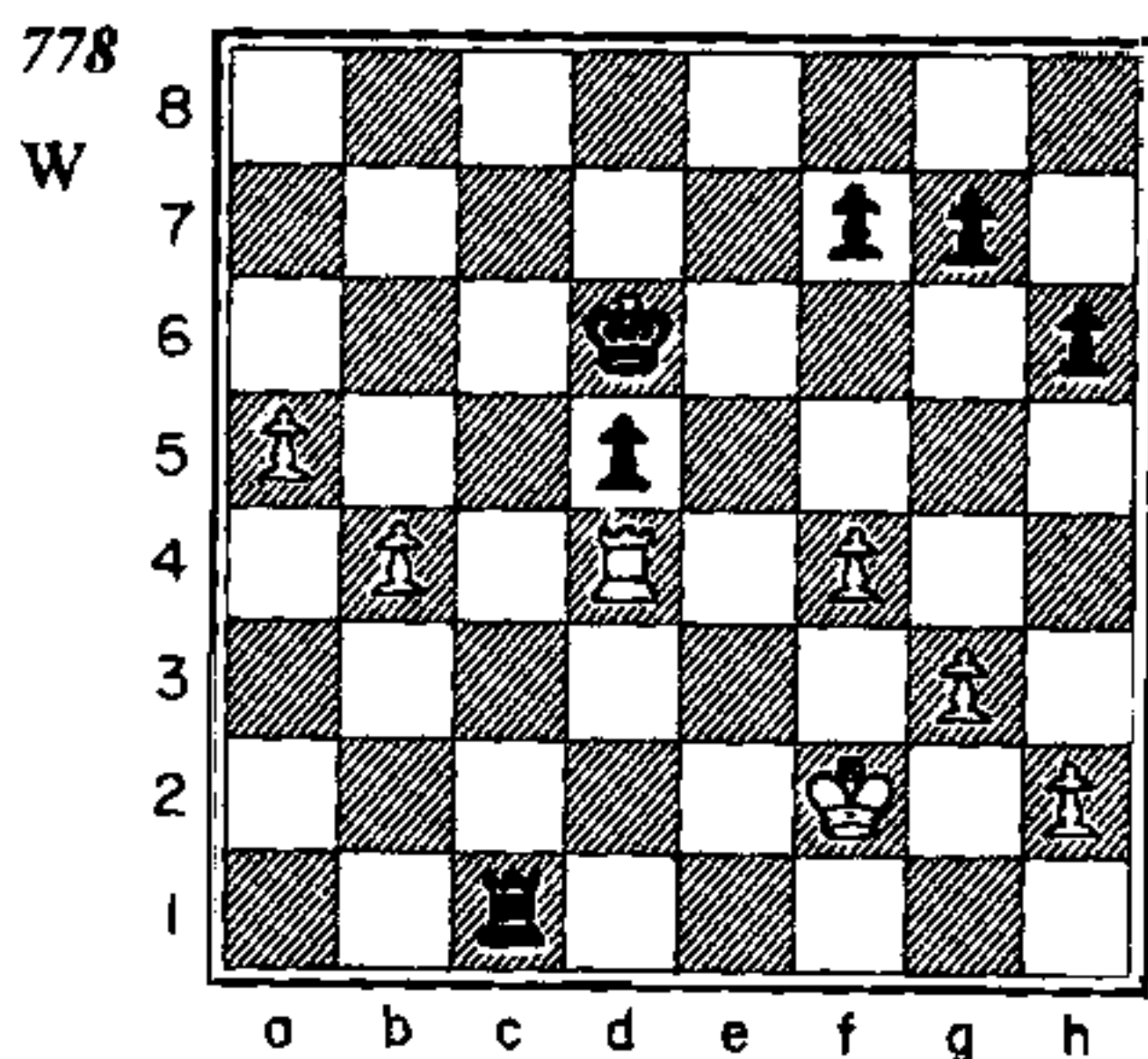
White has achieved his aim: the opponent's pawns are halted, and his rook occupies a passive position.

5 Kf3 Kf7 6 Ke3 Ke7 7 Kd4 Kd7 8 Kc3 Kd6 9 Kb4 Rf8.

The other attempt at active play is also too late: 9 ... Re8 10 R x b5 Re2 11 K x c4 R x f2 12 Rb6+ Ke5 13 Re6+ Kf5 14 b4 R x h2 15 Re3 etc.

10 f4 g5 11 f x g5 h x g5 12 R x b5 Rf2 13 K x c4 R x h2 14 Rb6+ Kd7 15 Rg6 R x b2 16 R x g5, and White won.

Hort-Vaganian
Moscow, 1975



778. White has two connected passed pawns, but Black's rook is active, and in addition his d-pawn may have something to say. But White has a plan for activating his forces, in the end leading to a position of zugzwang.

1 Rd2! Rb1.

1 ... Ra1 was evidently more tenacious,

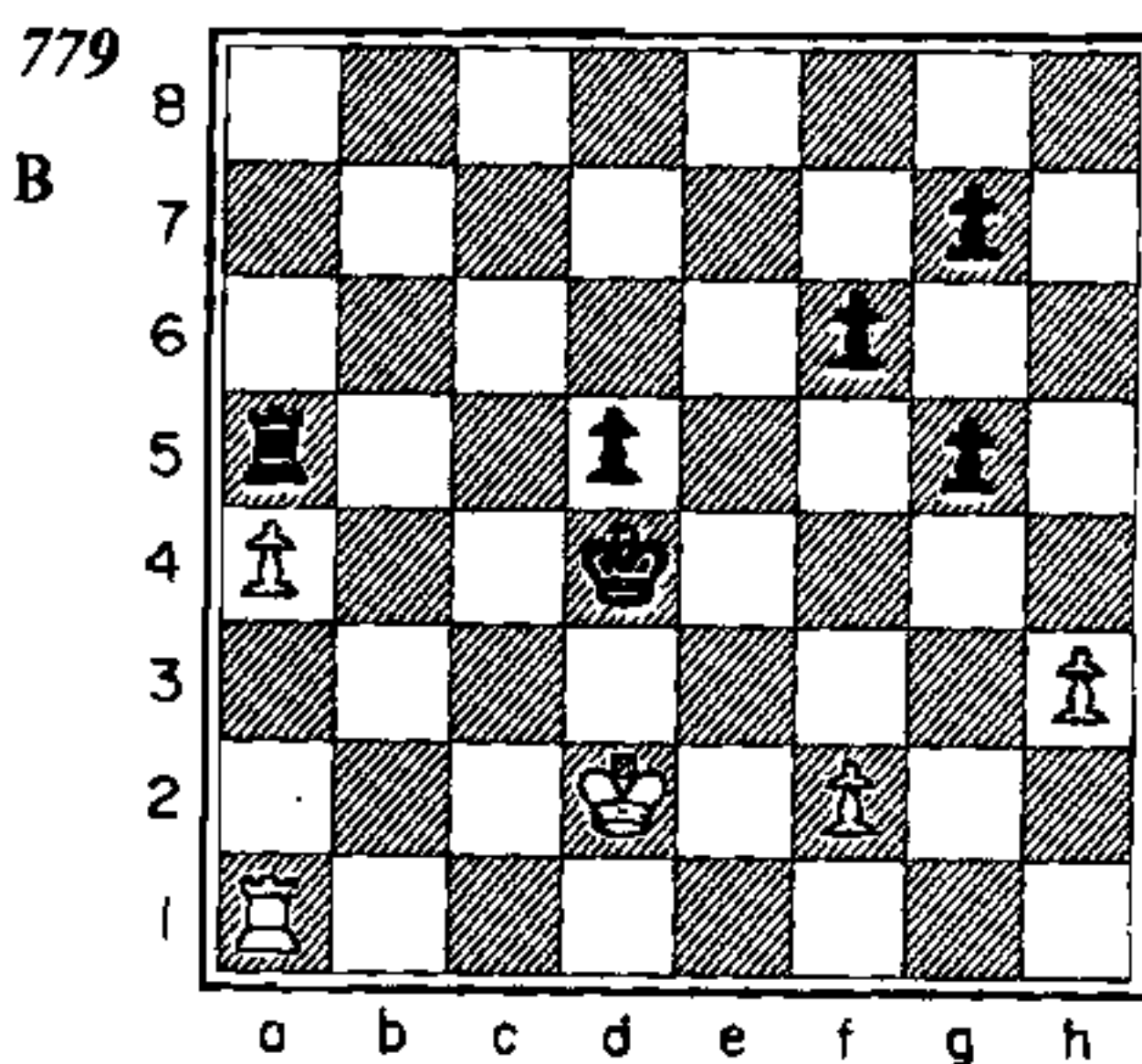
and if 2 Rb2 d4, or 2 Ke3 Ra3+ 3 Rd3 Ra2. 2 a6 Ra1 3 b5 Kc5 4 Rb2! Kb6.

Black has managed to stop the pawns with his king, but now the white king becomes active.

5 Ke3 Ra4 6 f5! h5 7 Kd3 f6 (if 7 ... Ra1 8 Kd4, or 7 ... Rc4 8 Ra2) 8 Rb1 Ra2 9 Kd4 Rd2+ 10 Kc3 Ra2 (10 ... R x h2 is met by 11 Ra1 Ka7 12 b6+) 11 Kd4 Rd2+ 12 Kc3 Ra2 13 Rb4! (the decisive rook manoeuvre) 13 ... Ra1 14 Kb2! Resigns. If 14 ... Ra5, then 15 h4 d4 16 Kc2 Ra3 17 Kd2 etc.

In the following example White has a strong trump—an outside passed pawn, which Black has to blockade with his rook. However, by exploiting the active position of his king, Black is able to carry out an interesting plan for strengthening his position.

Spielmann-Rubinstein
St Petersburg, 1909



779. Black carries out a typical plan: he transfers his king to a5, when his rook is freed to attack the opponent's weak pawns.

1 ... Kc4 2 Ke3.

The strongest defence was 2 Rc1+ Kb4 3 Rb1+ (3 Rc7 R x a4 4 R x g7 Kc5 5 Rf7 Rf4) 3 ... K x a4 4 Kd3, activating the pieces, or 3 ... Ka3 4 Rb7 R x a4 5 R x g7 Rf4 6 Ke2 Kb3 7 Rc7! etc.

2 ... d4+ 3 Kd2 Rf5! 4 Ke1 (4 a5 R x f2+ 5

Both sides have passed Pawns

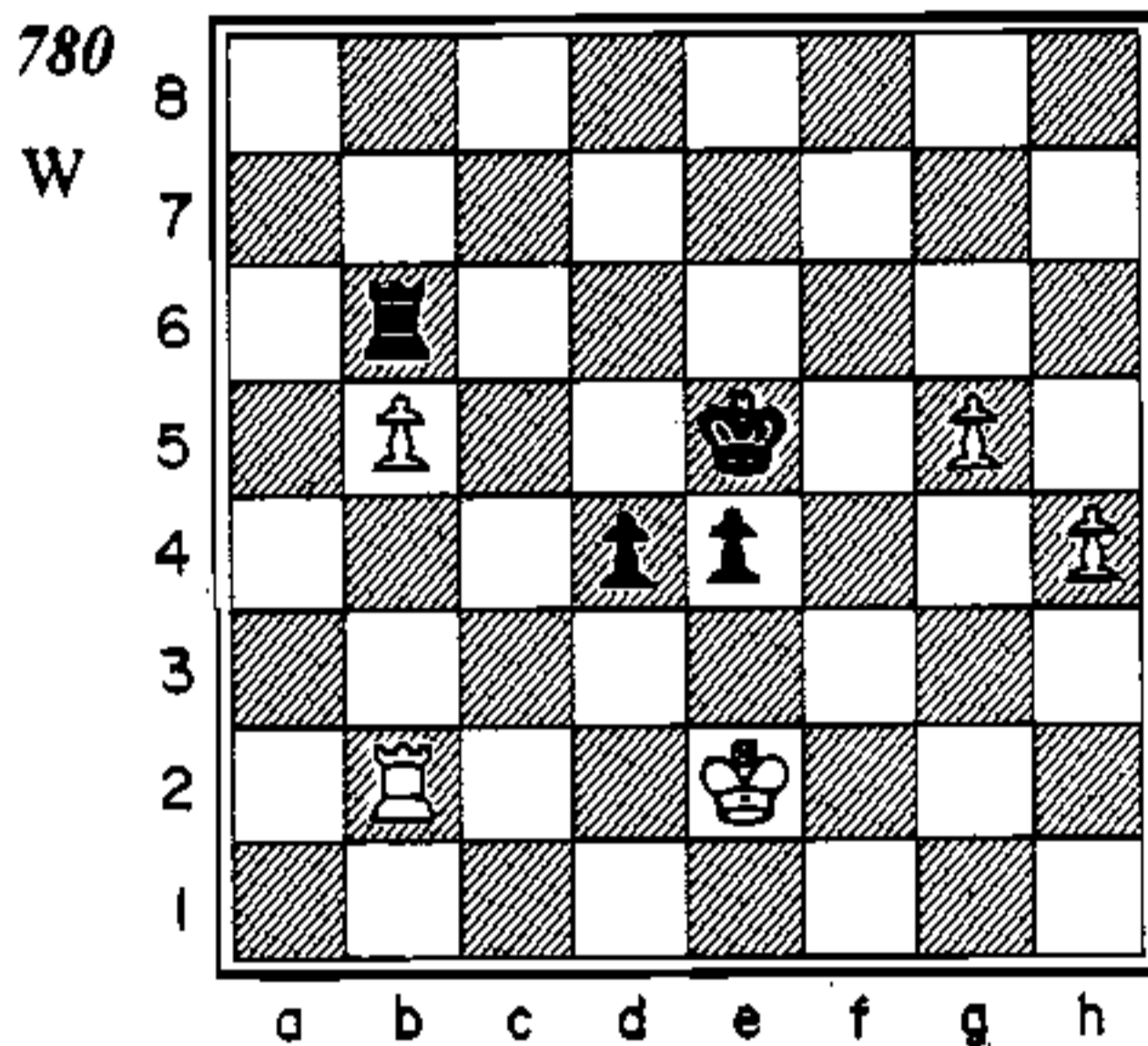
Ke1 Rb2 6 a6 Rb8 etc.) 4... Kb4 5 Ke2 Ka5 6 Ra3 Rf4 7 Ra2.

This leads to the loss of a second pawn, but no better is 7 Kf1 Kb4 8 Ra1 Rh4 9 Kg2 d3 10 a5 d2 11 a6 Ra8.

7... Rh4 8 Kd3 R×h3+ 9 K×d4 Rh4+ 10 Kd3 R×a4 11 Re2 Rf4 (the rest is merely a question of time: all Black has to do is to take his king up to the pawns) 12 Ke3 Kb6 13 Rc2 Kb7 14 Rc1 Ra4 15 Rh1 Kc6 16 Rh7 Ra7 17 Ke4 Kd6 18 Kf5 g6+! 19 K×g6 R×h7 20 K×h7 Ke5 21 Kg6 g4 White resigns.

The following example shows an interesting case where all the pawns are passed.

Vogt-Espig
Match, 1975



780. In this sharp position White's connected pawns prove stronger than Black's, although the latter can be supported by their king.

1 h5 Kf5.

This simplifies White's task, of course, since now both black pieces are passively placed.

Informator suggests 1... Kf4 as leading to a draw, e.g. 2 g6 d3+ 3 Kd2 Rd6! 4 Rb4! Kf3 5 R×e4! K×e4 6 g7 Rd8 7 h6 Ra8 8 h7 Ra2+ 9 Kc3 d2 10 g8=Q d1=Q 11 Q×a2 Qd4+ 12 Kb3 Qd5+ 13 Ka3 Qc5+ with perpetual check.

But it was established by Nunn that after the preparatory 11 Qe6+! White nevertheless wins, as the following variations show:

(a) 11... Kf4 12 Q×a2 Qc1+ (12... Qf3+ 13 Kb4) 13 Qc2 Qe3+ (13... Qa3+ 14 Kc4 or 13... Qa1+ 14 Kb3) 14 Kb2 Qe5+ 15 Qc3 Q×b5+ 16 Ka3 (or 16 Kc1 Qf1+ 17 Kc2) 16... Qa6+ 17 Kb3!

(b) 11... Kf3 12 Q×a2 Qc1+ (12... Qe1+ 13 Qd2 Qe5+ 14 Kc2 or 13... Qa1+ 14 Kc4 Qa4+ 15 Qb4 etc.) 13 Qc2 Qe1+ 14 Kb2.

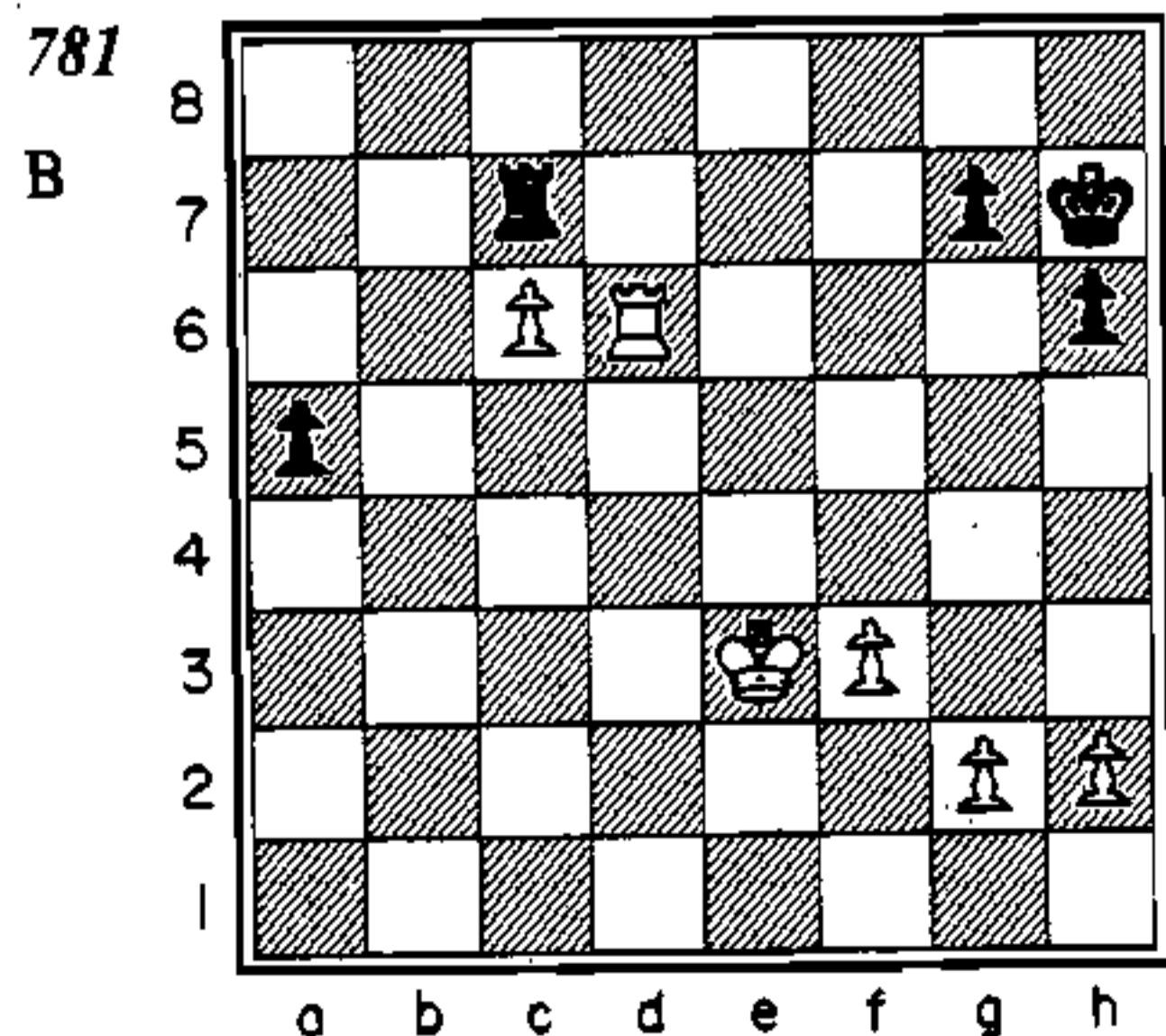
2 g6 Kf6.

No better is 2... Kg5 3 g7 Rb8 4 Rb1! Kh6 (4... K×h5 5 g8=Q R×g8 6 Rh1+ Kg6 7 Rg1+ Kf7 8 R×g8 K×g8 9 b6) 5 Rg1 Rg8 6 b6 Kh7 7 b7 e3 8 Kd3 Kh6 9 Rb1 Rb8 10 g8=Q etc.

3 Rb4 Rd6 (3... Kg7 4 R×d4 R×b5 5 Rd7+, winning) 4 b6 d3+ 5 Kd1! e3 6 b7 d2 7 Rb1 Rd8 8 b8=Q e2+ 9 K×e2 d1=Q+ 10 R×d1 R×b8 11 Rd7 Kg5 12 Rh7 Resigns.

Up till now we have been considering examples where, in spite of the opponent's passed pawns, the stronger side has nevertheless managed to realize his material advantage. This is by no means always the case. Often a passed pawn completely neutralizes a material advantage.

Gligroric-Keres
Moscow, 1956



Several Pawns (material advantage)

781. 1 ... a4 2 Kd3 a3 3 Kc2.

The king aims to halt the opponent's passed pawn. 3 Kc3 was weaker: 3 ... Ra7!

3 ... Re7! (a timely moment to activate the rook) 4 Kb3.

Little is promised by 4 Rd7 a2 5 Kb2 Re2+ 6 Ka1 R x g2 7 c7 Rc2.

As was shown by Kopayev, Black would have had greater difficulties after 4 Kb1, but even then he could have drawn by 4 ... Re3 5 c7 Rc3 6 Rd7 h5, e.g. 7 h4 Kh6 8 g4 h x g4 9 f x g4 g5! 10 h5 a2+ 11 K x a2 R x c7! etc.

4 ... Re3+ 5 Kb4 (5 Ka2 Rc3) 5 ... a2 6 Rd1 Re2 7 Kb3 Re6 8 c7 Rc6 9 K x a2 R x c7. Drawn.

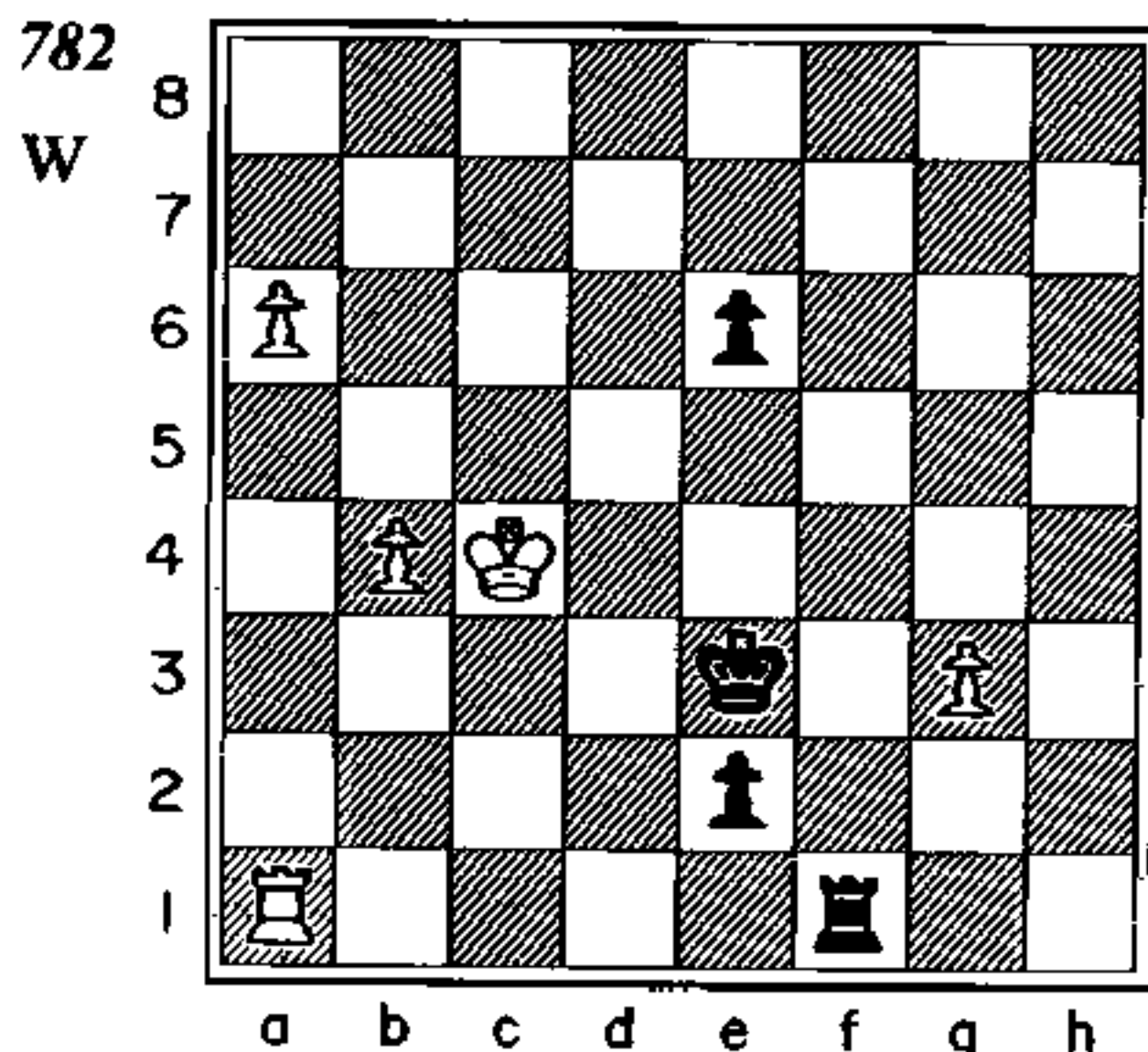
In conclusion, here is an example where the material advantage plays altogether no part, since the opponent's passed pawn is close to the queening square. However, by skilfully using his pawns to divert the opponent's pieces, White saves the game.

782. How is White going to draw? If, for example, 1 Ra5, then 1 ... Rc1+ 2 Kb3 Kd4.

1 Ra3+! Ke4 (1 ... Kf2 2 Ra2) 2 a7 Rf8 3 Ra6!

The only move. Not 3 Ra1 Ra8 4 Re1

Bohm-Timman
Amsterdam, 1977



Kf3(e3), when 5 ... R x a7 inevitably follows.

3 ... e5 4 Ra1 Ra8 5 Re1 Kf3 6 Kd5!

This is the whole point! By forcing the pawn to advance, White has gained the opportunity to attack it with his king.

6 ... R x a7 7 K x e5 (now White's king succeeds in supporting one of his pawns) 7 ... Rb7 8 g4! K x g4 9 Ke4 (9 R x e2 Re7+ 10 Kd6 R x e2 11 b5 was also possible) 9 ... Re7+ 10 Kd5. Drawn.

12. Endings with Several Pawns (positional advantage)

A positional advantage in a rook ending is determined by the features of the pawn formation and the degree of activity of the pieces. It is expedient to pick out the following four types of positional advantage:

(a) The possession of an outside passed pawn, or the possibility of creating one.

(b) Organic weaknesses in the opponent's pawn formation.

(c) More active rook.

(d) Better king position.

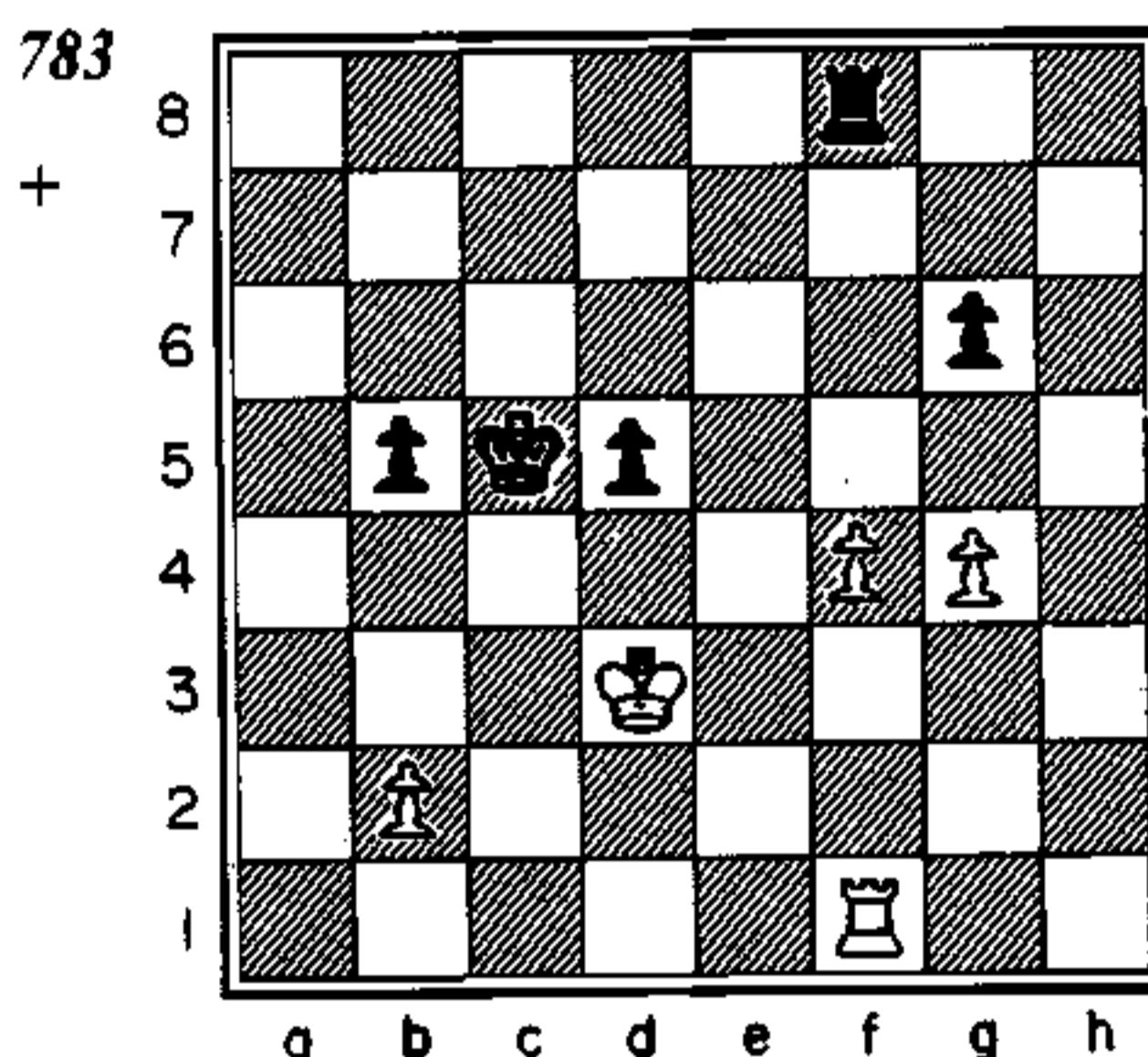
Of course, these factors are not constant, they are related one to another, and in the course of play their role may change sharply. Their influence on the final result may also vary. The examples have been selected such that one of these four forms of positional advantage is the main one—it is this that determines the assessment of the position, the plan of play, and the final result.

12.1 OUTSIDE PASSED PAWN

The presence of an outside passed pawn in a rook ending is a significant factor in the assessment of the position. But it can become decisive only if the pieces are active, if the king and rook can effectively support its advance. This is the situation in the following example.

783. By f4–f5 White can create an outside passed pawn, with his rook occupying an active position. It is deployed 'à la Tarrasch', as though urging on the passed pawn from behind, whereas the black rook is passively placed. The white king is also well placed: it stands in the path of the opponent's passed pawn, securely blocking it.

Em. Lasker–Rubinstein
St Petersburg, 1914



1 f5 g × f5 2 g × f5 Rf6.

The pawn has to be stopped. After 2 ... d4 3 f6 Kd5 4 f7 Ke5 5 b4 Kd5 6 Rf4 Ke5 7 Re4+ Kf5 8 Re1! Kf6 9 K × d4 Rd8+ 10 Kc5 K × f7 11 K × b5 White wins easily.

3 Rf4 b4.

By 3 ... d4 Black could have tried to complicate the play somewhat, e.g. 4 Ke4 Rd6 (4 ... Kc4 5 Ke5 Rf8 6 R × d4+ Kb3 7 f6) 5 Rf3 Kc4 6 b3+ Kb4 7 Rd3 (7 f6? d3) 7 ... Kc5 8 Ke5 Rd8 9 f6 Re8+ 10 Kf5 Kd5 (10 ... Re3 11 f7 or 11 R × e3 d × e3 12 f7) 11 f7 Rf8 12 Kf6 Ke4 13 Rd1 d3 14 Ke7 Rh8 15 f8 = Q R × f8 16 K × f8 Ke3 17 Ke7 d2 18 Kd6 and wins.

4 b3 Rf7.

Black is in zugzwang: 4 ... Kc6 5 Kd4 Kd6 6 Rf2 would have led to roughly the same continuation as in the game.

5 f6 Kd6 6 Kd4 Ke6 7 Rf2 (White prepares

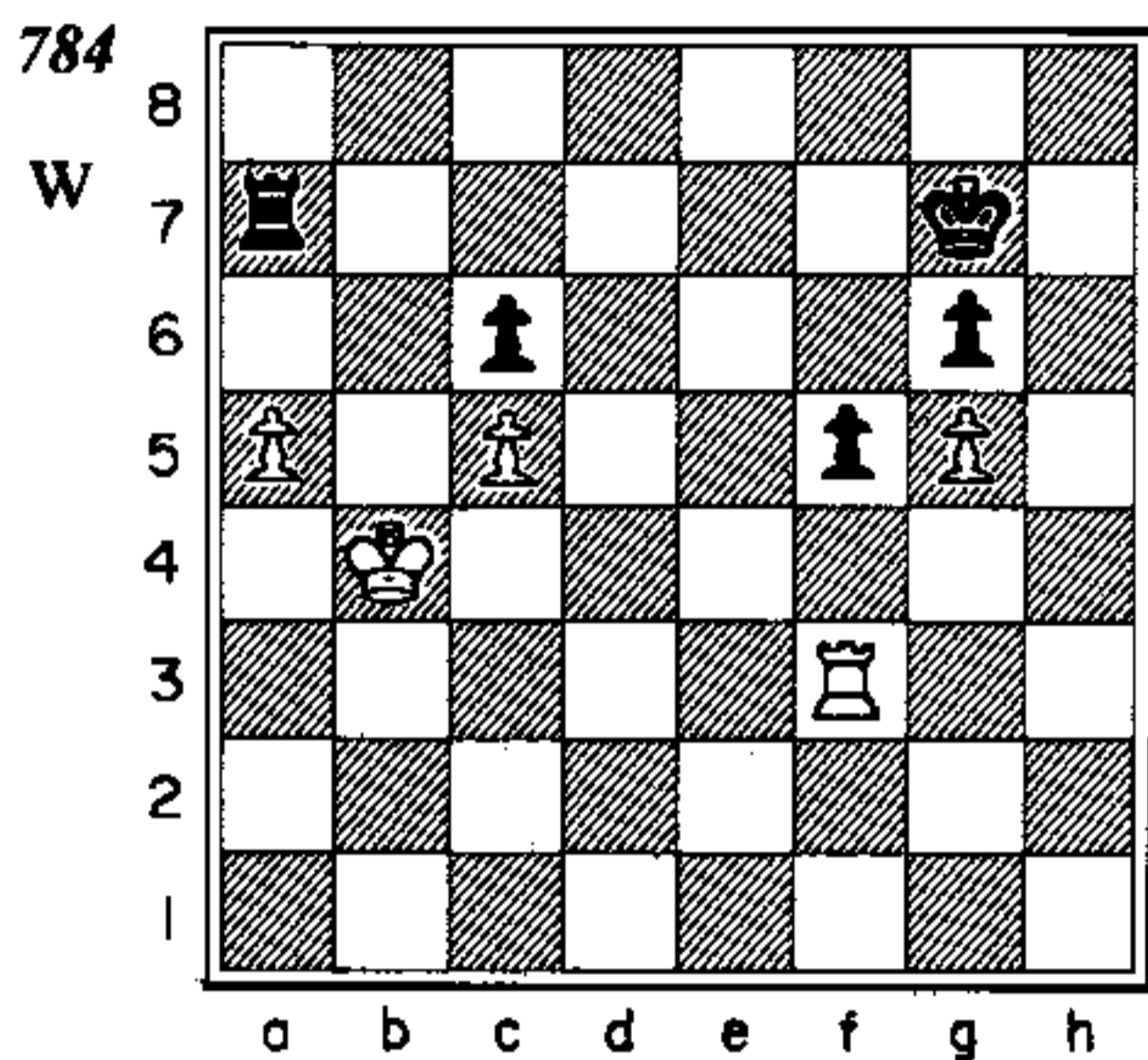
Several Pawns (positional advantage)

the decisive transfer of his rook for an attack from the side) 7 ... Kd6 8 Ra2! Rc7.

8 ... R × f6 is met by 9 Ra6+ with a won pawn ending, and 8 ... Rb7 by 9 Ra6+ Kd7 10 K × d5.

9 Ra6+ Kd7 10 Rb6! It would have been a mistake to play 10 K × d5 Rc3, whereas now Black resigned. Indeed, 10 ... Rc3 11 R × b4 Rf3 12 Ke5 Rf1 13 Rf4 leads to an easy win for White.

Bronstein-Boleslavsky
Moscow, 1950



784. The a5 pawn, which can be supported by White's pieces, is much more dangerous than Black's passed pawn. In addition, Black's passively placed pieces have no way of supporting his pawn. White wins by an extremely instructive rook manoeuvre.

1 Ra3! (threatening 2 a6 and 3 Ka5) 1 ... Ra6 (the pawn is blocked, but the black rook is now immobilized) 2 Rd3 Kf7 3 Rd6! Kg7 4 Rd7+ Kg8 5 Ka4!

Black's position has further deteriorated, since the white rook has broken into it. By this move White prepares the transfer of his rook to b6, since the immediate 5 Rb7 could have been met by 5 ... f4.

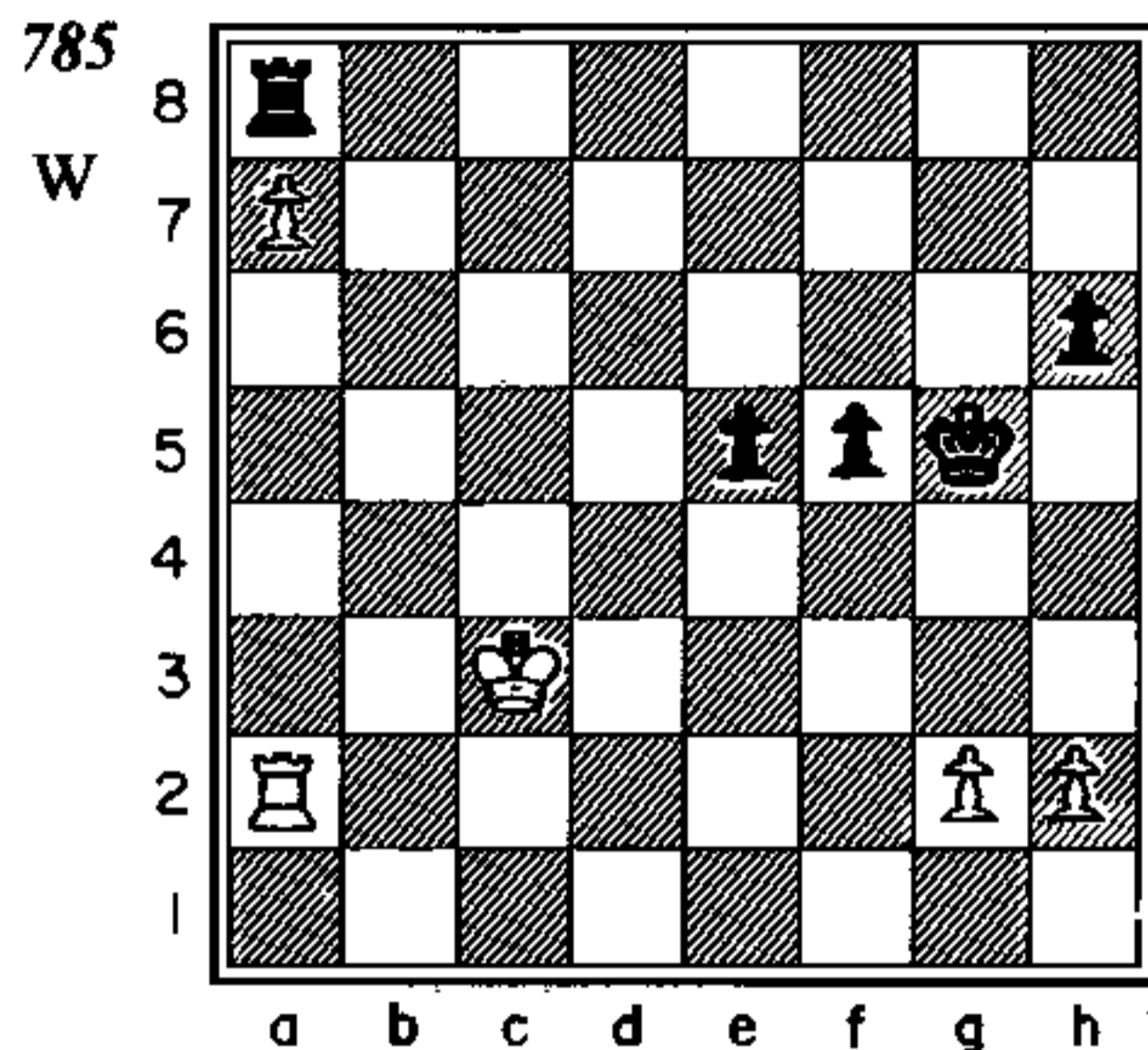
5 ... Kf8 6 Rb7! f4 (if 6 ... Kg8, then 7 Rb6 Ra8 8 R × c6 Kg7 9 a6 f4 10 Rf6 etc.) 7 Rb4.

White's mobile rook manages to get every-

where, and easily copes with the opponent's passed pawn.

7 ... Ke7 8 R × f4 Ke6 9 Rf6+ Kd5 10 Kb4 Resigns. If 10 ... Ra7, then, 11 Rd6+ Ke5 12 R × g6 etc.

Kirillov-Breitman
Minsk, 1950



785. Thanks to the superior placing of his pieces, White carries out a typical plan: exploiting the fact that the opponent's counter-play is too late, he succeeds in taking his king up to his passed pawn.

1 Kc4 Kf4 2 Kc5 e4.

If 2 ... Ke4, then 3 Ra3 f4 4 Kb6 Kd4 5 Kb7 Re8 6 a8=Q R × a8 7 K × a8 e4 8 Kb7 e3 9 Kc6 e2 10 Ra1 Ke3 11 Kd5 Kf2 12 Ke4 K × g2 13 K × f4 Kf2 14 h4 and wins.

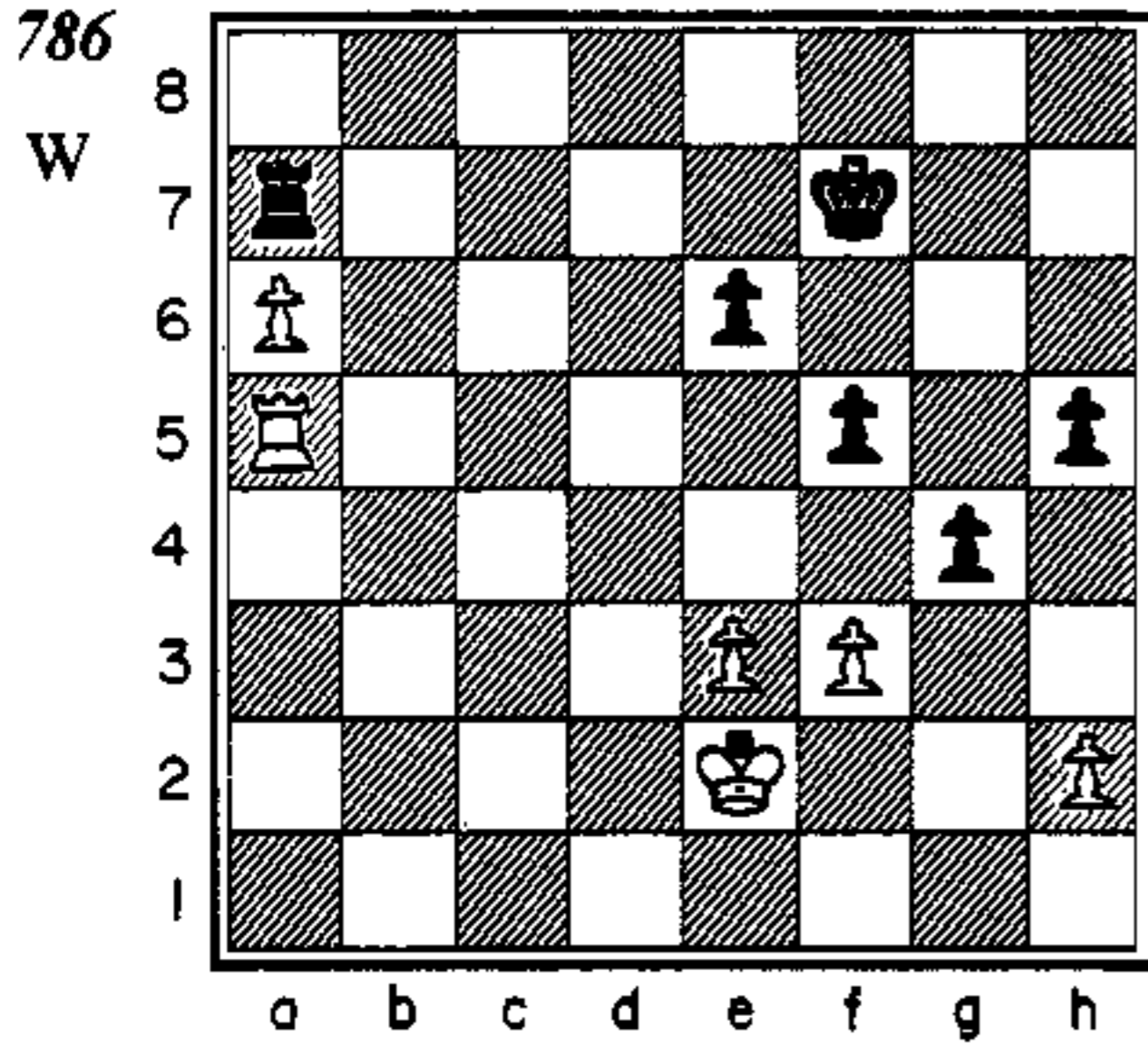
3 Kb6 Ke3 4 Kb7 Rg8 5 a8=Q R × a8 6 R × a8! (not 6 K × a8 f4 7 Kb7 f3 8 g × f3 e × f3 9 Kc6 f2 10 Ra1 Ke2 11 Kd5 f1=Q with a draw) 6 ... Kf2.

Now 6 ... f4 does not help: 7 Kc6 f3 8 g × f3 e × f3 9 Kd5 f2 10 Ra1 Ke2 11 Ke4 f1=Q 12 R × f1 K × f1 13 h4 etc.

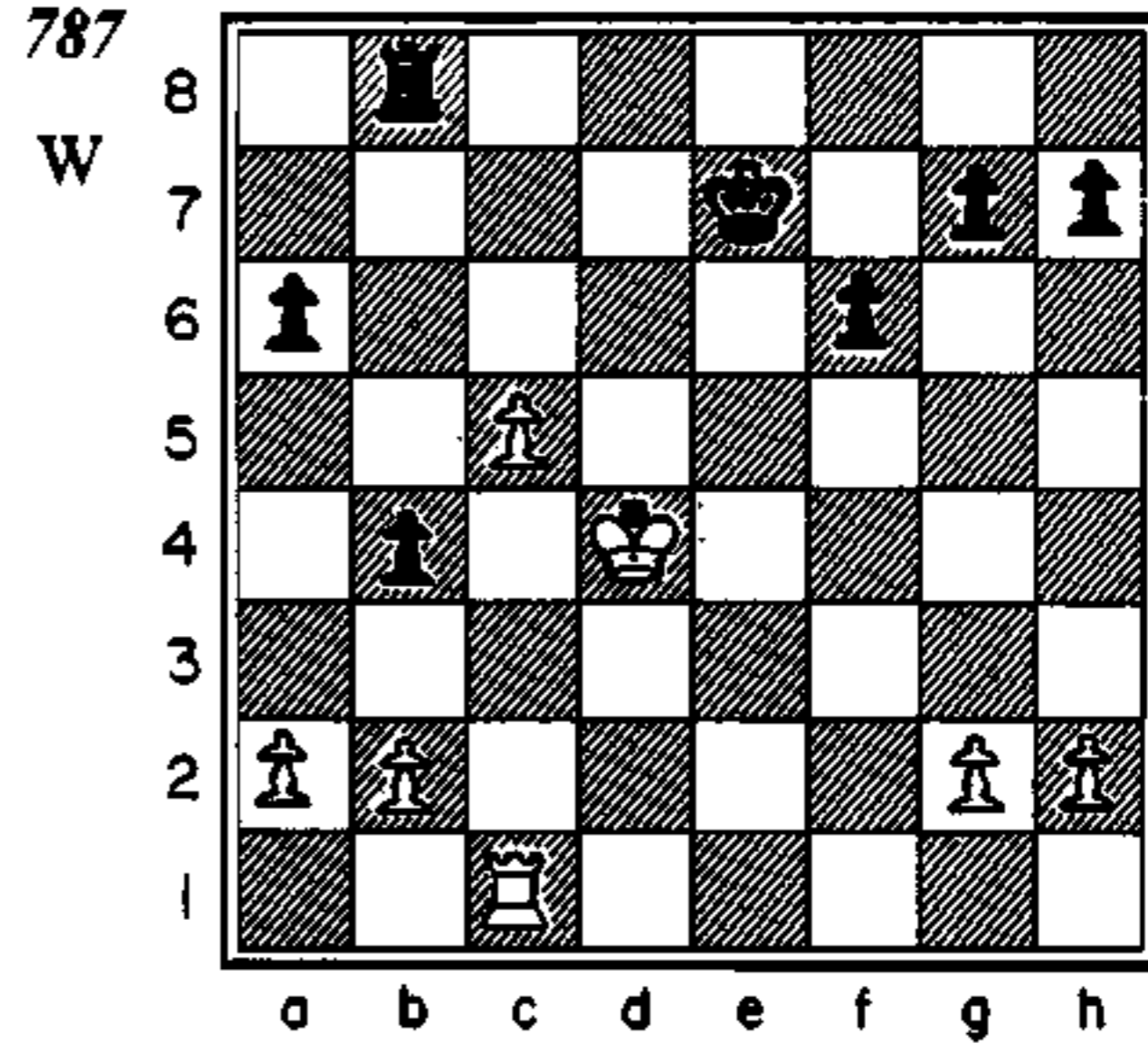
7 Ra2+ Kf1 8 Kc6 e3 9 Kd5 e2 10 R × e2 K × e2 11 Ke5 Kf2 12 K × f5 K × g2 13 h4 Kf3 14 h5 Resigns.

786. The white king cannot support its pawn, since Black has counter-chances on the K-side. But White has another, highly effec-

Panno-Najdorf
Buenos Aires, 1968



Smyslov-Konstantinopolsky
Moscow, 1939



tive plan: to weaken the opponent's pawns and attack them with his king.

1 Kf2 h4.

In trying not to allow the white king into his position, Black makes things somewhat easier for his opponent. But even after 1 ... Kg6 2 e4 Kg5 3 Ke3 White again wins, e.g. 3 ... Kh4 4 e × f5 e × f5 5 Kf4 Kh3 6 Ra2 h4 (6 ... Kh4 7 Ra3) 7 f × g4 f × g4 8 Ra3 + g3 (8 ... K × h2 9 K × g4) 9 h × g3 Rf7 + 10 Ke4 Re7 + 11 Kf3 Rf7 + 12 Ke2 Re7 + 13 Kf2 Rf7 + 14 Kgl, and wins.

2 e4 Kg6 3 e × f5 + e × f5 4 Ke3 Kg5 (if 4 ... g3, then 5 h × g3 h × g3 6 f4 Kh5 7 Kf3 Kh4 8 Ra1 g2 9 K × g2 Kg4 10 Ra4 etc.) **5 f × g4 K × g4 6 Ra2 Re7 +** (6 ... f4 + 7 Kf2 Kh3 8 Kf3 and wins) **7 Kf2 Ra7 8 Ra3 Kf4 9 Ra4 + Ke5 10 Kf3 Kd5 11 Kf4 Kc5** (11 ... Ke6 12 h3 Kf6 13 Ra2 Ke6 14 Ra5 is no better) **12 K × f5 Kb5 13 Ra2 h3 14 Kg4 R × a6 15 R × a6 K × a6 16 K × h3**, and by reaching g7 with his king, White won.

787. White has the more active king and has already created a passed pawn, but the attempt to force matters does not succeed: 1 c6 Kd6 2 c7 Rc8 3 Rc5 R × c7 4 R × c7 K × c7 5 Kc5 a5 6 Kb5 Kd6 7 K × a5 Kc5, and there is no way that White can win. Therefore he first improves the placing of his pieces.

1 Re1 + Kd7 2 Kd5 Rb5! (the only defence

against the threat of 3 Re6, on which there now follows 3 ... R × c5 +) **3 Re4!**

Exploiting the fact that the black pieces have been diverted by the c-pawn, White intends to attack the K-side pawns with his rook.

3 ... g6 4 h4 f5 5 Rf4 h5.

6 h5 was threatened, but now the pawns are fixed and White can set about attacking the g6 pawn.

6 Rd4 Kc7 7 b3 (defending against the threat of 7 ... Ra5) **7 ... Rb8 8 Kc4 Re8.**

Black has also managed to activate his rook, but White is the first to begin attacking.

9 Rd6 Re4 + (9 ... Re2 10 R × a6 R × g2 11 K × b4 Rg4 + 12 Kb5 R × h4 13 R × g6 etc.) **10 Kd5 R × h4 11 R × g6 Rg4 12 R × a6 R × g2 13 Ra7 + Kb8 14 Rh7 R × a2 15 R × h5.**

A more direct line was also possible: 15 Kc6 Ra6 + 16 Kb5 Rf6 17 c6 f4 18 Kb6 Rf8 19 Rb7 +.

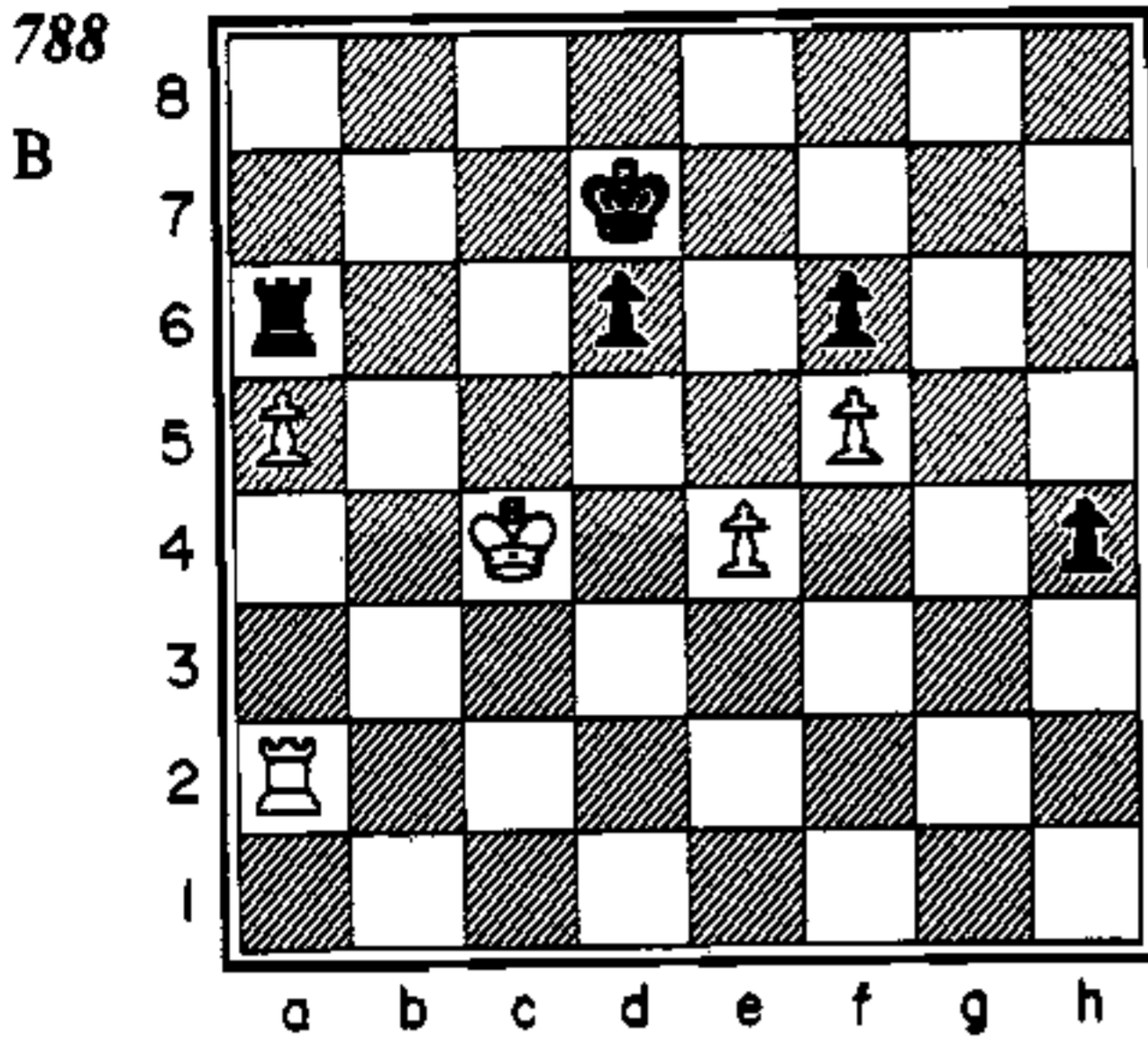
15 ... Rc2 16 Kc6 Ka7 (17 Kb6 was threatened) **17 Kb5 Re2 18 Rh7 + Kb8 19 Kb6 Re8 20 c6 f4 21 Rb7 + Kc8 22 Ra7 Resigns.**

Against an outside passed pawn, actively supported by the rook from the rear, a draw is possible only in exceptional cases.

788. White's passed pawn, supported by his pieces, is stronger than the opponent's h-pawn. Nevertheless Black can maintain the

Several Pawns (positional advantage)

Euwe–Stahlberg
Zurich, 1953



balance. This was most simply achieved by 1 ... Ra7! (Euwe), e.g. 2 a6 Kc6 3 Ra3 h3 4 R×h3 R×a6 5 Rh6 Kd7! 6 Rh7+ Ke8 7 Kd5 Ra5+ 8 Ke6 (8 K×d6 Re5) 8 ... Re5+ 9 K×f6 R×e4 etc.

The game went 1 ... Ra8, which, contrary to the opinion of Euwe and Bronstein, with accurate defence should also have led to a draw: 2 a6 Kc6 3 a7 h3.

This also does not lose, but 3 ... Kb6 was more forcing, e.g. 4 Rh2 R×a7 5 R×h4 Re7 6 Kd4 Kc7 7 Rh6 Kd7 8 R×f6 Re5 9 Rf7+ Ke8 with a draw (643), or 4 Kd5 R×a7 5 Rh2 (5 Rb2+ Kc7 6 Ke6 Ra4! 7 Re2 h3 8 K×f6 Kd7) 5 ... Re7 6 R×h4 Kc7 7 Rh6 Re5+ 8 Kd4 Kd7 9 R×f6 Ke7, again with a draw.

4 Kd4 Kc7?

This passive reply leads to defeat. It was not yet too late for 4 ... Kb6!, e.g. 5 Rh2 R×a7 6 R×h3 Re7! 7 Rh6 Kc7 8 R×f6 Kd7 9 Rh6 Re5 (643), or 5 Kd5 R×a7 6 Rh2 Kc7 7 R×h3 Ra5+ 8 Ke6 Re5+ 9 K×f6 R×e4 with a draw.

5 Kd5 Kd7.

The black pieces are passively placed, and White wins by achieving a zugzwang position.

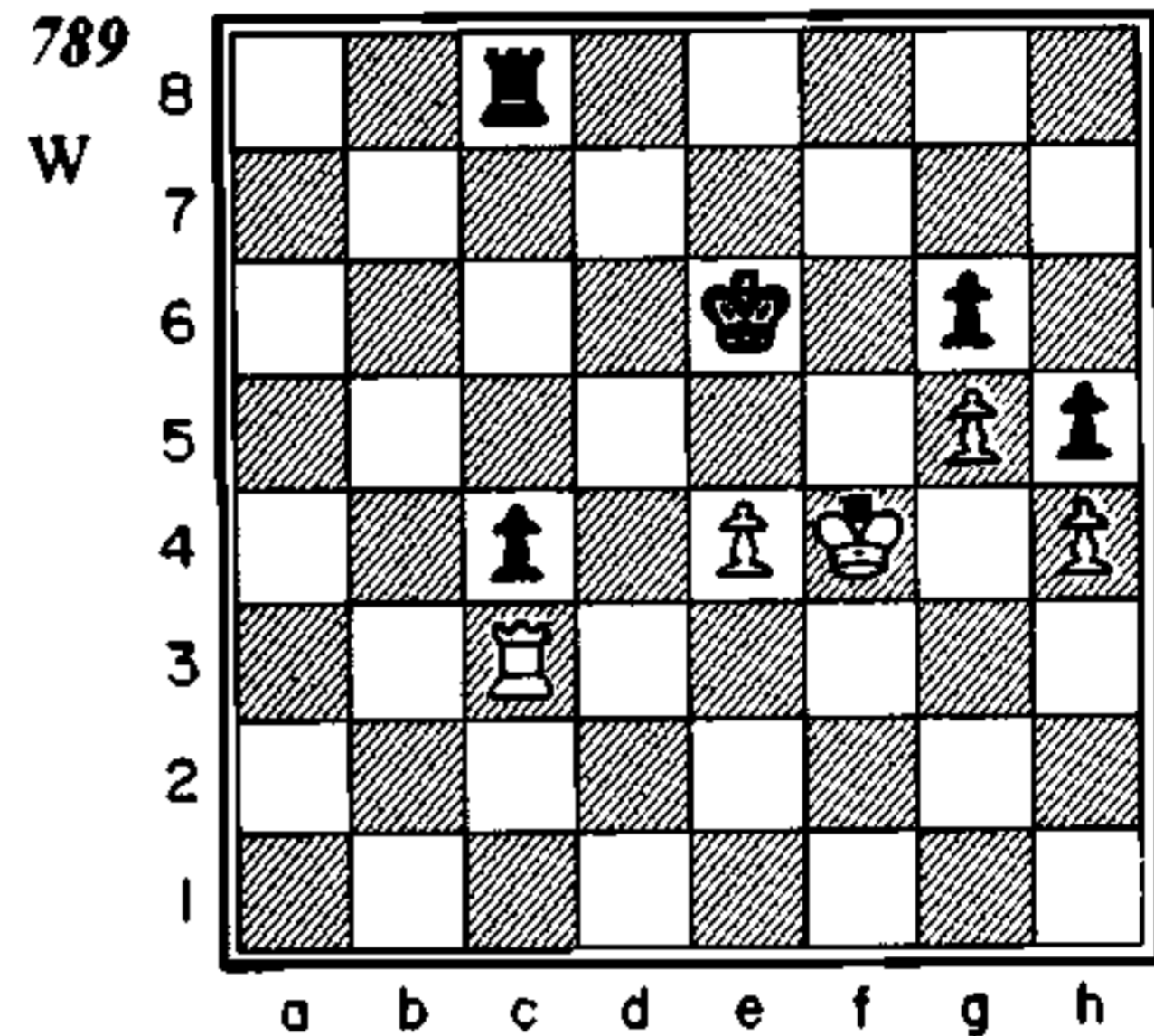
6 Ra3 h2 7 Ra1! Re8 8 Rh1 Re5+ 9 Kd4 Ra5 10 R×h2 Kc6 11 Rh7 Ra4+ 12 Ke3

Ra3+ (if 12 ... d5, then 13 e5 f×e5 14 f6 Kd6 15 f7 etc.) 13 Kf4 Ra1 14 Rf7 Kc5 15 R×f6 R×a7 16 Re6.

Black's position is hopeless: his king cannot take part in the battle against the opponent's passed pawn.

16 ... Ra1 17 f6 Kc6 18 Kf5 Kd7 19 Re7+ Kd8 20 Ke6 Resigns.

Botvinnik–Euwe
Groningen, 1946



789. Black's positional advantage is obvious, and it appears that this example differs in no way from position 783. But there is a difference.

1 Ke3 Ke5 2 Rc2! c3 3 Kd3! Rd8+.

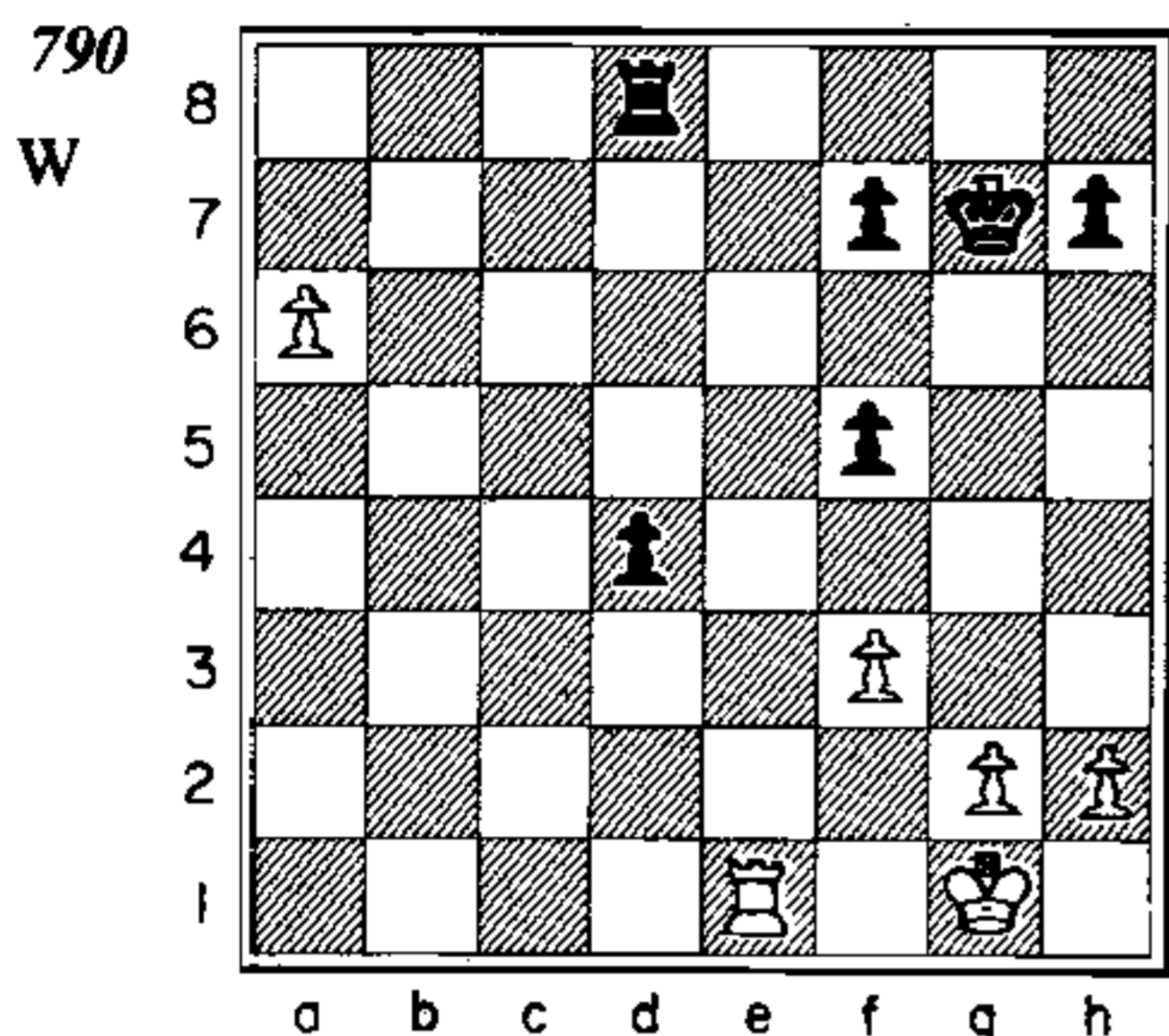
But why not 3 ... Rc6? Analysis shows that in this case White can play 4 R×c3 R×c3+ 5 K×c3 K×e4 6 Kc4 Kf4 7 Kd5 Kg4 8 Ke6 K×h4 9 Kf6 Kg4 10 K×g6 h4 11 Kf6, and the pawns queen simultaneously. It is because of this that Black is unable to win here.

After the move in the game it would be dangerous to play 4 K×c3 K×e4, when, in view of the fact that White's king is cut off, he risks losing.

4 Ke3! Rd4 5 R×c3 R×e4+ 6 Kf3 R×h4 7 Rc6 Rf4+ (no better is 7 ... Kf5 8 Rc5+ Ke6 9 Rc6+ Kf7 10 Rc7+ Kf8 11 Rc6 etc.) **8 Ke3 Re4+ 9 Kf3 Kf5 10 Rf6+ K×g5 11 R×g6+. Drawn.**

Weaknesses in the Opponent's Pawn Formation

Korchnoi-Karpov
Baguio, 1978



790. At first sight it is not clear how Black can hold the game after **1 Ra1**, but there followed **1 ... d3! 2 Kf2**.

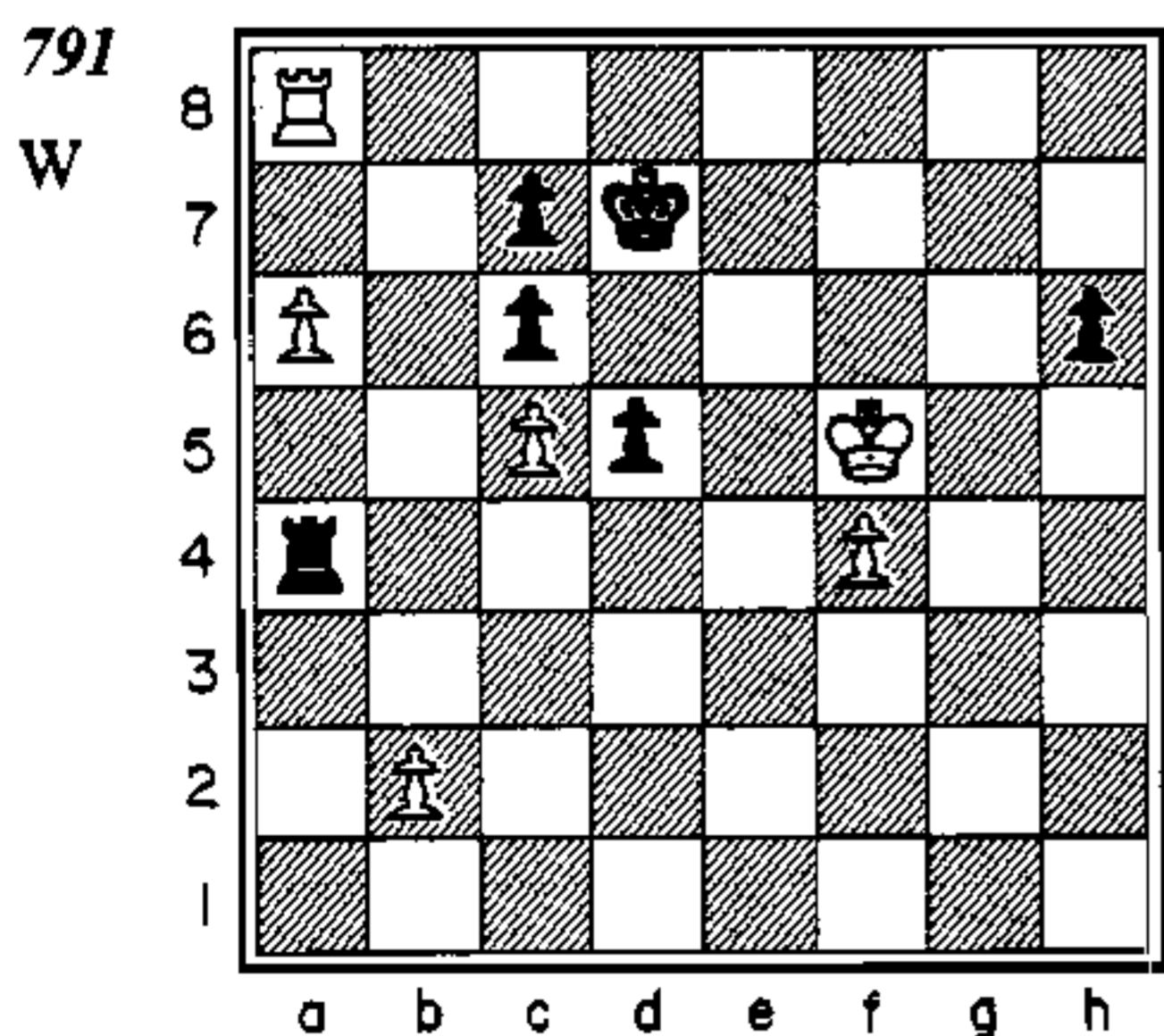
If **2 a7**, then **2 ... d2 3 Kf2 Re8!**, analogous to the game continuation.

2 ... Re8!

The saving move! The opponent's king must not be allowed across to the black pawn. After **2 ... d2? 3 Ke2 Kf6 4 Kd1 Ke5 5 a7** White wins easily.

3 Ra2 (3 a7 d2) 3 ... Re7! (3 ... Kf6? 4 a7) 4 Rd2 Re6. Drawn.

Alekhine-Spielmann
New York, 1927



791. Here White's passed pawns are opposed by two enemy passed pawns. In addition the black rook is fairly active, which cannot be said about its opposite number. Nevertheless, thanks to his active king which is able to deal with the opponent's pawns, by accurate play White succeeds in winning. But he must not lose his f-pawn, and Black is threatening by **1 ... d4! 2 Ke4 d3+ 3 K x d3 R x f4** to carry out an exchanging operation. This means that in the first instance he must tie the black rook to the a-pawn.

1 a7!

Now **1 ... d4** is met by **2 Ke4 h5 3 b3 Ra1 4 f5 Ke7 5 K x d4 h4 6 Ke5 h3 7 Rh8 R x a7 8 Rh7+ Kf8 9 R x h3**, when White's extra f-pawn assures him of a win.

1 ... h5 2 b3! (the rook must be driven from a4, to obtain the opportunity to manoeuvre with the king) **2 ... Ra1 3 Ke5 Re1+ 4 Kf6 Ra1 5 Ke5 Re1+ 6 Kd4 Rd1+ 7 Kc3 Ra1 8 f5 Ke7 9 Kd4** (now the king again goes to the aid of the f-pawn) **9 ... h4 10 Ke5 Re1+.**

On **10 ... h3** there could have followed **11 Rh8 R x a7 12 R x h3 Ra1 13 f6+ Kf7 14 Rh7+ Kf8 15 R x c7** etc.

11 Kf4 Ra1 12 Kg5 Rg1+.

There is nothing better: **12 ... h3** has already been considered, while **12 ... d4** is met by **13 f6+ Kf7 14 Rd8 R x a7 15 Rd7+ Kf8 16 Kg6.**

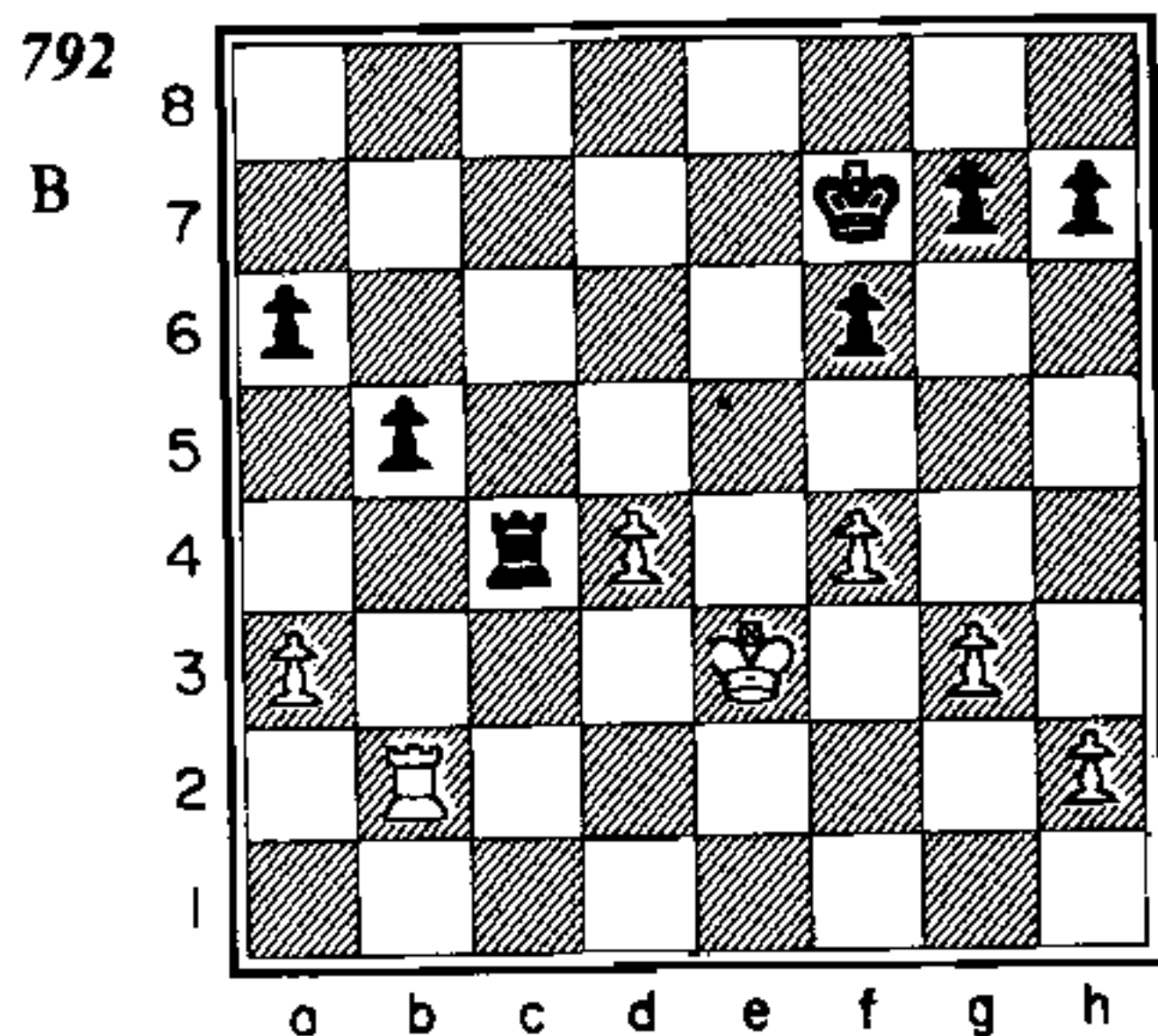
13 K x h4 Ra1 14 Kg5 Rg1+ 15 Kf4 Ra1 16 Ke5 Re1+ 17 Kd4 Ra1 18 Kc3 Ra3 19 Kb2 Ra6 20 b4 Kf7 21 Kb3 Ra1 22 f6 Ra6 23 b5! c x b5 24 Kb4 Resigns: 24 ... c6 is decisively met by **25 Rh8.**

12.2 WEAKNESSES IN THE OPPONENT'S PAWN FORMATION

The possession of weak pawns in a rook ending is usually a major disadvantage, since the pieces which are forced to defend these weaknesses lose significantly in strength. Thus the possession of weaknesses tells adversely on the activity of the king and especially the rook.

Several Pawns (positional advantage)

Marshall-Chigorin
Barmen, 1905



792. White has weak pawns at a3 and d4, both of which require defending. It would appear that by 1 ... Rc3+ Black can immediately win a pawn, but after 2 Ke4 R x a3 3 Kd5, from being a weakness the d-pawn is transformed into a dangerous passed pawn supported by the pieces, and White has every reason to count on a favourable result.

Therefore Black quite rightly declined the sacrifice by playing 1 ... Ke6. The pawn will not run away, and first the position of the king must be improved.

2 Rb3 Kd5 3 Rd3 f5 4 h3 h5 5 Ke2.

White is in zugzwang. After 5 h4 g6 all the same he would have to part with a pawn.

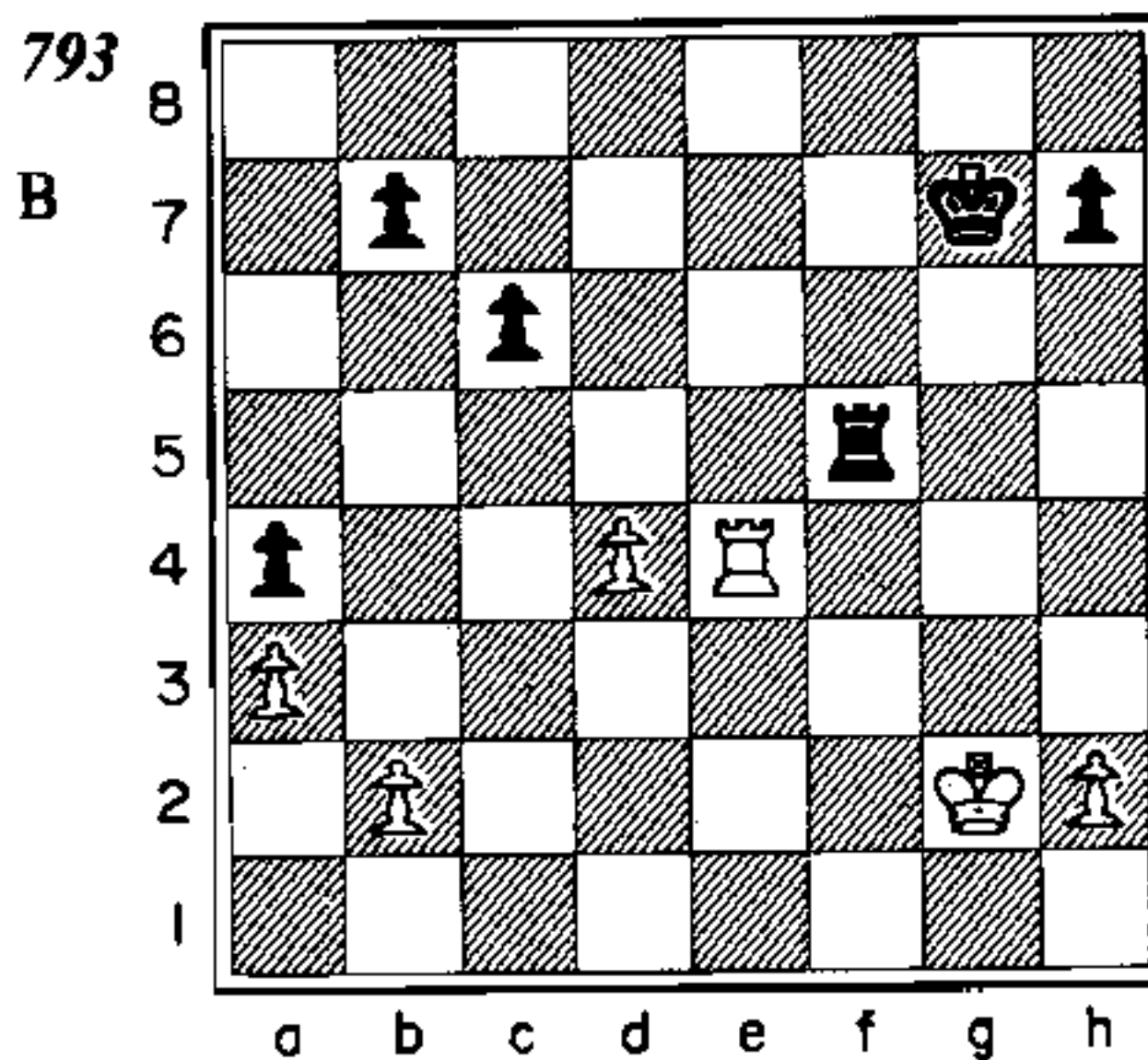
5 ... R x d4 6 Rc3 Re4+ 7 Kd2 h4 8 Rc7 (a desperate attempt to start a counter-attack) 8 ... h x g3 9 R x g7 R x f4 10 R x g3 Ke5 11 Ke2 Rc4 12 Rg6 Ra4 13 Rg3 f4 14 Rb3 Rc4.

14 ... Ke4? would have been a bad blunder, since after 15 Rb4+ the pawn ending is bound to result in a draw.

15 Kd1 Ke4 16 h4 f3 17 Ke1 Kf4 18 h5 Rc1+ 19 Kf2 Rc2+ 20 Ke1 Kg3, and Black won.

793. The drawbacks to White's position are glaringly apparent. He has three pawn 'islands' against two for Black, and his pawns at b2, d4 and in some cases h2 all require

Smyslov-Keres
Leningrad, 1941



defending. In addition, there is a weak square in White's position at b3, to which the opponent's rook can easily penetrate.

1 ... Rb5 2 Re2 Rb3!

By occupying this square, Black has tied the white rook to the defence of the b2 pawn, while simultaneously restricting the white king.

3 Kf2 Kf6 4 Ke1 h6!

White is already in zugzwang. 5 Kf2 or 5 Kd1 is decisively met by the rook move to d3, so he himself is forced to move his rook, allowing the black king across to the d4 pawn.

5 Rg2 Ke6 6 Kd1 Kd5 7 Kc2 Rh3! (7 ... K x d4 would have been met by 8 Rg4+ and 9 Rh4, but Black has no reason to hurry: the d4 pawn is doomed) 8 Rd2 Kc4 9 Kb1 h5 10 Ka2 Rh4 11 Rf2 K x d4 12 Rf7 b5 13 Rf2.

Black is a pawn up with his pieces active. All this proves sufficient for a win.

13 ... Rh3 14 Rd2+ Rd3 15 Rf2 Kc4 16 Rc2+ (16 Rf4 Rd4) 16 ... Kd5 17 Rg2 Rh3 18 Rd2+ Kc5 19 Rc2+ Kb6 (to assist the advance of the c-pawn, the king is forced to retreat for the moment) 20 Rf2 c5 21 Rf6+ Ka5 22 Rf2 c4

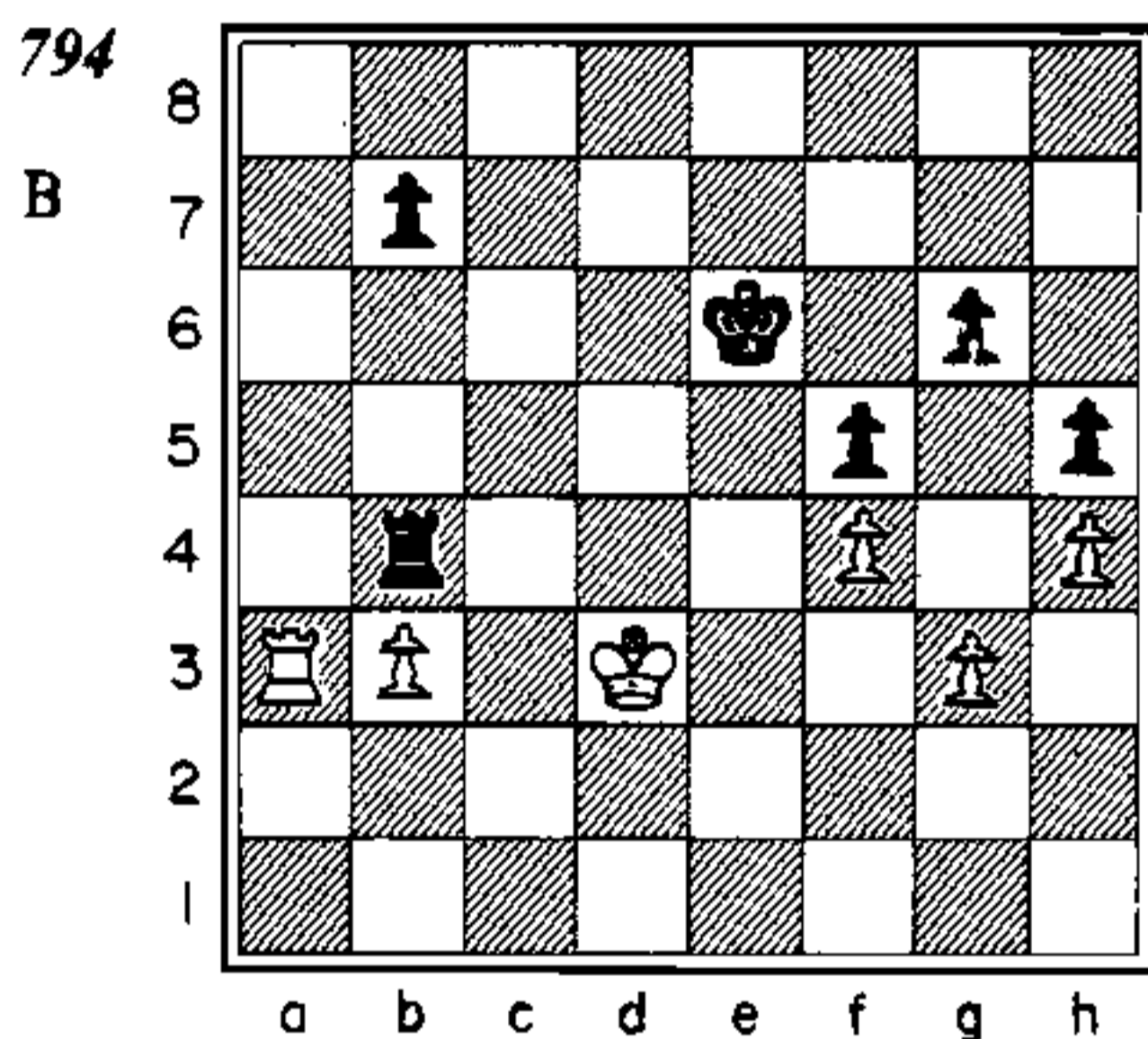
The advance of the c-pawn has the aim of opening up the 2nd rank, after which ... h4-

Weaknesses in the Opponent's Pawn Formation

h3 followed by the switching of the rook to g2 will be decisive.

23 Rg2 (if **23 Rc2**, preventing **23 ... c3**, then **23 ... b4 24 a × b4+ K × b4** and **25 ... a3** is possible) **23 ... c3 24 b4+ a × b3+ 25 K × b3 c2+! 26 K × c2 R × a3 27 Kb2 Rf3 28 Re2 h4 29 Rd2 h3 30 Re2 Ka4 31 Kb1 Rf1+ 32 Kc2 b4 33 Kd3 Rd1+ 34 Kc2 Rg1** White resigns: against **35 ... Rg2** there is no defence.

Sergievsky-Bannik
USSR, 1962



794. White's weak pawns at b3 and g3 restrict his own pieces, whereas the active black pieces are mobile and can attack the opponent's weaknesses.

1 ... Kd6 2 Kc3 Re4 3 Kd3.

A hopeless pawn ending results from **3 b4 Re3+ 4 Kb2 R × a3 5 K × a3 b5 6 Kb3 Kd5 7 Kc3 Ke4.**

3 ... Re1 4 b4 Re4! 5 Rb3.

The pawn sacrifice **5 b5** came seriously into consideration, e.g. **5 ... Kc5 6 Rc3+ K × b5 7 Rc7 b6 8 Rg7 Re6 9 Kc3**, or **5 ... Rb4 6 Kc3 R × b5 7 Ra8**. In both cases the white pieces become active, and the realization of Black's material advantage becomes a difficult matter.

But now the white rook has taken up a

passive position, and Black can calmly increase the pressure.

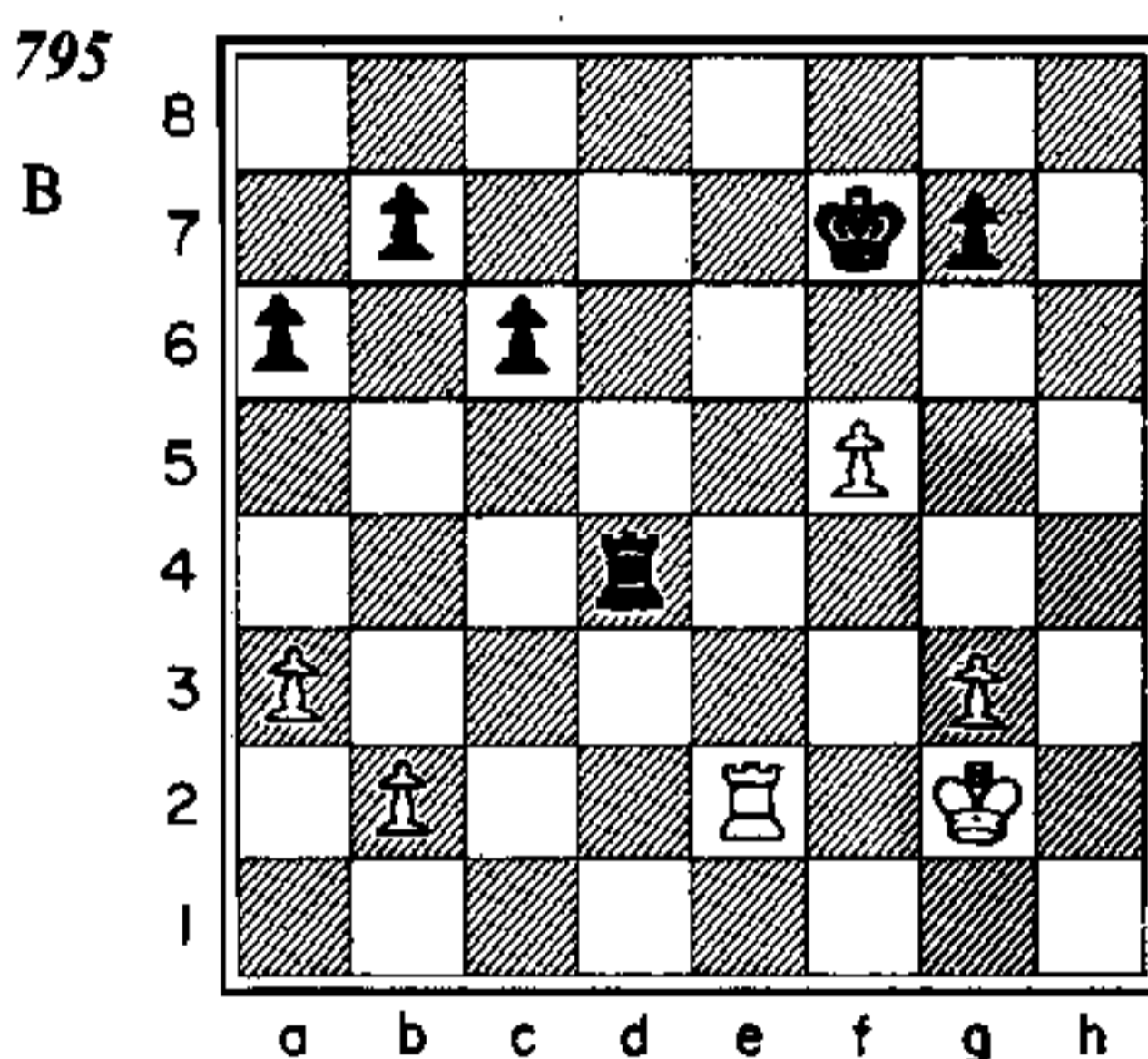
5 ... b6 6 Kc2 Kc6 7 Rc3+ Kb5 8 Rd3 Rc4+!

Not allowing the opponent any counterplay, **8 ... R × b4** was weaker due to **9 Rd6.**

9 Kd2 Rc6 10 Rd4 Ka4 11 Ke2 b5 12 Kd3 Kb3! (Black wishes to win the pawn in the most favourable circumstances) **13 Kd2 Rc2+ (not 13 ... Rc3 14 Rd5! K × b4 15 R × b5+ with a draw) 14 Ke3 Rc3+ 15 Kf2 Rc6! 16 Ke2 Kc3** White resigns: the b4 pawn cannot be defended.

Black's positional advantage proved insufficient in the following ending.

Marshall-Rubinstein
Carlsbad, 1929



795. White has weak pawns at f5 and b2, but thanks to the active position of his rook the black g- and b-pawns are also potential weaknesses. On **1 ... Kf6**, as shown by Kopayev, White can play **2 Kh3!** (weaker is **2 Kf3 K × f5 3 Re7 Rd3+ 4 Kg2 Rd2+ 5 Kh3 R × b2 6 R × g7 Rb3** with advantage to Black) **2 ... K × f5 3 Re7** with equal chances.

1 ... Rd5 2 g4 Rd3 3 Kf2 Rb3 4 Rd2 a5.

Black cannot manage to attack the pawns with his king. If **4 ... Kf6**, then **5 Rd6+ Ke7 (5 ... Kg5 6 Rg6+)** **6 Rd2** etc.

5 Ke1.

Several Pawns (positional advantage)

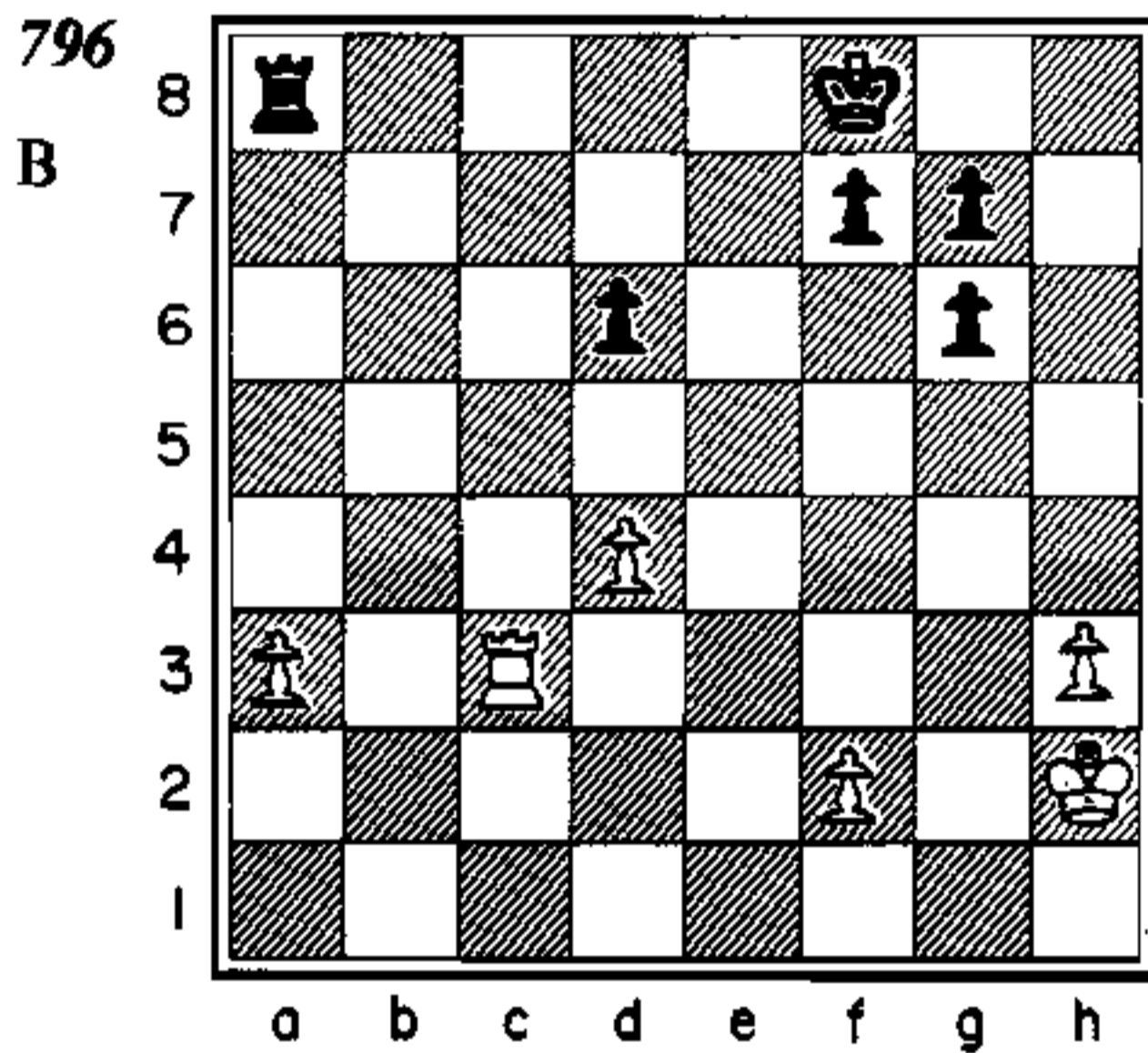
The correct plan: to free his rook from the defence of the b2 pawn, White transfers his king to c2.

5 ... a4 6 Kd1 Kf6 7 Rd6+ Ke7 8 Re6+ Kf7 9 Kc2 Rg3 10 Rg6 (the white pieces' duties have been allotted: the king defends the b-pawn, and the rook the g-pawn) **10 ... Rf3 11 Rd6 Rf4 12 Rd7+ Kf6 13 g5+** (forcing the draw) **13 ... Kxf5 14 Rxf7 Rc4+ 15 Kd3 b5 16 Rg8 Kg4 17 Rg7**. Drawn.

Kxd4 13 a4 Ra7 14 Ra3 Ra5 15 Ra1 etc. (779).

If a player has pawn weaknesses, it is often advisable for him to sacrifice a pawn in order to activate his forces. But in doing so, of course, he must take into account the extent to which the activity of his pieces compensates for the sacrifice.

Spielmann–Rubinstein
St Petersburg, 1909



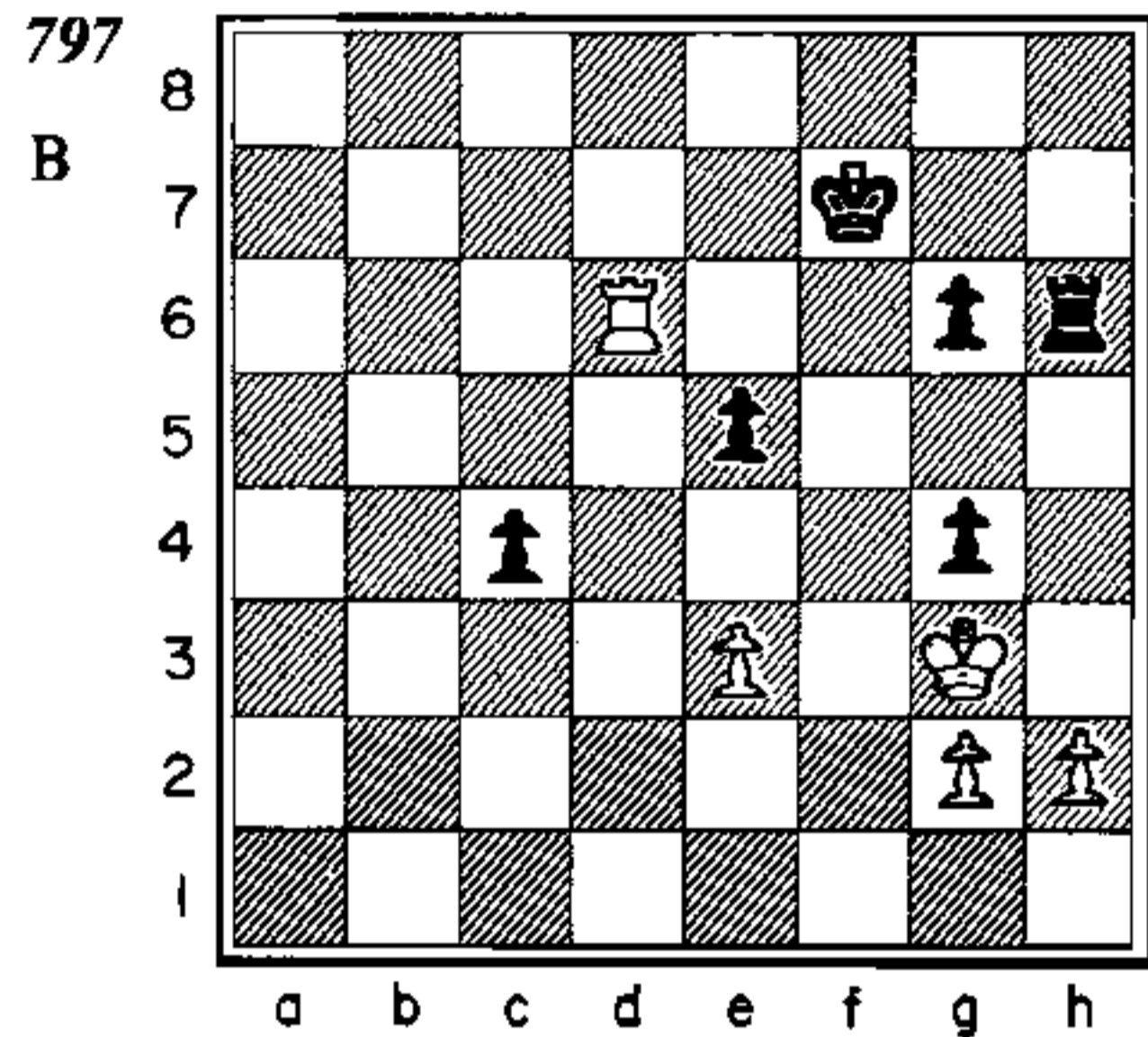
796. White is essentially a pawn up, since on the K-side his two pawns are holding the three black pawns. But the advantage is with Black, since all the opponent's pawns are weak and can be attacked.

1 ... Ra4 2 Rd3 Ke7 3 Kg3 Ke6 4 Kf3 Kd5 5 Ke2 g5! (Black avoids a cunning trap: if **5 ... Rxd4?** **6 Ke3!**, and only White can win) **6 Rb3 f6**.

On **6 ... Kxd4** there would have followed **7 Rb7 f6 8 Rxf7 Rxa3 9 h4! gxh4 10 Rg4+ Kc3 11 Rxf4** with good drawing chances.

7 Ke3 Kc4 8 Rd3 d5 9 Kd2 Ra8 10 Kc2 Ra7 11 Kd2 Re7 12 Rc3+ (the pawn has to be given up: **12 Kc2** is met by **12 ... Re2+** **13 Rd2 Rxd2+** **14 Kxd2 Kb3** etc.) **12 ...**

Janosevic–Botvinnik
Belgrade, 1969



797. All Black's pawns are weak. His problem, after losing a pawn, is to improve the placing of his pieces to the maximum. The game went **1 ... Rh8 2 Rc6 Ra8 3 Rxc4 Ra3 4 Re4**, and after also losing his g4 pawn, Black in the end lost the game.

It was correct to activate not the rook, but the king: **1 ... c3! 2 Rc6 e4! 3 Rxc3 Kf6 4 Rc8**.

White aims to transfer his rook to f4, in order to win a pawn.

4 ... Rh7 5 Rf8+ Ke5 6 Rf4 g5! 7 Rxf4 Kf5.

By giving up a pawn Black has significantly improved his position and trapped the white rook.

8 h4 gxh4+ 9 Rxf4 Rg7+! 10 Kf2 (10 **Kh3 Ra7 11 g4+ Ke5 12 Rh5+ Ke6 13 Kg3 Rf7!** etc.) **10 ... Ra7 11 Rf4+ Ke5 12 g4 Ra3! 13 Rf8** (White's last chance is to advance his

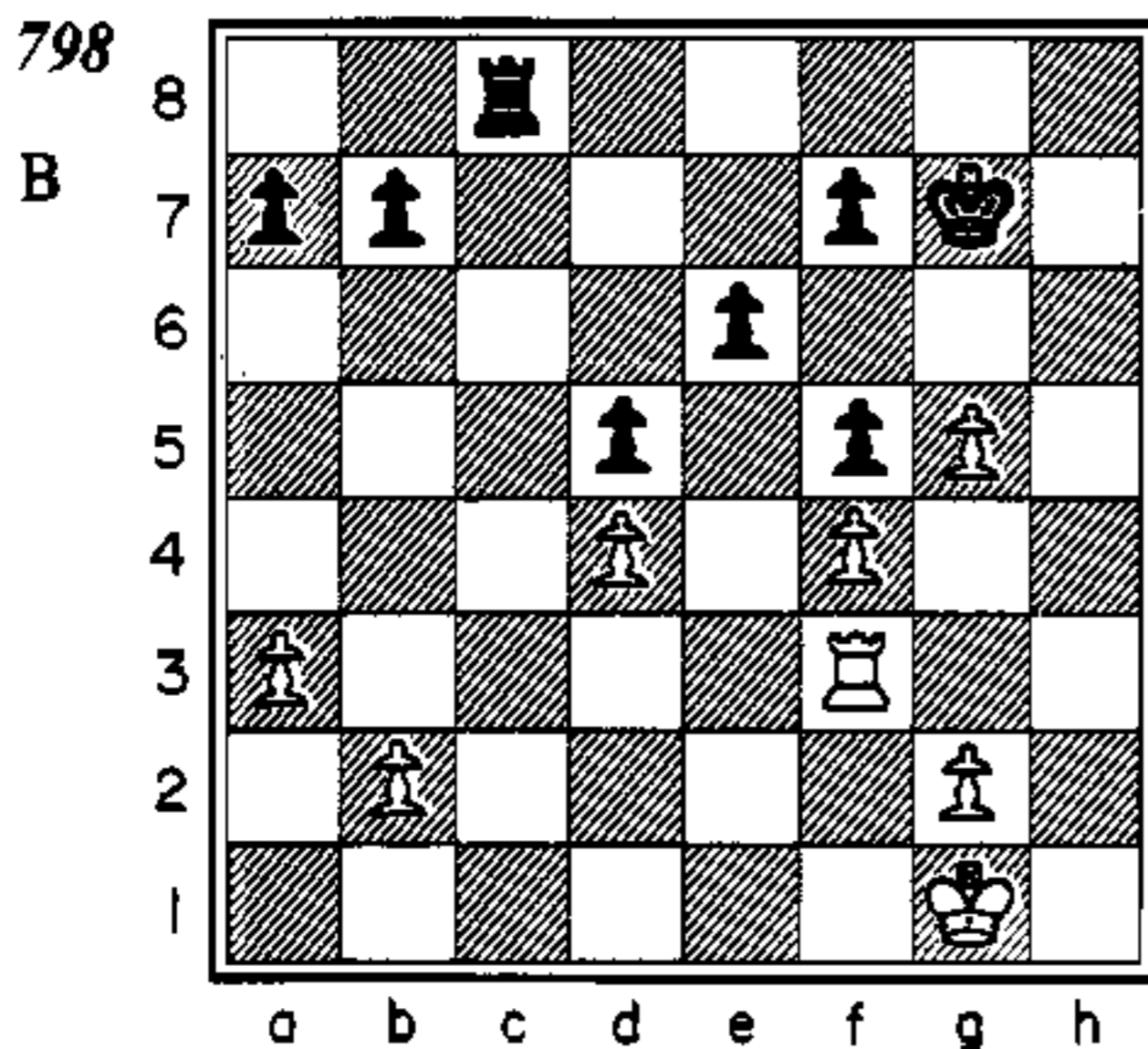
g-pawn) 13 ... Rb3 14 Re8+ Kd5 15 g5 Ra3 16 g6 Ra7! with a draw.

12.3 ACTIVE ROOK

We will consider some examples where one player's positional advantage consists mainly in his more active rook. As we have repeatedly emphasized, the rook's activity is one of the most important factors in the assessment of rook endings.

We established in the previous chapter that the significance of a material advantage varies strongly, depending on the degree of activity of the rook.

Marshall–Euwe
Kissingen, 1928



798. Black has been the first to occupy the open file, and he now breaks through with his rook into the opponent's position: 1 ... Rc1+ 2 Kh2 Rd1 3 Rb3 R×d4.

In this way Black also wins, but the game is greatly prolonged. As was shown by Nimzowitsch, 3 ... b6 would have been quicker, e.g. 4 Rb4 Rd3 5 Kg1 Rd2 6 Kh2 Kg6 7 Kg3 Kh5 8 Kh3 Rd3+ 9 g3 Rd2, and Black wins material.

The plan recommended by Nimzowitsch is typical of such endings. First you should tie the opponent to the defence of his weak-

nesses, and then, exploiting zugzwang, invade his position with your king.

4 R×b7 R×f4 5 R×a7 Rf2 6 b4 Rb2 7 Rb7 Ra2 8 Ra7 Kg6 9 b5 d4! 10 b6 Rb2 11 Ra4 R×b6 12 R×d4 Rb3 13 Ra4 K×g5.

Black aimed for this ending, rightly assuming that his central pawn group would be stronger than White's uncoordinated pawns.

14 Ra8 f4 15 a4 f3 (this natural move is evidently an inaccuracy; after 15 ... Kf5! 16 a5 f3 Black would have won easily) 16 Rg8+ Kh6.

Alas, the king has to retreat to the h-file. If 16 ... Kf4, then 17 Rg3! f2 18 R×b3 f1=Q 19 Rf3+.

17 g×f3 R×f3 18 Rg3! Rf5 19 Rg4.

This simplifies things for the opponent. After the natural 19 Ra3 Ra5 20 Kg3 Black would have had to work hard for a win, since his rook cannot actively support his pawns.

19 ... Rc5 20 Rb4 Rc3! (Black is on the right path; in such positions the rook is best deployed 'à la Tarrasch') 21 Kg2 Kg6 22 Kf2 f5 23 Ke2 e5 24 Kd2 Ra3 25 Kc2 f4 26 Kb2 Rh3 27 a5 f3 28 Kc2.

If 28 a6, then 28 ... f2 29 a7 g1=Q 30 a8=Q Rh2+ with a decisive attack. But now 28 ... Rh1 would have been immediately decisive, since the pawn cannot be stopped.

28 ... Rh2+ 29 Kd3 Re2.

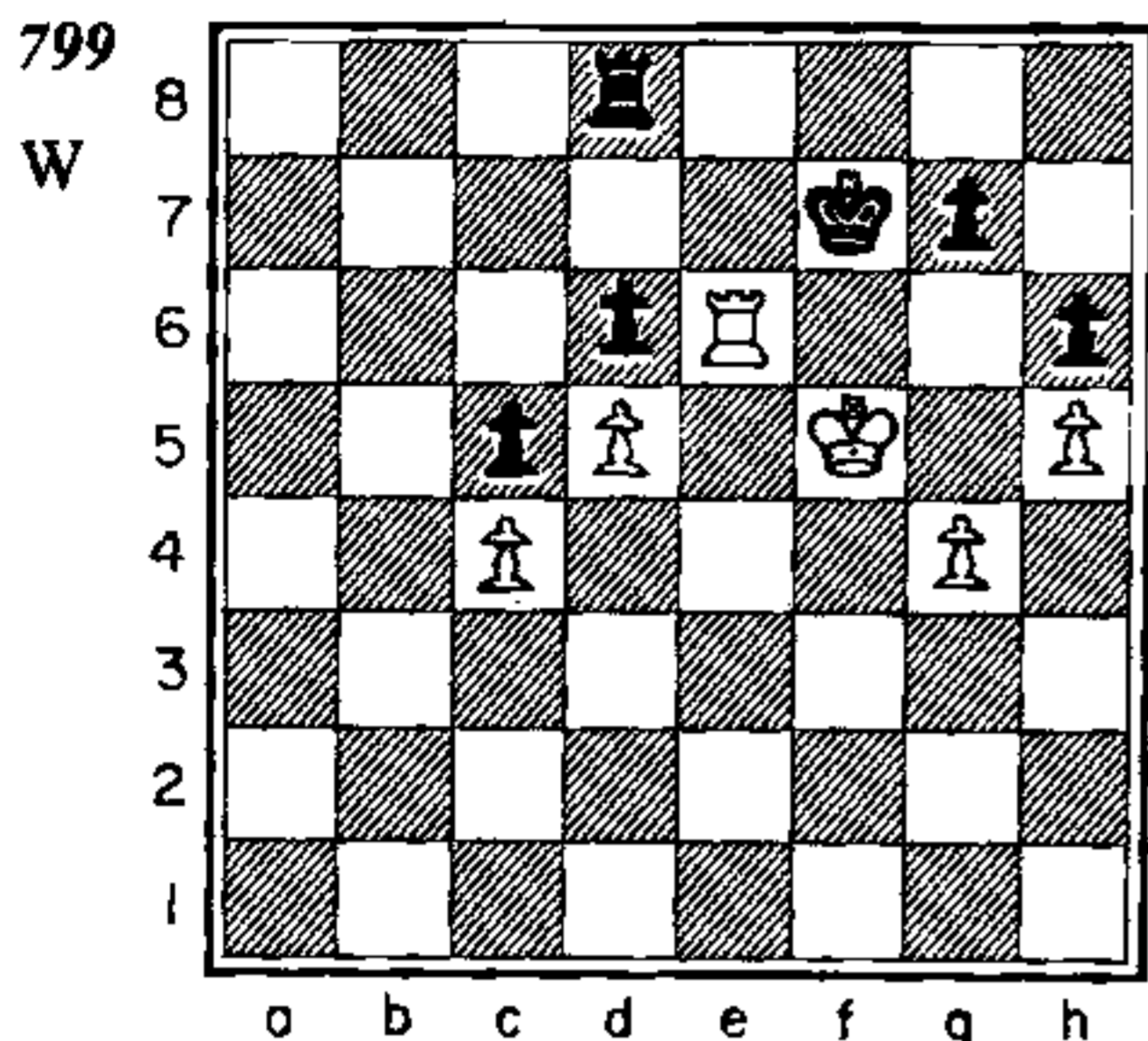
Black is obliged to resort to tactics. 30 a6 is now met by 30 ... e4+! 31 R×e4 R×e4 32 K×e4 f2 33 a7 f1=Q 34 a8=Q Qh1+, winning the queen.

30 Rb8 Kf7! (for the moment the white rook must not be allowed onto the f-file) 31 Rb7+ Ke6 32 Rb6+ Kd5 33 a6 e4+ 34 Kc3 Ra2 35 Rb5+ Kc6 36 Rf5 Kb6! 37 Kd4 Re2 (the game is decided: with the support of the rook, the pawns queen of their own accord) 38 Rf6+ Ka7 39 Kc5 f2 40 Kb5 Rb2+ 41 Ka5 Ra2+ 42 Kb5 e3 43 Rf7+ Kb8 44 Kb6 Rb2+ 45 Ka5 Rb1 White resigns.

799. In this example it is the difference in activity of the rooks that is the determining factor. White's positional advantage is undisputed: Black's rook is forced to defend the d6

Several Pawns (positional advantage)

Forgacz-Bernstein
Coburg, 1904



pawn and occupies a passive position, while his king has to guard g6 against invasion by the enemy king. But there is no zugzwang: Black can move his rook between d8 and d7.

How can White win? If his rook were at a6, then, even if the black rook were at d7, any rook move along the 6th rank would lead to zugzwang. He therefore played 1 Re1, hoping to switch his rook to a6. Passive defence loses here, and Black correctly decided to activate his rook: 1 ... Rf8.

On 2 Ra1 Black intends to reply 2 ... Ke7+ 3 Kg6 Rf4!, e.g. 4 Ra7+ Kf8 5 Ra8+ Ke7 6 Kxg7 Rxc4+ 7 Kxh6 Kf6, when the excellent placing of his pieces guarantees him against defeat. It would have been best here for White to return his rook to e6, and if 2 ... Kg8+ 3 Kg6 Rf4!, then not 4 Re8+ Rf8 with a drawn pawn ending, but 4 Rxd6! Rxc4+ 5 Kf5 Rxc4 6 Ra6 with excellent winning chances (pointed out by Platonov).

After 2 g5 Kg8+ 3 Kg4 hxg5 4 Kxg5 Rf2! 5 Re6 Rc2 6 Rxd6 Rxc4 the players soon agreed a draw.

White could have won by a manoeuvre which Smyslov and Levenfish aptly call 'widening the bridgehead': 1 g5 hxg5 2 Kxg5 Rd7 3 h6! gxh6+ 4 Rxb6.

This is the point of exchanging pawns! The white rook has become more active, and has

gained the possibility of attacking from the side.

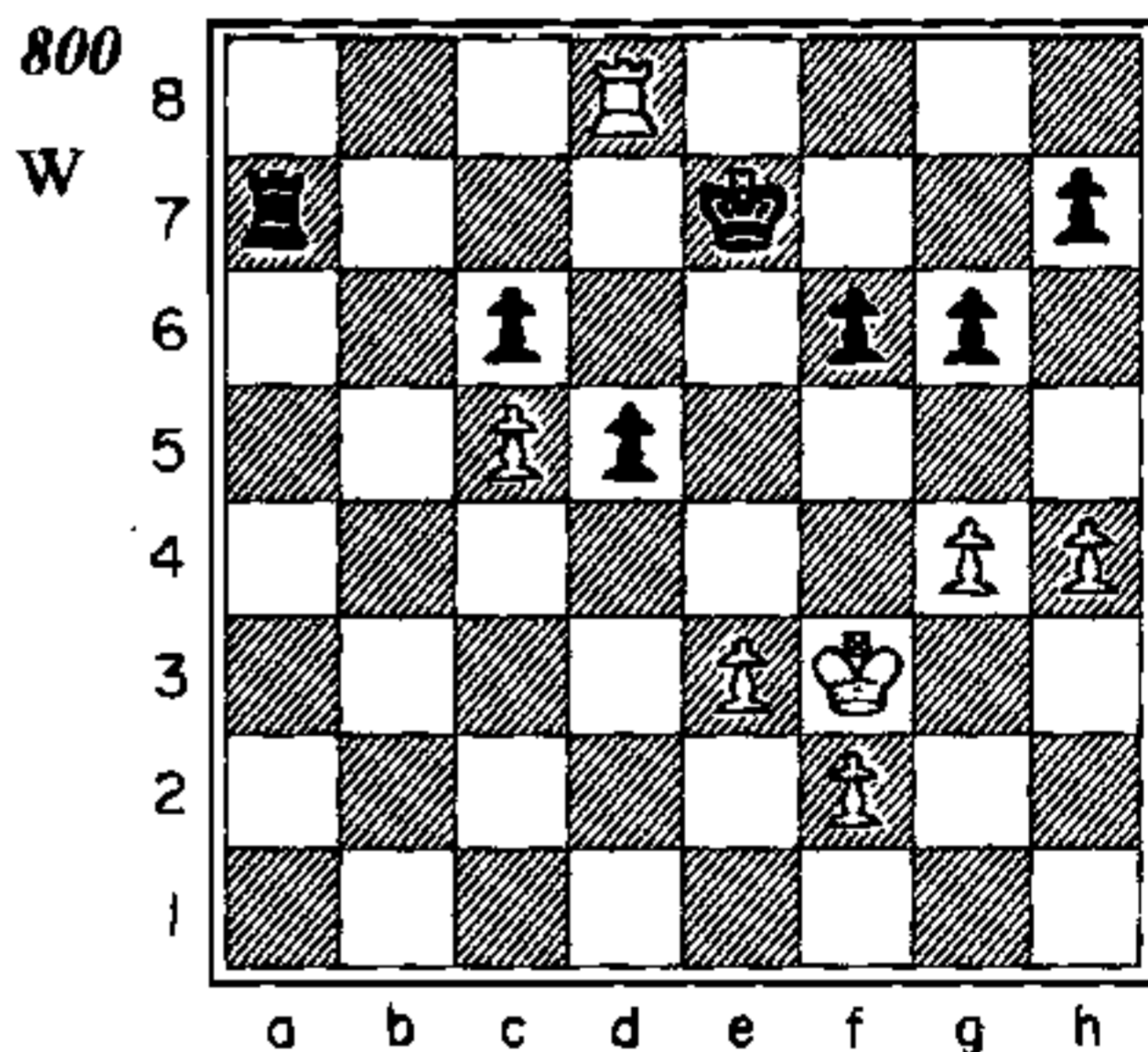
4 ... Kg7 5 Rg6+ Kf7 6 Kf5 Ra7!

Black's only chance lies in a counter-attack. With passive defence he would have lost quickly: 6 ... Rd8 7 Re6 Rd7 8 Rh6 Kg7 9 Ke6! etc.

7 Rh6 Kg7 (7 ... Ra4 8 Rh7+ Kg8 9 Rc7 Rxc4 10 Ke6 Re4+ 11 Kxd6 c4 12 Kc6 c3 13 d6! c2 14 Kd7 Re2 15 Kd8, and White wins) 8 Rxd6 Ra4 9 Rd7+ Kf8 10 Ke6 Rxc4 11 Rd8+ Kg7 12 d6, and White queens his pawn.

In this example, by exchanging pawns, White widened the bridgehead for his rook. Sometimes this has to be done to open a way for the king.

Kotov-Pachman
Venice, 1950



800. The weakness of Black's pawn formation leads to a worsening in the position of his rook: 1 Rd6 Ra6 2 g5!

A typical procedure. White fixes the opponent's K-side pawns and clears the way for his king.

2 ... fxg5 3 hxg5 Kf7 4 Kg3.

The immediate 4 Kf4 would have been a loss of time, since after 4 ... Ra4+ White cannot play 5 Ke5 on account of mate.

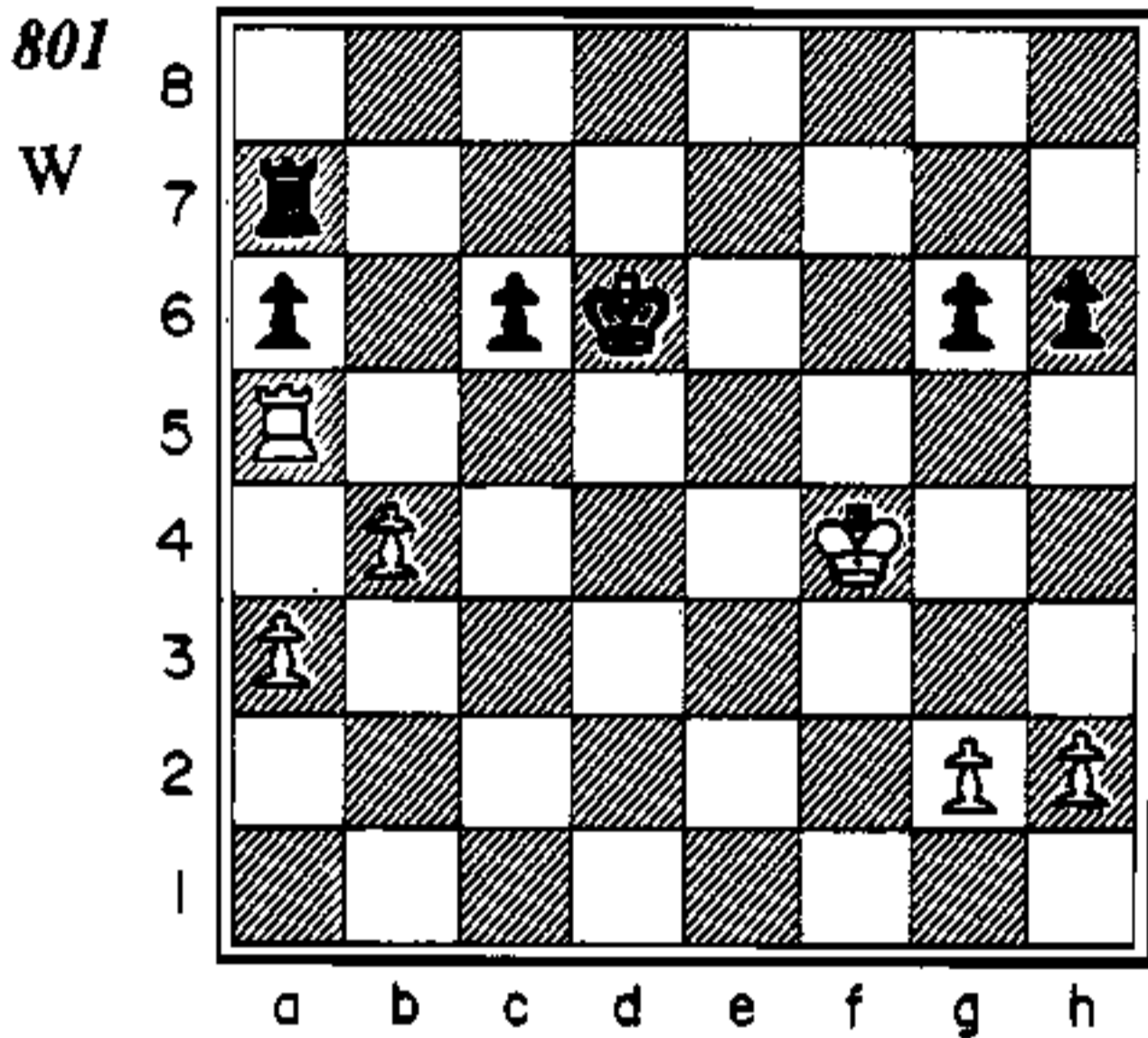
4 ... Ke7 5 f3 Ra3 6 Kf4 Ra4+ 7 Ke5 Ra3

(a trap: if 8 Re6+ Kd7 9 Kf6, then 9... d4) 8 R×c6! R×e3+ 9 K×d5 Rd3+ (9... R×f3 10 Rc7+ Ke8 11 R×h7 Rf5+ 12 Kd6 R×g5 13 c6 Rg1 14 Rh8+ Kf7 15 c7 etc.) 10 Ke4 Rc3 11 f4 Rc1 12 Rc7+ Kd8 13 R×h7 R×c5 14 Rf7, and Black resigned, since the loss of the g6 pawn is inevitable.

Kb5 15 Kg6 K×b4 16 K×h6 a5 17 Kg6 a4 18 h6.

10 Rc8+ Kb6 11 R×c5 Rh7 12 Re5 Kc6 13 Re6+ Kb5 14 Kf5 Rf7+ 15 Rf6 Resigns.

Flohr–Vidmar
Nottingham, 1936



801. The black rook is tied to the defence of the a6 pawn and occupies a passive position. For White to win, he must penetrate with his king into the enemy position.

1 h4 Ke6 2 Kg4 Ra8 3 h5!

In this way White breaches the opponent's pawns. If now 3... g×h5+ 4 K×h5 Rg8, then 5 g4! Kd6 6 R×a6.

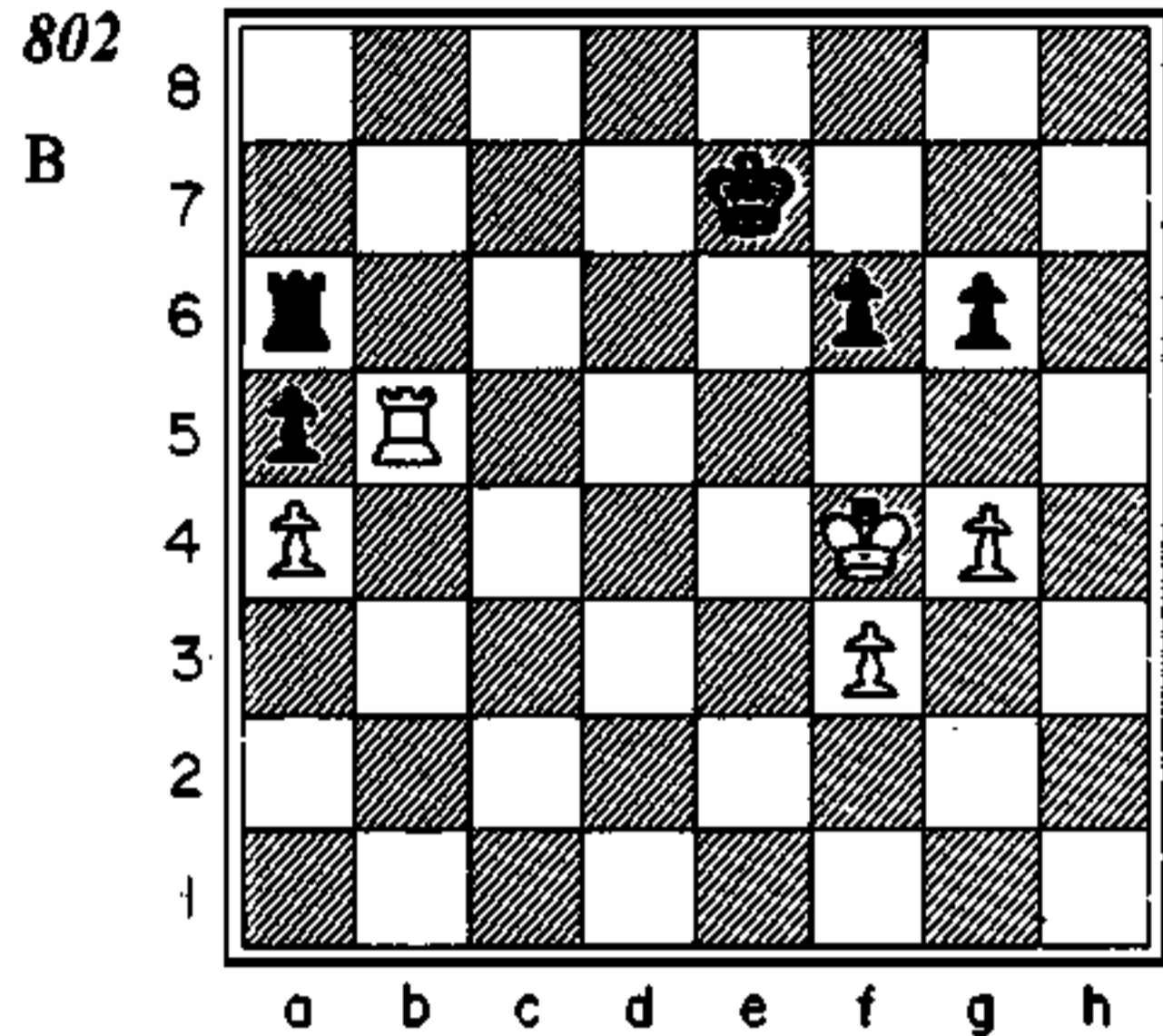
3... g5 4 g3 Ra7 5 Kf3 Ra8 6 Ke4 Ra7 7 Re5+! (a subtle manoeuvre; the black king has to move either to the left or to the right, and White's king breaks through on the opposite side) 7... Kd6.

No better is 7... Kf6 8 Rc5 Rc7 9 Ra5 Ra7 10 Kd4 Ke6 11 Kc5 Rd7 12 R×a6 Rd3 13 R×c6+ Kf7 14 a4 R×g3 15 R×h6 and wins.

8 Re8 c5 (8... Re7+ 9 R×e7 K×e7 10 Ke5 is completely hopeless) 9 Rd8+ Kc6.

9... Kc7 is met by 10 Rh8 c×b4 11 Rh7+ Kb8 12 R×a7 K×a7 13 a×b4 Kb6 14 Kf5

St Petersburg–London
Telegraph Match, 1886/87



802. In this position the game was cut short and was not resumed, since London resigned the match. In a French chess journal Chigorin published an analysis, in which he demonstrated a win for White. Here are his main variations: 1... Ra7 2 Ke4 Ra6 3 Kd4 Ra7 4 f4, with two possibilities:

(a) 4... Ra6 5 Rb7+ Kd6 (5... Ke6 6 Kc5 Ra8 7 Rb6+ Kf7 8 Kb5) 6 f5 g×f5 7 g×f5 Ra8 8 Rb6+ Ke7 9 Kc5 Rd8 10 Rb5 etc.

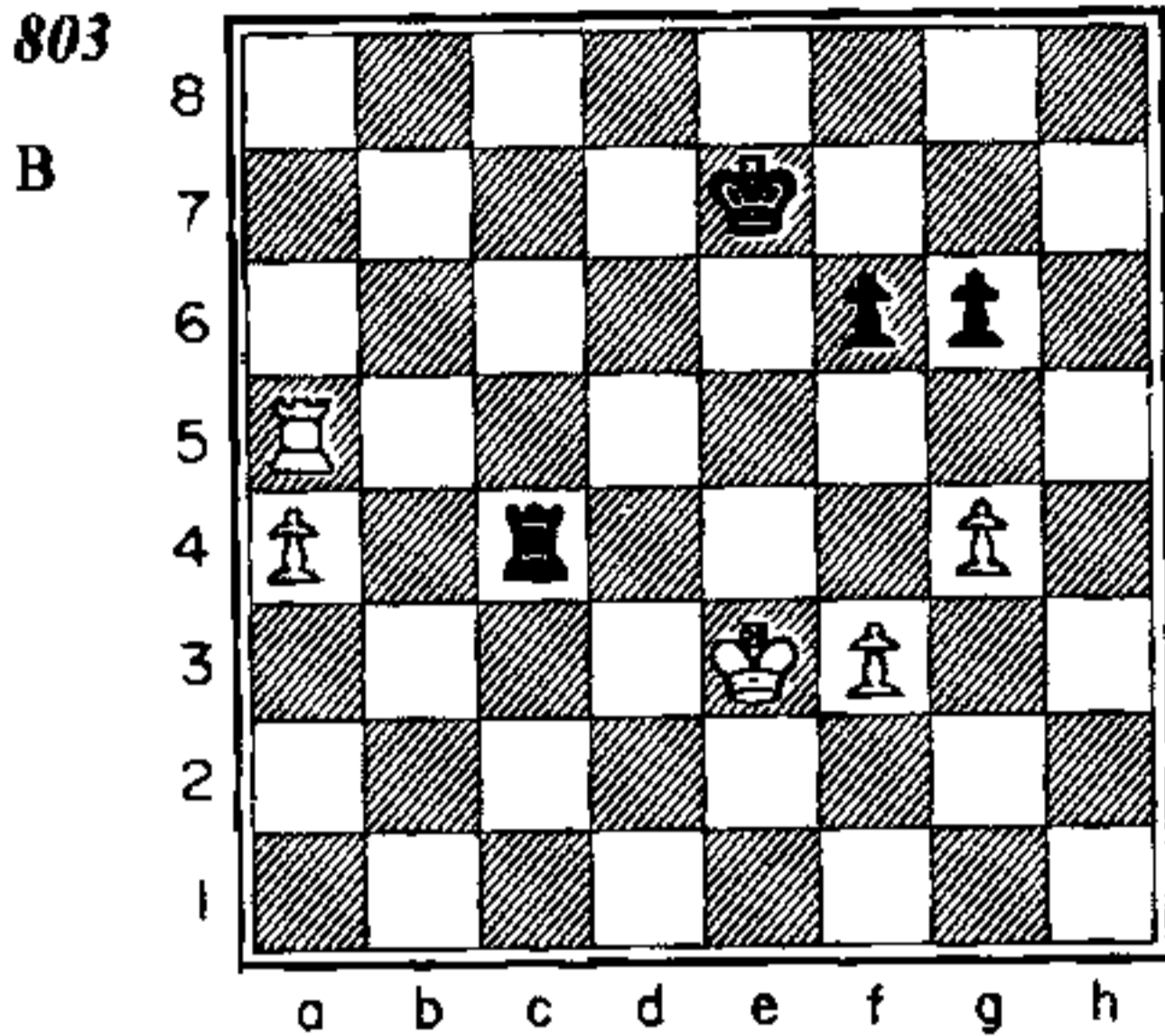
(b) 4... Kd6 5 Rb6+ Ke7 6 Kc5 Rc7+ 7 Kb5 Rc1 8 g5 f5 (8... f×g5 9 f×g5 Kf7 10 K×a5) 9 R×g6 Rf1 10 K×a5 R×f4 11 Rf6! Rf1 12 Kb6 f4 13 a5 Rg1 (13... f3 14 a6 f2 15 Ka7! Ke8 16 g6) 14 R×f4 R×g5 15 a6 Rg1 16 a7 Ra1 17 Rf5 and 18 Ra5.

Chigorin was able to show that with passive defence Black would have lost. This conclusion is not surprising: White's king and rook are active enough to be able to exploit the passive placing of the opponent's pieces. But the legitimate question arises: couldn't Black have defended more actively?

More than 60 years later, when the theory

Several Pawns (positional advantage)

of rook endings had made great advances, Fine suggested for Black an immediate pawn sacrifice with the aim of activating his rook: 1 ... **Rc6!** 2 **R × a5 Rc4+** 3 **Ke3** (803).



803. Fine goes on to consider the following continuation: 3 ... **Rc3+** 4 **Ke4 Rc4+** 5 **Kd5 Rf4** 6 **Ra7+ Kd8**, and concludes his analysis here, regarding the position as drawn.

Levenfish and Smyslov disagreed with this conclusion. They continued Fine's variation: 7 **Kd6!** **Kc8** 8 **Rc7+ Kd8** (8 ... **Kb8** 9 **Rc3 R × a4** 10 **Ke6 Rf4** 11 **Kf7 g5** 12 **Kg6 Kb7** 13 **Re3 Kc7** 14 **Re6**, winning) 9 **Rf7!** **Ke8** 10 **Ra7 R × f3** (10 ... **f5** 11 **g5 R × f3** 12 **Ke6 Kd8** 13 **Kf6**) 11 **a5 f5** 12 **a6! Ra3** (12 ... **f × g4** 13 **Re7+** and 14 **a7**) 13 **Ke6 Kd8** 14 **g5 f4** 15 **Kf6 f3** 16 **Kg7!** **f2** 17 **Rf7 Ra2** 18 **Rf8+ Ke7** 19 **a7 R × a7** 20 **R × f2 Ra6** 21 **Rf6** and wins.

Thus the variation beginning with 3 ... **Rc3+** fails to draw, since the opponent's king becomes very active, whereas the black king is pushed back onto the last rank.

And yet Black could have drawn. The correct continuation was found by Levenfish and Smyslov: 3 ... **Kf7!** Having activated his rook, Black now solves the problem of his king:

(a) 4 **Ra8 Kg7** 5 **a5 Ra4** 6 **a6 Kh6!** 7 **f4** (if 7 **a7 Kg7**, while after other moves the black king penetrates to **g5**) 7 ... **g5** 8 **f × g5+**

f × g5 9 **Kd3 Kg7** 10 **Kc3 R × g4** with a draw.

(b) 4 **Ra7+ Ke6** 5 **a5 Ra4** 6 **a6 Ke5** 7 **f4+ Kd5** 8 **Ra8 Ra3+** 9 **Kf2 Ke4** with the same result.

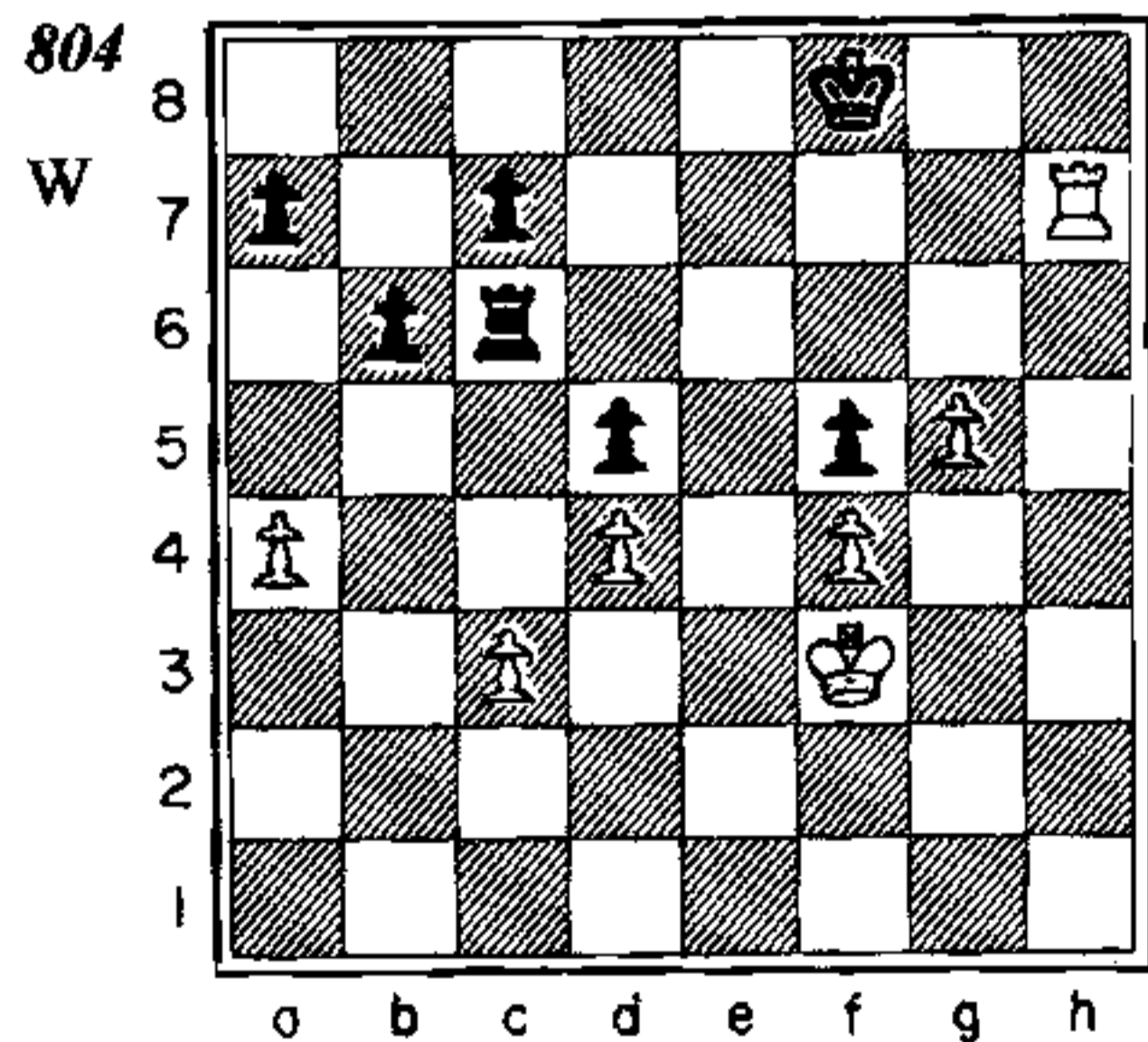
This example once again confirms a basic rule of rook endings: active placing of the pieces is usually worth a pawn.

12.4 BETTER KING POSITION

As we have already seen several times, the position of the king in rook endings plays an enormous role. An active king restricts its opposite number, attacks the opponent's rook and pawns, and penetrates into the enemy position. Together with the rook and pawns it can often create a mating net around the enemy king. And on the contrary, a passively placed king is not only unable to participate in the events taking place, but often itself becomes a target for attack.

The following is a classic example of exploiting a better king position.

Capablanca-Tartakower
New York, 1924



804. At first sight it is not easy to assess the chances of the two sides. The black rook is about to invade the enemy position, and White must lose at least one pawn. But the black king is badly placed, and it is this factor that offers White hopes of success; in addition

Better King Position

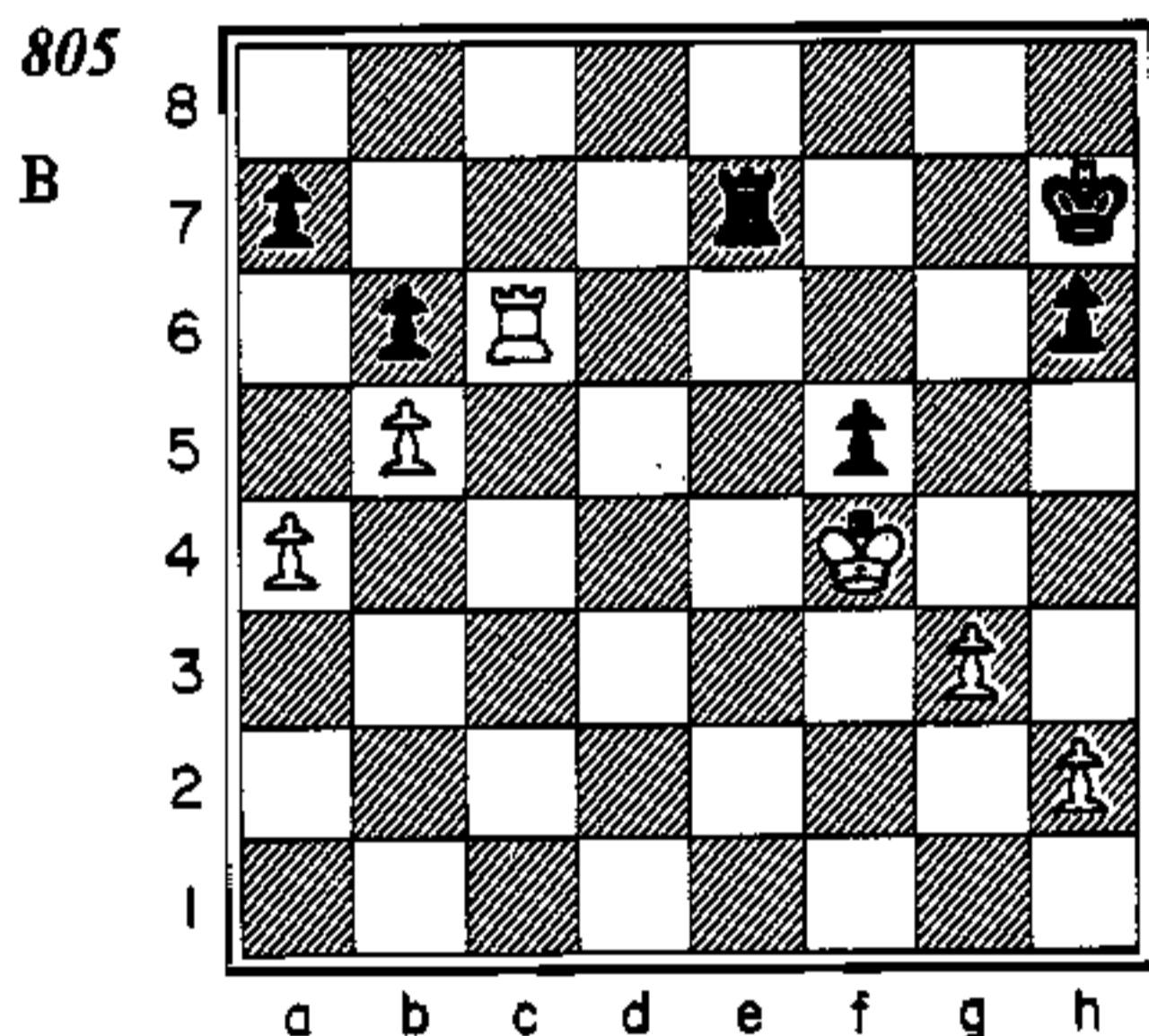
he has a strong passed pawn on the g-file. If the king can also be included in the attack, Black's position may soon become critical.

1 Kg3!! R × c3+ 2 Kh4 Rf3 3 g6! R × f4+ 4 Kg5 Re4 (before it is too late, the rook must be transferred to the defence) **5 Kf6!**

The f5 pawn will not run away. It is much more important to create immediate threats against the opponent's king.

5 ... Kg8 6 Rg7+ Kh8 7 R × c7 Re8 8 K × f5 Re4 9 Kf6 Rf4+ 10 Ke5 Rg4 11 g7+ Kg8 12 R × a7 Rg1 13 K × d5 Rc1 14 Kd6 Rc2 15 d5 Rc1 16 Rc7 Ra1 17 Kc6 R × a4 18 d6 Resigns.

Levenfish-Lisitsyn
Moscow, 1935



805. Here too White's king is very active, which in combination with his well placed rook and the presence of pawn weaknesses in the opponent's position proves quite sufficient for a win.

Active play is unfavourable for Black, e.g. **1 ... Re4+ 2 K × f5 R × a4 3 Rc7+ Kg8 4 Kg6**, and **1 ... Re2** is no better: **2 Rc7+ Kg6 3 R × a7 R × h2 4 Rb7**. There is nothing for Black to do but wait.

1 ... Rf7 2 h4! (White intends to advance his pawn to h5, and then invade with his king) **2 ... Rg7 3 h5 Rg4+.**

The only chance of complicating matters.

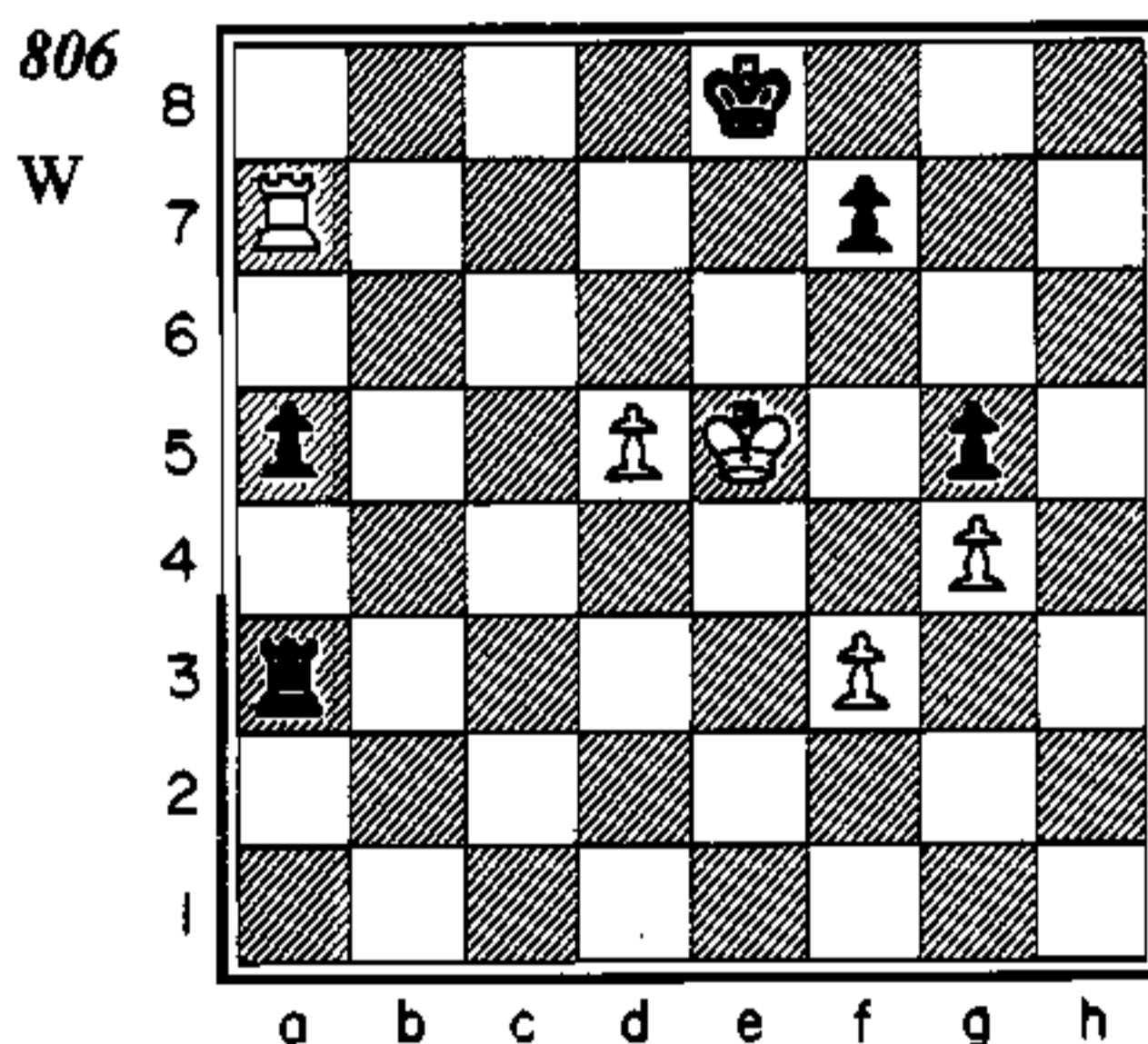
The following line is completely bad: **3 ... Rf7 4 Ke5 Kg7 5 Rg6+ Kh7 6 Ke6.**

4 K × f5 R × a4 (4 ... R × g3 5 Rc7+ Kg8 6 R × a7 Rg5+ 7 Kf6 R × h5 8 a5! R × b5 9 Rg7+ Kf8 10 a6 etc.) **5 Rc7+ Kg8 6 Kg6 Rg4+ 7 K × h6 R × g3 8 R × a7 Rb3 9 Rb7! R × b5.**

Black has managed to maintain material equality, but it is here that the difference in the placing of the kings becomes the telling factor.

10 Kg6 Kf8 11 h6 Re5 12 Rb8+ Resigns.

Olafsson-Tal
Portoroz, 1958



806. White's pieces are much better coordinated than Black's. His rook and king are actively supporting his passed pawn, whereas the black king is cut off and itself becomes a target for attack.

1 Kd6 Kf8.

No better is **1 ... f6 2 Ke6 Re3+ 3 K × f6 R × f3+ 4 K × g5 Ra3 5 Kf6 a4 6 g5 Rf3+ 7 Kg7 a3** (7 ... Rf5 8 g6 R × d5 9 R × a4 etc.) **8 g6 Rh3 9 Kg8 Rg3 10 g7 Rh3 11 d6** and wins.

2 Kd7 a4 (2 ... R × f3 3 d6 f5 4 Ke6 f × g4 5 Ra8+ Kg7 6 d7 Rd3 7 d8=Q R × d8 8 R × d8 Kg6 9 Rg8+ Kh5 10 Kf5 etc.) **3 d6 Kg7 4 Ke8!** (not **4 Kc8 Rc3+ 5 Kd8 a3** with a draw) **4 ... R × f3.**

If **4 ... Re3+**, then **5 Re7! R × e7+ 6 K × e7 a3 7 d7 a2 8 d8=Q a1=Q 9 Qf8+ Kg6 10 Q × f7+ Kh6 11 Qf6+** and wins.

Several Pawns (positional advantage)

5 R × a4?

This complicates matters. 5 d7! was more accurate: 5 ... Re3+ 6 Kd8 a3 7 Ra8! (found by Konstantinopolsky), e.g. 7 ... f5 8 Kc7 Rd3 9 R × a3, or 7 ... a2 8 R × a2 f5 9 Ra5 and wins.

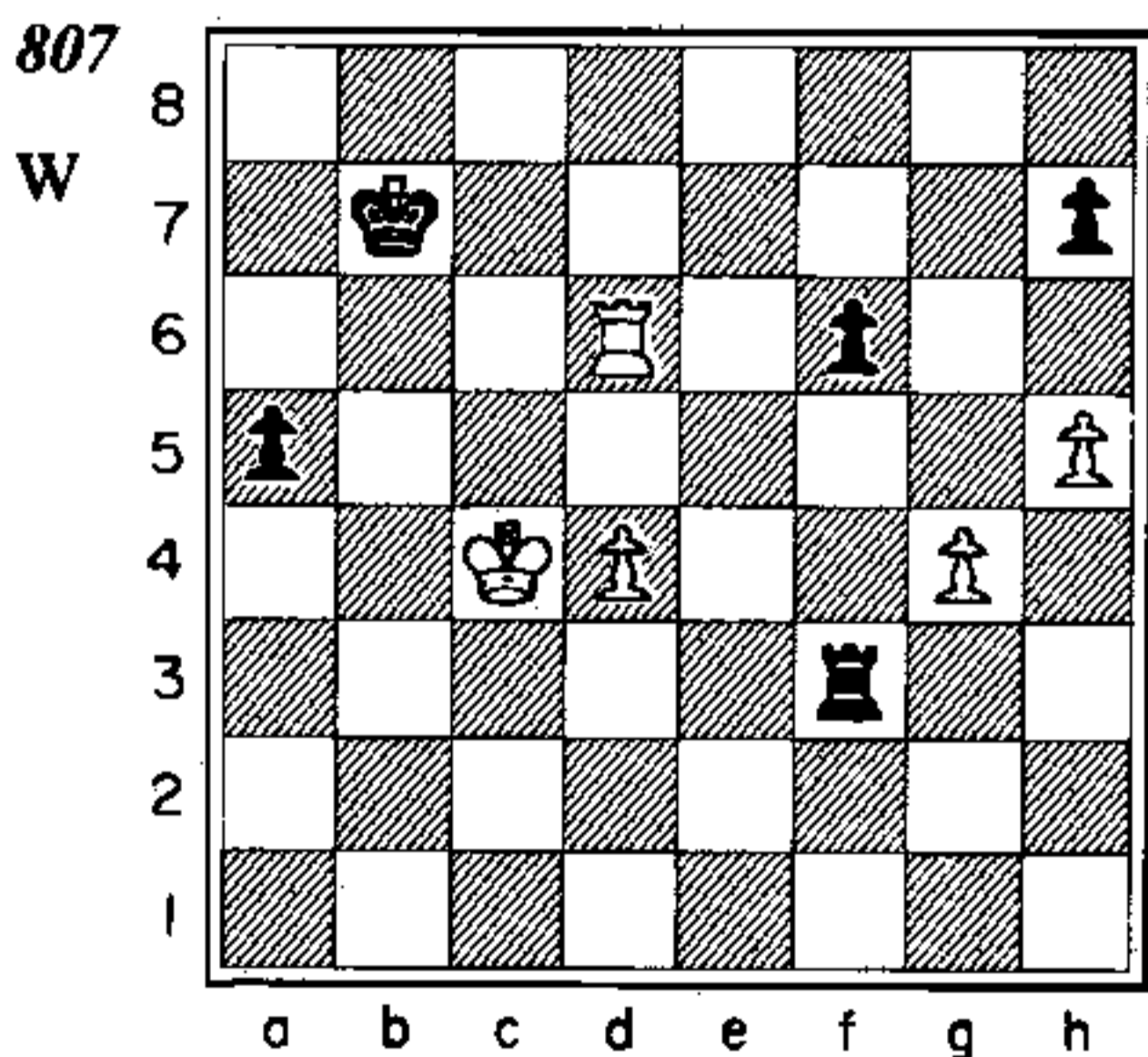
5 ... Re3+ 6 Kd8 f5! 7 g × f5?

This throws away the win, which could have been gained by the study-like 7 Ra5! Kf6 8 R × f5+ Ke6 9 Ke8!! (9 d7 Rd3) 9 ... K × d6+ 10 Kf7, e.g. 10 ... Re4 11 R × g5 Rf4+ 12 Kg7 Ke7 (12 ... Ke6 13 Rg6+ Ke5 14 Kh6), and then as in example 386

If on 7 Ra5 Black replies 7 ... f4, there can follow 8 d7 f3 9 Rf5! Rd3 (9 ... Kg6 10 Rf8 Kg7 11 Kc7!) 10 Ke7 Re3+ 11 Kd6 Rd3+ 12 Ke6 Re3+ (if 12 ... Kg6, then 13 Rf6+! Kg7 14 R × f3) 13 Re5 R × e5+ 14 K × e5 f2 15 d8 = Q f1 = Q 16 Q × g5+ Kf7 (16 ... Kh8 17 Qf6+) 17 Qf5+ and wins.

7 ... Kf6 8 Ra6 (8 Ra5 g4 9 d7 Rc3 10 Rd5 Kf7) 8 ... K × f5 9 Kc7 g4 10 d7 Re7 11 Kd6 R × d7+ 12 K × d7 g3 13 Kd6 g2 14 Ra1 Ke4. Drawn.

Hübner-Smyslov
Velden, 1983



807. Here the difference in the placing of the kings is especially marked: White's king is supporting his passed pawn, whereas the enemy king may itself become a target for attack.

1 Kb5!

After 1 Rd7+ Kb6 2 R × h7 a4 3 Rh8 Kb7 4 h6 a3 Black's passed pawn becomes no less dangerous than White's. 3 Re7 also does not help: 3 ... a3 4 Re2 Rg3 5 Rh2 R × g4 6 h6 a2.

1 ... h6! 2 Rd7+ Kc8 3 Ra7.

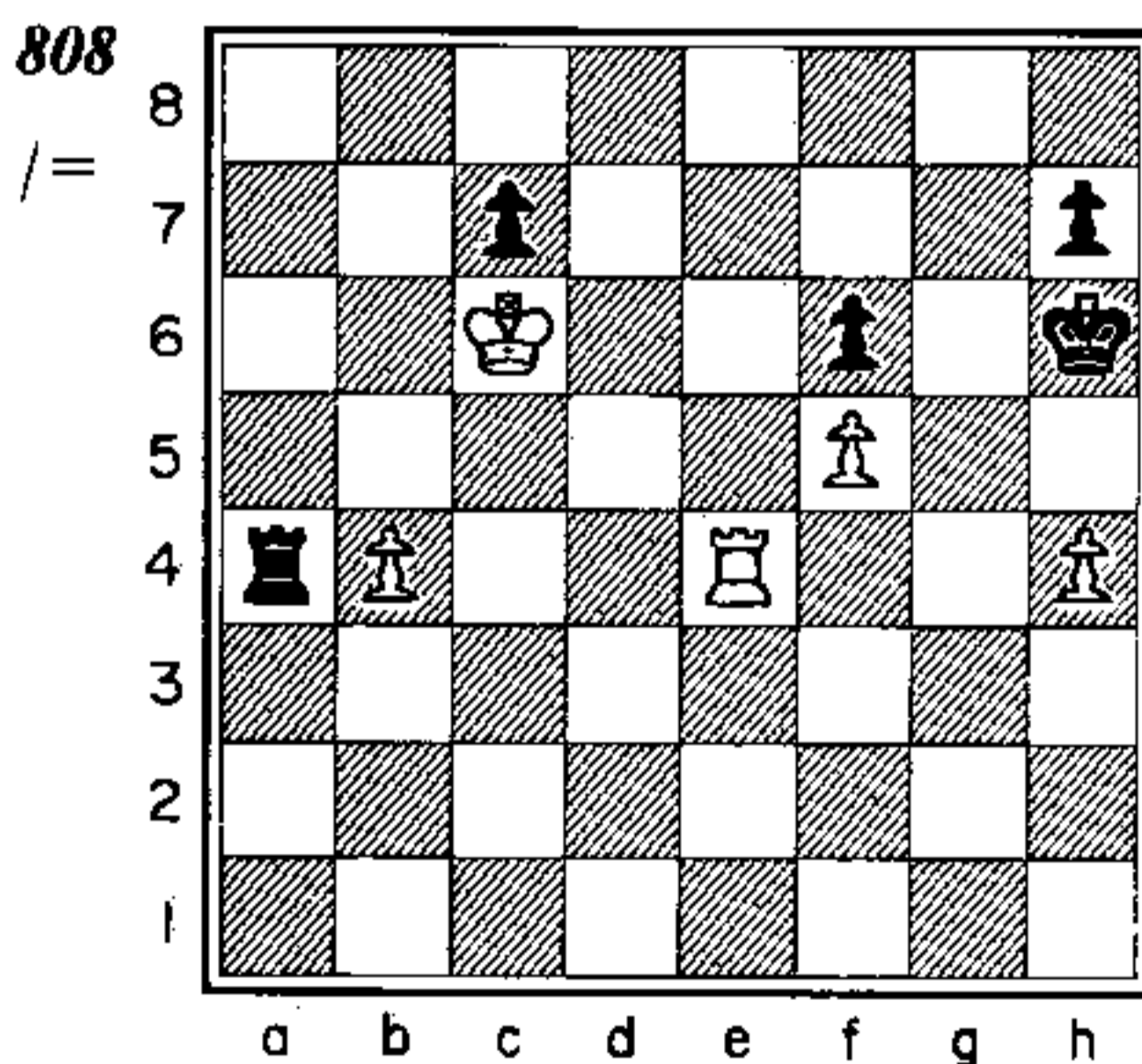
On 3 Rh7 there would have followed 3 ... a4! 4 K × a4 (4 R × h6 a3 5 Rh8+ Kb7 6 Rh7+ Kb8! with perpetual check, since 7 Re7 a2 8 Re1 is dangerous due to 8 ... Rb3+ and 9 ... Rb1) 4 ... Rf4 5 R × h6 R × d4+ 6 Kb5 R × g4 with a draw.

3 ... Rf4 4 d5 R × g4 5 R × a5 Kb7! 6 Kc5 Rg5 7 Kd6 R × h5 (Black has even managed to win a pawn, but now White's lone pawn becomes extremely dangerous) 8 Rc5.

If 8 Ke6, then 8 ... Re5+ 9 K × f6 (9 Kd7 Kb6) 9 ... Rg5.

8 ... Rg5! 9 Rc7+ Kb6 10 Rc1 (10 Rf7 is met by 10 ... Rf5 11 Rh7 h5 12 Rh8 Kb7) 10 ... Kb7! (Black must not allow his king to be pushed two files away) 11 Rf1 f5 12 Ke7 Rg7+ 13 Kf6 Rd7! 14 Ke6 Kc7 15 R × f5 Rd6+ 16 Ke5 Rg6, and within a few moves a draw was agreed.

Averbakh and Petrosian, 1971
(analysis)



808. The white pieces are very active, but nevertheless Black finds an unexpected saving possibility. 1 ... Kh5 2 K × c7 h6!!, and all is revealed: against 3 ... R × b4! with stalemate there is no defence. Draw.

Index of Players and Analysts

(numbers refer to diagrams)

- Akopyan 523
Alalin 510
Alatortsev 674, 696
Alekhine 443, 578, 657, 714, 718, 722, 725, 761, 791
Alexander 713, 718
Alster 223
Amelung 19
Amiryan 244
Angantytsson 300
Antoshin 747
Aratovsky 649
Aronin 631, 646
Aronson 670
Arsenic 274
Arulaid 171
Averbakh 11–17, 22–27, 41–48, 50, 99, 103, 178, 205, 208, 238, 247–249, 252, 253, 410, 425, 505, 569–571, 644, 675, 758, 808
- Bagirov 502
Ban 699
Bannik 521, 668, 794
Barbier 54
Barlov 705
Belinkov 436
Belyavsky 624
Benavent 267
Benko 262, 671, 772
Berger 106, 130, 218, 414
Bernstein 460, 511, 651, 799
Betbeder 134
Beytum 200
Bielsa 445
Bisguier 743
Blümlich 592
Bogoljubow 578
Bohm 782
Boleslavsky 527, 726, 784
Bonch-Osmolovsky 548
Bondarenko 298
Bondarevsky 279, 503, 504, 547, 665
Borisenko 729
Botvinnik 517, 569, 672, 726, 729, 771, 789, 797
Breitman 785
Breyer 638
Bron 90
Bronstein 434, 634, 661, 666, 671, 748, 784
Budo 498
Byelavyenets 533, 569
Byelov 201
- Capablanca 260, 535, 689, 725, 773, 804
Castillo 519
Cernetski 549
Chekhover 125, 290, 297, 310, 630, 674
Chéron 133, 191–195, 198, 376, 382, 383, 385, 388, 394, 398, 416, 426, 438, 439, 450, 451, 457, 467, 475, 483, 486
Chigorin 507, 658, 792
Chukayev 715
Cohn, G. 166, 263
Cozio 213
Czerniak 200
- Dawson 708
de Greiff 482
Diaz 277
Doda 561
Dominguez 267, 277
Donchev 266
Dubinin 506
Duras 565
Dvoryetsky 367, 609, 731
- Eisenstadt 616
Eliskases 615
Emden 433
Espig 780
Estevez 574
Euwe 18, 113, 154, 260, 758, 761, 770, 788, 789, 798
- Fahrni 107, 165
Farago 287
Feijter 216
Fila 399, 452
Filip 721
Filipowicz 367
Fischer 379, 572, 621, 723, 763, 768
Flohr 506, 633, 801
Florian 706, 750
Fogelevich 104
Foltys 717
Forgacz 799
Friedman 625
Fritz 273
Furman 444

Index of Players and Analysts

- Galic 707
Gawlikowski 710
Gayevsky 400
Geller, A. 121
Geller, Y. 621
Gerstenfeld 279
Ghitescu 763
Gilg 594
Giobanu 707
Gligoric 557, 572, 575, 627, 636, 721, 770, 781
Goldberg 727
Golombek 575
Golovko 284
Gorgiev 88, 361, 566
Goryelov 767
Gothenburg 497
Griesman 276
Grigoriev 115, 312, 320, 321, 340, 343–346, 374, 382–384, 390, 397, 402, 421–424, 440, 441, 525
Grinfeld 268
Gunst 418
Gurgenidze 129, 139, 171, 341
Gzeban 288
- Harrwitz 78
Hasek 610
Havel 128
Heilman 460
Herberg 184
Herbstmann 234, 526
Hildebrand 269
Hollis 750
Hoppe 583
Hort 576, 778
Hortov 132
Horvath 300, 469
Horwitz 147, 151, 172, 214, 219, 254, 271, 282, 358, 454, 622
Hübner 807
Hyutt 510
- Iglitsky 369
Inkyov 266
Ionov 776
Isenegger 336
- Janosevic 797
- Kalandadze 295, 305
Kan 660, 665
Karasev 776
Kärner 648
Karpov 790
Karstedt 319, 406
Kasparian 335, 446, 466, 480, 489, 492–494, 496
Katyetov 637
Kayev 444
Kazakevich 630
- Kaznelson 77, 430
Keidanski 155
Keres 370, 504, 547, 554, 556, 608, 639, 672, 678, 685, 711, 722, 765, 781, 793
Khasin 121, 628, 631, 670
Khavin 727
Khodos 686
Kholmov 502, 719, 738, 741, 742
Kirillov 785
Kissling 270
Kivlan 764
Kling 147, 151, 172, 254, 282, 357, 454, 469
Kluger 690
Kochiev 764
Kockelkorn 130
Konstantinopolsky 280, 625, 646, 787
Kopayev 30, 33, 73, 79, 83, 85–87, 98, 101, 102, 110, 136, 137, 162, 173, 177, 185–189, 193, 196–198, 209–211, 224, 237, 241, 248–250, 258, 275, 328, 355, 356, 359, 363, 365, 366, 373, 387, 388, 395, 396, 412, 453, 479, 537, 541, 542, 577, 579, 583, 584, 589, 596, 598–601, 607, 611, 612, 614, 623, 629, 645, 732, 769
Kopylov 684, 746, 753
Korchnoi 790
Kostich 535
Kosyenko 649
Kotov 615, 800
Kozirev 142
Kupreichik 731
Kraidman 653
Kramer 655
Kubbel 285, 286, 307
Kudrin 529
- Landau 694
Larsen 392, 528
Lasker, Em. 606, 712, 728, 762, 783
Lazard 703
Lehner 189
Leonhardt 693
Levenfish 388, 677, 682, 683, 691, 711, 728, 744, 777, 805
Lilienthal 637, 660, 696, 772
Lipnitsky 760
Lisitsyn 805
Ljungman 568
London 802
Losev 377
Louma 283
Lowenthal 595
Lundin 733
Lyskov 647
Lyubchenko 206
Lyublinsky 628
- Maizelis 10, 19, 22, 29, 49, 62, 70, 84, 97, 105, 138, 140, 177, 183, 218, 220, 221, 233, 258, 530, 538, 539, 543–546, 551
Makarczyk 717
Makarov 241, 529

Index of Players and Analysts

- Malanyuk 676
Malyevinsky 586
Mandler 127, 272, 337, 372
Maroczy 659
Marshall 553, 792, 795, 798
Martin 567
Mason 199
Matanovic 692
Menchik 291
Mendees 134
Mises 712
Mikenas 225, 677, 695
Mikhalchishin 377
Miller 433
Moiseyev 687
Mokry 740
Molnar 549
Moravec 93, 108
Morphy 595
Muller 573
Munos 246
- Nadareishvili 122
Najdorf 517, 522, 771, 786
Neat 653
Neishtadt 593
Nemet 735
Ney 448
Nezhmetdinov 697
Nielsen 63
Nikolayevsky 754
Nimzowitsch 669, 755
- O'Kelly 697
Olafsson 386, 806
Opocensky 225
Oryekhov 523
Osnos 505
- Pachman 800
Panno 786
Panov 500, 550
Paulsen 199
Peckover 303
Pelikan 291
Perez 445
Petrosian 723, 752, 808
Philidor 314
Pirc 691
Piskov 223
Plachetka 618
Platov, M. 302
Platov, V. 302, 591, 613
Platz 240
Pogosyants 534
Pogrebyssky 500
Pokojoyczyk 561
Polerio 261
Polugayevsky 435, 686, 745
- Polyak 695
Ponziani 407
Porreca 482
Portisch 752
Pribyl 740
Prokes 64-67, 114, 176, 236, 237, 264, 296, 299, 301, 308, 311
Przepiorka 437
- Rabinovich 81, 560, 759
Radulov 624
Ragozin 627, 756, 759
Ratner 400
Ravinsky 521, 668
Ravi Sekhar 619
Regedzinsky 588
Reilstab 692
Renter 648
Reshevsky 657, 766
Reti 31, 117, 118, 140, 212, 226, 228, 292, 524, 638, 716
Ribli 587
Rinck 160, 255, 724
Rokhlin 284
Romanishin 748
Romanovsky 240, 417, 428, 429
Rosselli 669
Rovner 350, 354
Rozenfeld 448
Rubinstein 553, 714, 730, 762, 779, 783, 795, 796
Rudakovsky 656
Runquist 100
Ryumin 777
- Saavedra 54
Sackmann 106
St Petersburg 802
Salvio 317
Salvioli 75, 163, 238, 258, 419, 563
Salwe 107, 507
Sandor 690
Schmidt 91, 618
Schultz 94
Selezniev 647
Sergievsky 794
Seyboth 411
Shagalovich 715
Shapiro 76
Sherwin 379, 768
Short 501
Simagin 548
Smagin 661
Smyslov 289, 388, 503, 511, 519, 557, 636, 639, 678, 682, 683, 744, 760, 765, 766, 787, 793, 807
Sokolov 735
Sokolsky 137, 498, 554, 556
Sokov 141
Sozin 80, 126
Spassky 747
Spielmann 689, 693, 694, 713, 779, 791, 796

Index of Players and Analysts

- Stahlberg 788
Steiner 550
Stockholm 497
Strelchin 479
Suetin 687
Svyeshnikov 767
Szabo 522, 527, 633
- Taimanov 392, 574, 675, 710, 746, 753
Taku 626
Tal 386, 391, 806
Tarasov 684
Tarrasch 69, 153, 354, 378, 413, 580, 592, 658, 659, 730
Tartakower 231, 259, 594, 755, 804
Tassinari 96
Tattersall 351
Tatyev 239
Thelen 706
Thomas 259, 443
Tim 590
Timman 782
Timoshchenko 742
Tipary 634
Tolush 650, 656
Torre 528, 619
Trabattoni 705
Tringov 754
Troitsky 51, 256, 414
Trzesowski 288
Tseitlin 586
- Udovcic 743
Uhlmann 124
Unzicker 733
- Urusov 97, 164, 175
Utyatsky 201
- Vaganian 778
Vancura 334, 427
Vasyukov 745
Vasiliev 604
Velimirovic 587
Vidmar 801
Vogt 780
Volkevich 593
von der Lasa 71, 190
Vukic 573
Vukovic 170, 251, 257
- Wade 576
Weenink 306, 339
Wegemund 165
Weinberger 243, 245, 278
Wotawa 72, 235, 265, 293, 304, 512, 581, 602, 698
- Yates 560, 773
Yudovich 756
Yusupov 501, 676
- Zagoryansky 650
Zaitsev, I. 391, 609
Zakhodyakin 309
Zek 540
Zhudro 104
Zinkl 217, 220
Zinn 434, 666
Zuckerman 651
Zukertort 183

Pergamon Russian Chess Series

Comprehensive Chess Endings

Volume 5

Rook Endings

The first Russian edition of this series (1956–62) established the editor, Soviet grandmaster Yuri Averbakh, as one of the greatest world authorities on endgame theory. *COMPREHENSIVE CHESS ENDINGS* is a translation, in algebraic notation, of the second Russian edition, which has been considerably revised and enlarged. It is being published in five volumes, each volume being designed to be used either as a textbook or as a reference work for the analysis of adjourned games.

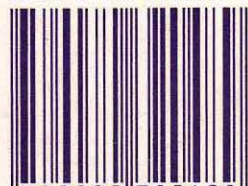
The present volume is in two sections: *ROOK AGAINST PAWNS* and *ROOK AGAINST ROOK (WITH PAWNS)*. The first section has been completely rewritten from the first edition, and radical alterations have been made to certain chapters of the second section.

Other volumes in this series

BISHOP ENDINGS & KNIGHT ENDINGS
BISHOP V. KNIGHT ENDINGS *ROOK V. MINOR PIECE ENDINGS*
QUEEN & PAWN ENDINGS
PAWN ENDINGS

Cover illustration is from
'Des Altenn Ritterlichen Spils des Schachzabels' (1536),
reproduced with kind permission from the British Library.

ISBN 0-08-032048-1



9 780080 320489